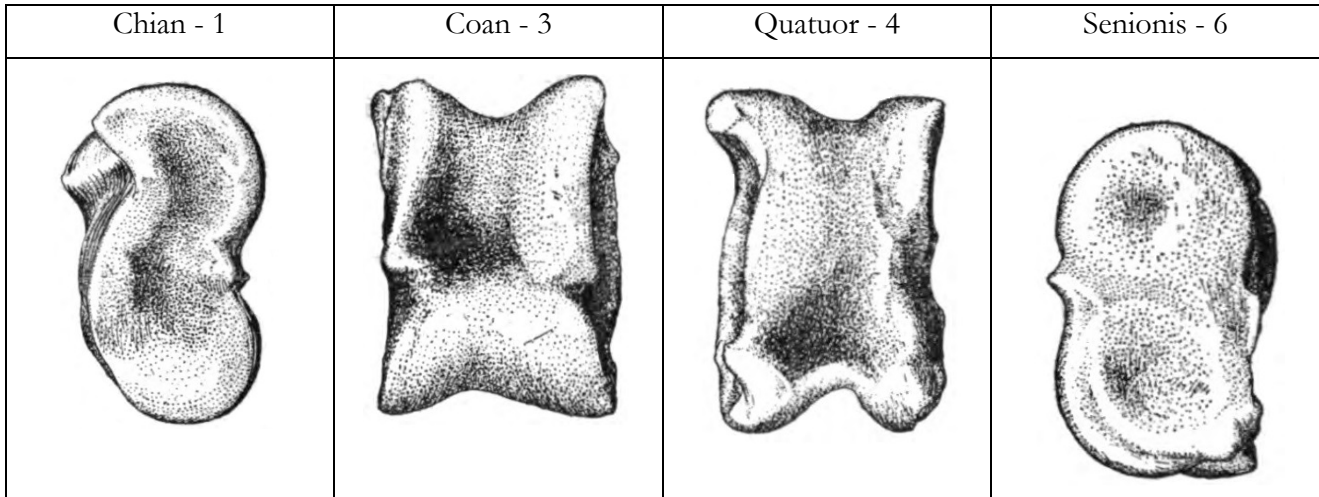


Tali – a Game of Knucklebones

Number of Players – two or more

Number of bones – Four

Each Bone has four sides:



Each player pays a stake to the pot to play. Play moves to the left: each player throws all four bones and **notes the results**.

“Hands”, from highest scoring to lowest, are:

Venus	one of each face
Senio	has one, two or three sixes
Vulturis of Sixes	four sixes
Vulturis of Fours	four fours
Vulturis of Threes	four threes
Canis	four ones.

If more than one player roles a Senio and no one roles Venus, then add the values of the bones and the highest scoring Senio wins (e.g. a Senio of 6, 6, 3, 1 = 16 beats a Senio of 6, 4, 4, 1 =15)

If no-one roles a “hand”, then each player adds another stake to the pot and the round begins again.

Any player who roles Canis must pay another stake to the pot immediately.

Winning: Once everyone has thrown, the highest hand wins the pot.

Alternative Rules:

Suetonius wrote that the Emperor Augustus played it so that if you rolled Canis **or** a Senio, you added another stake, and the first person to roll Venus wins the pot, with the bones being passed on until someone wins. I presume that this still begins with everyone placing one stake in the pot to start with. This would also imply that people who have no more money to stake must drop out, and thus potentially the pot could be won if only one person has money left to stake and everyone else has dropped out.