



# The Roman Game of Knucklebones

Tali, is the historic Roman version of Knucklebones. Featuring the tactile feel of simulated Bones and historically based coins. Helping bring History back to life. Tali, recreates the knucklebones game of gambling as the Roman's used to play it. Two games in one, Tali includes the historic rules played 1000 years ago as well as a micro role-playing game version with more player options and complexity.

Knucklebones is the ancestor to dice, before there were dice, the knuckle bones of sheep (or sometimes goats) would be used as it had a regular shape of four possible sides to land on.

The Romans would sometimes mark the knuckle bones with different roman numerals on each side, I,III, IV and VI. The roman numerals would then be used to score the throw of the bones.

Players ante into the game similar to modern gambling games. Once to join the game and then for each round. Every round each player will get to throw the bones. You score when getting at least one VI. The player who achieves either a Venus or the highest total will win the round and the coins in the round pot.

The Venus throw will win the game pot and the round pot (each face, I, II, IV, and VI).

A micro role-playing game has been added to the historic base game, in which each player selects a historic character from 1000 AD to play. Each character is given a rich background and a set of powers / capabilities to help them win in Tali. Are you feeling lucky? Are the gods with you tonight?

## Historic Game rules

- SETUP:** Each Player is given 2 Gold Pieces, 3 Silver Pieces and 5 Copper Pieces.
- GAME ANTE:** Each player will place a Gold Piece into a Game Pot in order to buy into the game. The Game Pot is set to the side of the table.
- START PLAYER:** The starting player should be the player who either visit Rome or Byzantine Historic Sites last or just choose randomly by rolling the knucklebones.
- ROUND ANTE:** The starting player will place an ante of 1 copper piece to start a round. Each player will match the ante going around in a clockwise fashion until everyone has paid their ante. The ante pot is set in the middle of the players
- ROLLING:** Going clockwise from the starting player, each player will roll all 4 knucklebones, adding up the values if they roll at least one **VI**. Consult the scoring table to determine results, with at least one **VI** needed to score. Any Roll of I's (dogs) causes the rolling player to immediately throw a copper into the ante pot for each I (dog) rolled or if they are unlucky enough to roll all I's (dogs), they will have to place a Gold Piece into the Round Pot. If the player rolls all III's or all IV's, they have rolled a Vulture and need to throw a Silver Piece into the Round Pot. If the player rolls all VI's, then they have rolled an Eagle and get to take a Silver from the Round Pot. If there isn't enough coins in the Round Pot, then the player can take the coins from the Game pot. If the player rolled each bone as a different value (I, III, IV, and VI) then they have rolled a **Venus**, immediately winning the round, taking both the game pot and round pot. On a Senio, VI and anything else, the player has scored. If he has scored higher than any player that has already rolled, then he has the winning roll, until another player rolls higher. In the case of Tied scores, the Player with the largest pairs or triples would win, with triples beating pairs. If players are stilled tied then they will split the round winnings.



- NO SCORES:** If no player scores (Rolls a Senio, **VI**), in a round, then the round pot is added to the game pot. The next player to the left of the previous controlling or starting player would then be the rounds starting player by anteing 1 more copper than was the ante the last round.
- WINNING SCORE:** The player that wins the round, collects the round pot and then becomes the controlling player. The player can decide how much everyone needs to ante by adding or subtracting 5 to the last rounds ante, never going below 1 copper.
- MAKING CHANGE:** Change can be made from the round pot, the game pot, other players, or from the money not in play (the bank).
- GOING BROKE:** When a player runs out of money, then they can request a loan from any other player or take one from the bank to try to stay in the game. If the player does not win at least the amount they borrowed from the bank +5 for interest, then they are out of the game. If they do win enough to cover the loan then the loan must be payed backed immediately +5 to the bank. Players can make whatever terms they would like with each other for borrowing money between themselves.
- VENUS:** If someone throws a Venus, then they will win the Game and Round Pots. The game is not necessarily over, as everyone can continue playing if they have another Gold Piece to restart the Game Pot. Anyone who does not have a Gold Piece will be out of the game unless another player is willing to lend them money. The bank will not lend a gold piece to continue playing after a Venus roll. The player who threw the Venus then becomes the controlling player.
- VARIANTS:** *Players can decide at the start of the game to play with several variants.*
- ETIAM ALTER LOCUS:** Buying a ETIAM ALTER LOCUS or second chance. Any player can pay 1 copper to throw all the dice again. The player can only re-roll once per round.
- FORTUNA:** Buy a Fortuna or pay for some luck. For 5 copper, a player can re-roll just a single bone. The player can only re-roll once per round.
- MERCURY:** A player can call upon Mercury to help with a quick gain. Paying 3 Copper, will allow a player to re-roll any two dice. The player can only re-roll once per round.
- JOVE:** Instead of making a roll, a player can pay the same amount that was ante'd again and essentially raise. Then each player must decide if they wish to match the raise or drop out of the round (all players, left in the game even if they did not score in the current round). If they drop out of the special Jove round, then they will return to playing after the special round is complete. After everybody adds the raise to the ante, or drop out of the round, Players will throw the knucklebones in order starting with the player calling for the Jove. As the Jove round is an extra Round, all players can use any of the above re-rolls once in the new round. The player who wins the Jove round will then take control and play will continue as normal. If no one wins the Jove round, then the player to the left of the Jove caller will be the starting player, and % copper is added to the Ante from before the Jove round.
- ROLE PLAYING:** This version of Tali includes 8 Character Cards which allows each player to use special powers during the game. Each power is in addition to any re-rolls or other base game rules being used.gonArgonuiat
- DESCRIPTIONS:** Each Character Card has a description and background which will give players a general idea of how each character would behave and interact.
- POWERS / ABILITIES:** An Ability can generally be used only once per round (see descriptions for each ability). If the character has more than one ability, they will only be able to use one of their abilities per round. The use of an ability will have a cost to use. Unless otherwise stated, the payment for use will be placed in the round pot. When Germanus Phocus rents free to use powers from other players, he will need to pay 1 copper minimum.
- ROLE PLAY BONUS:** If every player in the game decides to use the role playing bonus rules, then once at the end of each round each player will vote for the best role player. The player with the most votes will get an extra Silver Piece.