

Boards Pack

31 printable boards, drawn from the book's own diagrams · *The Great Book of World Games*

Each board is the diagram printed beside its game in the paperback, scaled up to fill a Letter sheet with half-inch margins, one to a page. Where the book's diagram shows the starting position, the pieces are shown here too: set your own counters on top of them. Print on card, or slip the sheet under glass. The page number after each title is where the rules are.

Bao la Kiswahili — page 16	Zohn Ahl — page 64
Olinda Keliya — page 18	Achi — page 68
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Demala Diviyan Keliya — page 30	Nerenchi — page 78
Fox and Geese — page 32	Nine Men's Morris — page 80
Hnefatafl — page 34 †	Picaria — page 82
Rimau-rimau — page 36	Pong Hau K'i — page 84
Tablut — page 38 †	Alquerque — page 88
Ashta Kashte — page 42	Awithlaknannai — page 90
Pachisi — page 50	Janggi — page 100
Patolli — page 52 †	Seega — page 106
Senet — page 54 †	Shogi — page 110
Tab — page 56	Sittuyin — page 112
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Totolospi — page 60	Set-dilth — page 120
Yut Nori — page 62	

† rules the book presents as a scholarly reconstruction

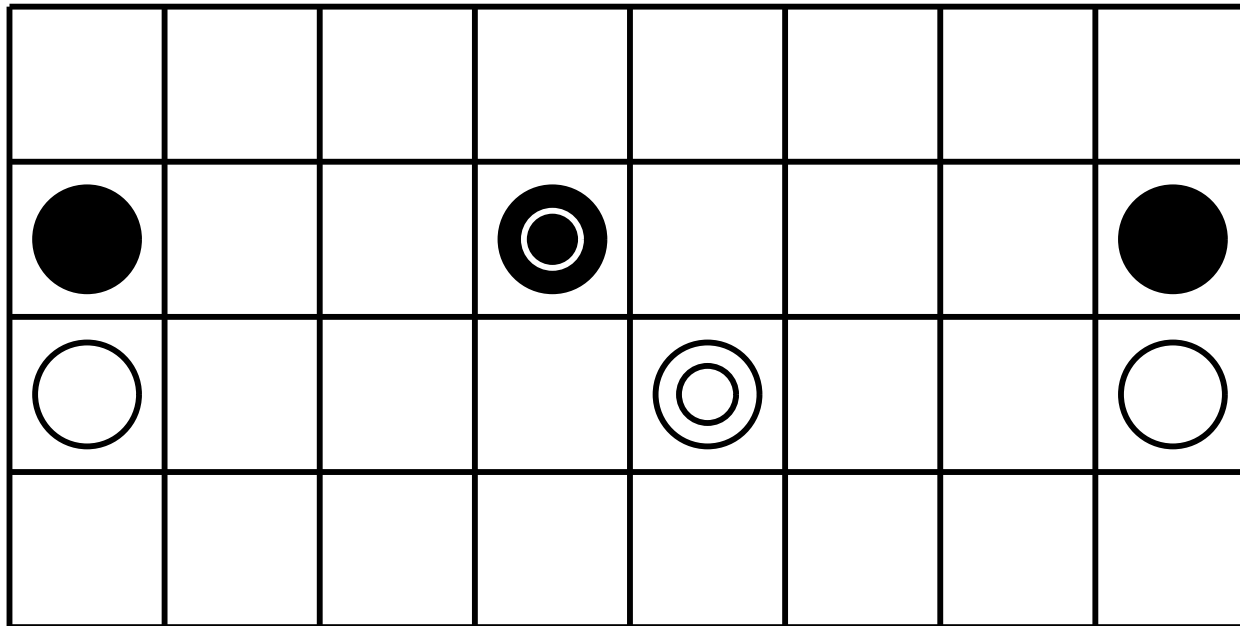
Not in this pack, and why.

