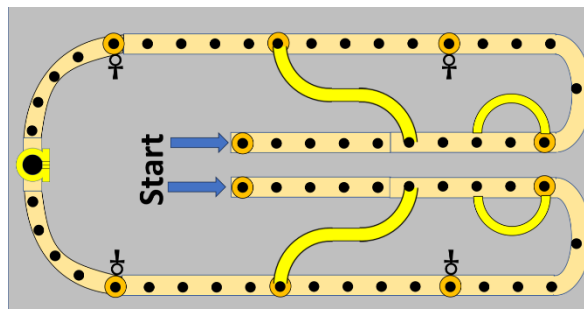


Shem

From the rules devised by Dimitri Skiryuk



In Shem the objective is to have all 5 of your pieces reach the Shem space before your opponent does. Each player starts with one piece at the start. Each player will take turns casting the sticks. To know how far to move, you count the number of sticks that land with the black side up. If no sticks land with the black side up, it counts as 5.



Move 1 space forward or backward



Move 2 spaces forward or backward



Move 3 spaces forward or backward



Move 4 spaces forward or backward



Move 5 spaces forward or backward



Slides: As you move there are a few special spaces. If you land on a space with a line moving from it, you slide along that line to the new space. This can work for or against you. For example landing on space 6, you will slide to space 20. Yay! However, if you land on space 10, you slide back to space 8, and this could lead to a repetitive trap if you keep casting 2. You could pass this by landing on 8 and skipping ahead to 10, and you could land on space 20 and be forced to slide back to 6.



When you pass the **circle spaces** (5, 10, 15, 20, 25) you may start another piece in the start space.

A note, your pieces may not pass your other pieces unless they use a slide. (Above)

If there is still a piece in the starting space, you do not get a new one.



Spaces with the **Nefer** symbol, if landed on, allow you to also roll again. (You also get a new starting piece as they are on circle spaces)



Your piece may only land here on an exact cast, you can never pass this space. If you land a piece on this space, it stays until all your pieces have been started, in which case you may remove it.

If all 5 of your pieces have been removed by landing on the Shem space, before your opponent does this, you win.

