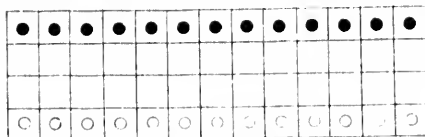


As a simple Old World type of lot-backgammon, the game called in colloquial Arabic *tab*, and popular in Moslem countries, may be specified. The lots thrown are slips of split palm-branch about a span long, white on the inside, while the outside is left green (Fig. 3), these sides being called white and black respectively. They are thrown against a wall or an upright stick, and the throw counts according to how many white sides come uppermost, thus:

Whites up . . .	4	3	2	1	0.
Score	4+	3	2	1+	6+.

Those marked + give a new throw. Their values agree fairly well with the calculated odds, which are 6, $1\frac{1}{2}$, 1, $1\frac{1}{2}$, 6. The game is played by moving pieces, usually bits of stone on one side and red brick on the other, on a diagram scratched on the ground, or with a more formal board and men. The *tab*-board (Fig. 11) is divided into



(Fig. 11. Diagram for game of *tab*.)

four rows of an odd number of squares; each of the two players placing a number of his pieces or "dogs" in the outer row on his own side. The lots are thrown by the players alternately till one player throws one white, which throw is called "*tab*" and gives him the

right to move one of his pieces from its original place; while there it is called a Nazarene, but when moved and able to go out to fight it becomes a Moslem. Throwing four whites or blacks, or one white, gives a new throw. Each player moves his right-hand man first, the course being from left to right in his own row, then right to left in the row in front, then from left to right again; a piece moved into a place occupied by one of the adversary's pieces takes it; if a player has two or more pieces on one square, they move together as one; pieces which have reached the adversary's row are in safety. The lot-throwing part of the game may be played by itself, the throwers of 6 and 4 being called Sultan and Wezir, from whom the unfortunate thrower of 2 receives blows on the soles of his feet with the palmstick shown in the plate Fig. 4.¹⁾

There is a Chinese variety of the game of four sticks, popular under the name of *nyut* in Korea, where Mr. STEWART CULIN describes it.²⁾ Four lots are used, made of bow-wood, plano-convex and with one black and one white side, somewhat like those in Figs. 6 & 7 of the Plate. The scoring is

Whites up . . .	4	3	2	1	0.
Score	4+	3	2	1	5.

Four blacks give another throw. The calculated values would be 4, 1, $\frac{2}{3}$, 1, 4.

¹⁾ E. W. LANE, *Manners and Customs of the Modern Egyptians*, vol. II, chap. IV. — HYDE, *De Ludis Orientalibus*, part II, p. 217.

²⁾ CULIN, *Korean Games* (Philadelphia 1895).