

# ELECTING A POPE

Electing A Pope is based on the race game Tabula which was played by the Romans and ancient Greeks. It is believed to be the ancestor of backgammon and is derived from an older Roman game called Ludus Duodecim Scriptorum, the game of twelve lines. The Emperor Claudius (45 AD) was very fond of game and had a board attached to his chariot. The Emperor Zeno (circa 450 AD) wrote a book about the game and became famous for a disastrous throw which caused him to go from a strong position to a very weak one.

## **Need:**

15 playing pieces for each player (example: 15 blue and 15 red)

3 dice

Question Cards

Game Board

**Set Up:** This game can be played with 2 players or 2 teams. Shuffle the deck and place it face down in a small basket near the game board. Put an empty basket nearby for the discards.

## **Rules:**

Electing A Pope is played by two players on a board of 24 spaces which are in Roman numerals. Each player starts the game with 15 playing pieces (they all are a different color than the other player). All pieces enter at square 1 and travel counterclockwise. The game is played with three dice.

The starting player may be decided with the flip of a coin or by rolling the highest number with one die. The opponents make their moves by turns. To make a possible move you must answer a question (the other player draws a card and reads you the question) about electing a pope. If you are correct you may roll the dice and move one or some of your pieces (depending on what you roll). If you do not answer the question correctly, your turn is over.

The players take turns to throw three six-sided dice. The throw can be shared between pieces. For example, a throw of 2, 3, 4 could be used to move one piece by 9, two pieces by 5 and 4 (or 6 and 3 or 7 and 2), or three pieces by 2, 3 and 4. If a player lands on a space occupied by an opponent's piece the opponent's piece is removed from the board and must start again. If a player has two or more pieces on a space the pieces on it cannot be captured. An exact throw is needed to remove a piece from the board. A player must use the whole of his throw if possible. Any part of a throw that is unplayable is lost.

The winner is the player who is first to get all his pieces off the board.