The Palm Tree Game
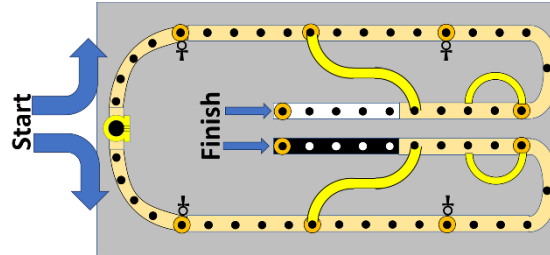

In *The Palm Tree Game* the objective it to be the first to move all 5 of your pieces from Shem to the top of the palm tree. When you bring a piece onto the board, first you place them on *Shem*, and then cast your sticks to move them. To land in the final spaces you must make exact rolls (casts)

In The Palm Tree Game, you cast 3 sticks to moving similarly. a four sided dice may be used instead of the casting sticks for this version. Each player will take turns casting the sticks or rolling the dice. To move you count the black side up, or if there is no black side up, it counts as 4.

Move 1 space forward OR
Place a piece at the start.

Move 2 spaces forward

Move 3 spaces forward

Move 4 spaces forward

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 land on the **circle spaces** (5, 10, 15, 20, 25) your piece cannot be knocked out by another piece, and it is safe.

Spaces with the **Nefer** symbol, if landed on, you may play again. (you are also safe from being knocked out of the game by another piece.)
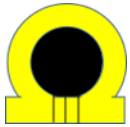
Shem: The only space that can hold multiple pieces, and so if your piece is here it cannot be knocked out, however, the opponent's piece joins you in the space.