

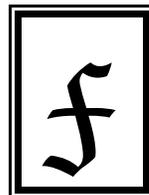
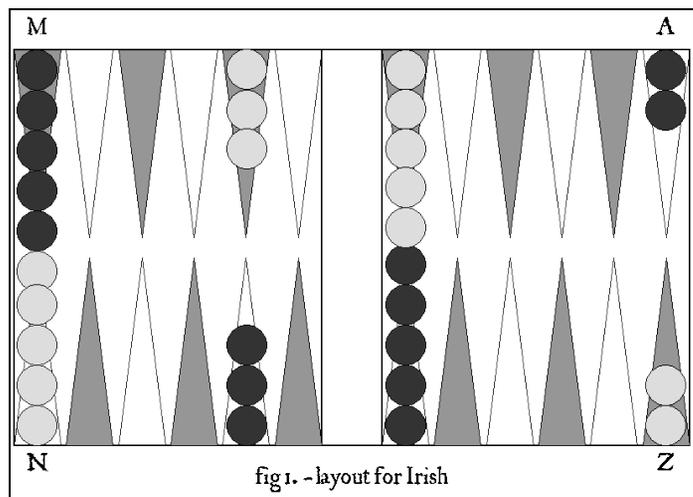


## Irish (England, 16C)

Played by two or people using a tables board and 15 pieces each. The board set-up is diagrammed below. In the current set-up, black's home table is TZ; white's is AF. Black moves counter-clockwise (following AMNZ), while white moves clockwise (following ZNMA). Moves are made according to the roll of two dice, with each number having to be moved separately (i.e. 3,4 does not mean 7, but that a piece must move three and a piece must move four, this may be the same piece). Doublets do not give a second throw.

Your opponent may not land on a space occupied by two or more pieces, but a single piece may be captured by landing on it. A captured piece is placed on the middle bar and must be re-entered into your opponent's home table by using one of your die rolls. No other pieces may move while a piece is on the bar. If you cannot use a roll, you forfeit your turn to your opponent.

Once all of your pieces are in your home table, you may begin bearing-off. This means moving your pieces off the edge of the board, always making the maximum use of the numbers rolled. The first person to bear-off all of their pieces wins the game.

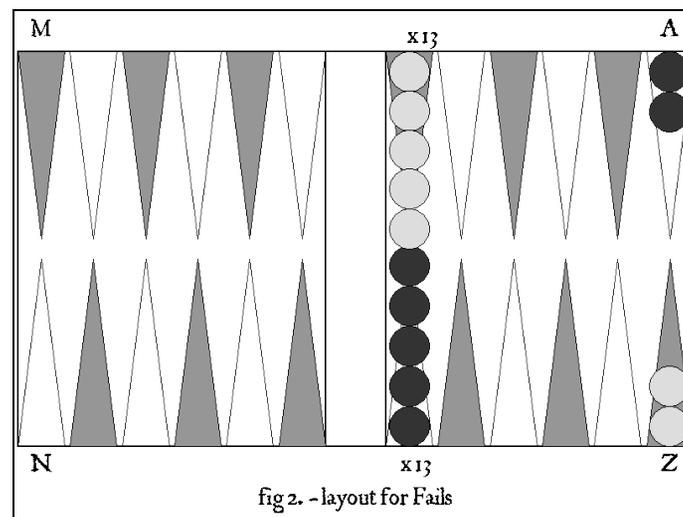


## Fails (England, 16C)

Played by two or people using a tables board and 15 pieces each. The board set-up is diagrammed below. Black moves AMNZ; white ZNMA. Movement is made using three dice. (N.B. - if only two dice are available the third number is determined by *minoret*; that is, using the lower of the rolled numbers twice.) If at any time you cannot use one of your die rolls, you lose the game outright.

As in Irish, two or more pieces together are safe from capture, and captures are handled in an identical manner.

Bearing-off cannot begin until all pieces are in the home table. The winner is the first person to bear-off all of their pieces from the board.



Rules for these games are taken from H.J.R. Murray, *A History of Board-Games Other than Chess*, Oxford 1952.