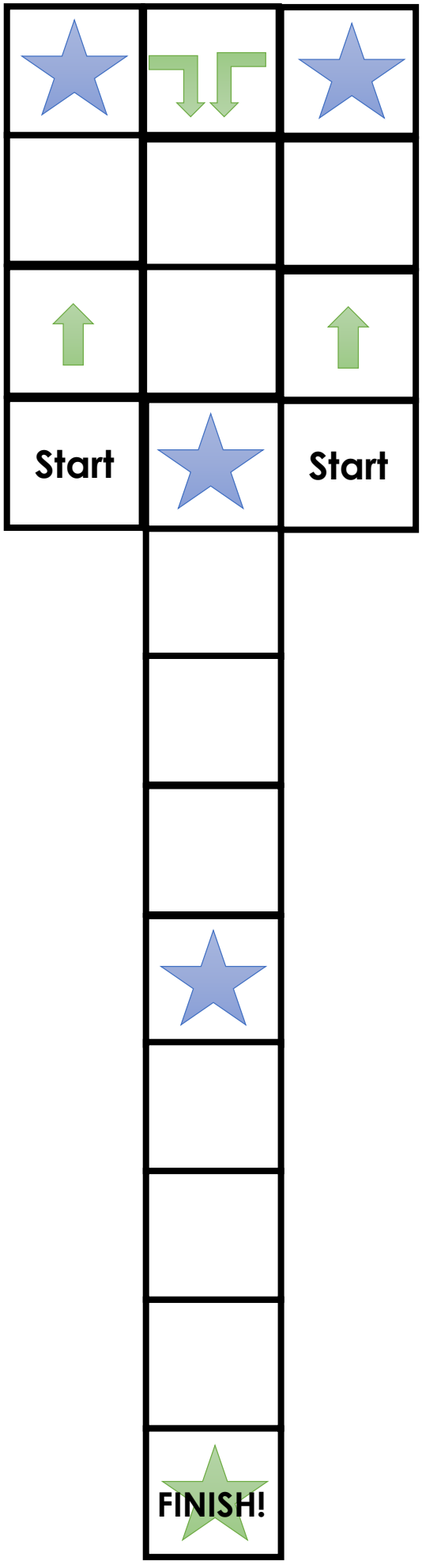
Twenty Squares

An Ancient Mesopotamian Dice Game

Twenty Squares is an ancient game from Ur, a city-state in Mesopotamia. Cuneiform tablets explaining the rules were found throughout the Fertile Crescent region. Archaeologists believe this was a popular game among all classes because it was found in homes, palaces, and public places throughout the region.

Twenty Squares Rules:

1. Two players begin by each placing a marker on a start space opposite one other on the board.
2. The players take turns rolling one die and moving around the board and down the middle column.
3. If a player lands on a star, that person gets to roll again!
4. If one lands on the other player, the person who was landed on must move back to the start space.
5. The first one to the finish star wins!