Omweso — the book has no diagram for this game.
Oware — not a board — the book's diagram is a rule illustration (a move or capture).
Pallanguzhi — not a board — the book's diagram is a rule illustration (a move or capture).
Bul — not a board — the book's diagram is a rule illustration (a move or capture).
E-Sugoroku — the book has no diagram for this game.
Li'b el-Merabib — the book has no diagram for this game.
Dara — not a board — the book's diagram is a rule illustration (a move or capture).
Go — not a board — the book's diagram is a rule illustration (a move or capture).
Gomoku — not a board — the book's diagram is a rule illustration (a move or capture).
Chaturanga — the book has no diagram for this game.
Dama — not a board — the book's diagram is a rule illustration (a move or capture).
Fanorona — not a board — the book's diagram is a rule illustration (a move or capture).
Hasami Shogi — not a board — the book's diagram is a rule illustration (a move or capture).
Jeu de Dames — not a board — the book's diagram is a rule illustration (a move or capture).
Polis — not a board — the book's diagram is a rule illustration (a move or capture).
Shatranj — the book has no diagram for this game.
Astragaloï — the book has no diagram for this game.
Tien Gow — the book has no diagram for this game.
Cat's Cradle — not a board — the book's diagram is a rule illustration (a move or capture).
Conkers — the book has no diagram for this game.
Gonggi — not a board — the book's diagram is a rule illustration (a move or capture).
Hopscotch — not a board — the diagram shows a layout on the ground or the players themselves.
Jan-ken — the book has no diagram for this game.
Jianzi — the book has no diagram for this game.
Mbube Mbube — not a board — the diagram shows a layout on the ground or the players themselves.

Bao la Kiswahili

Board diagram from the book, page 16

Scaled ×2.93 from the book's diagram · The Great Book of World Games · landscape

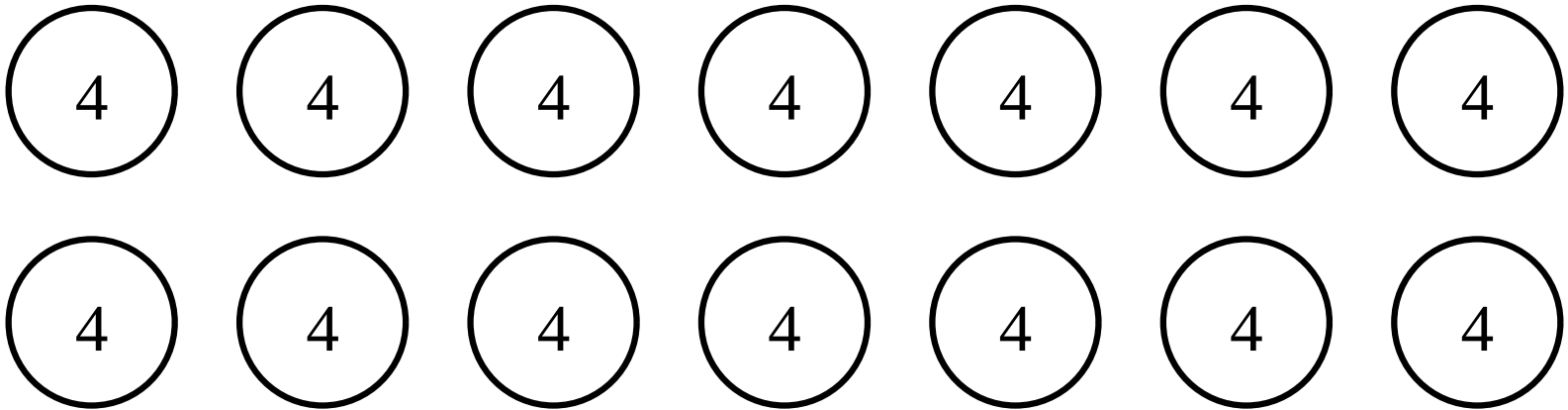


- ⦿ the near player's nyumba (house)
- the far player's nyumba
- the near player's two kichwa (heads)
- the far player's two kichwa

Olinda Keliya

Board diagram from the book, page 18

Scaled ×3.15 from the book's diagram · The Great Book of World Games · landscape

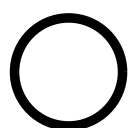
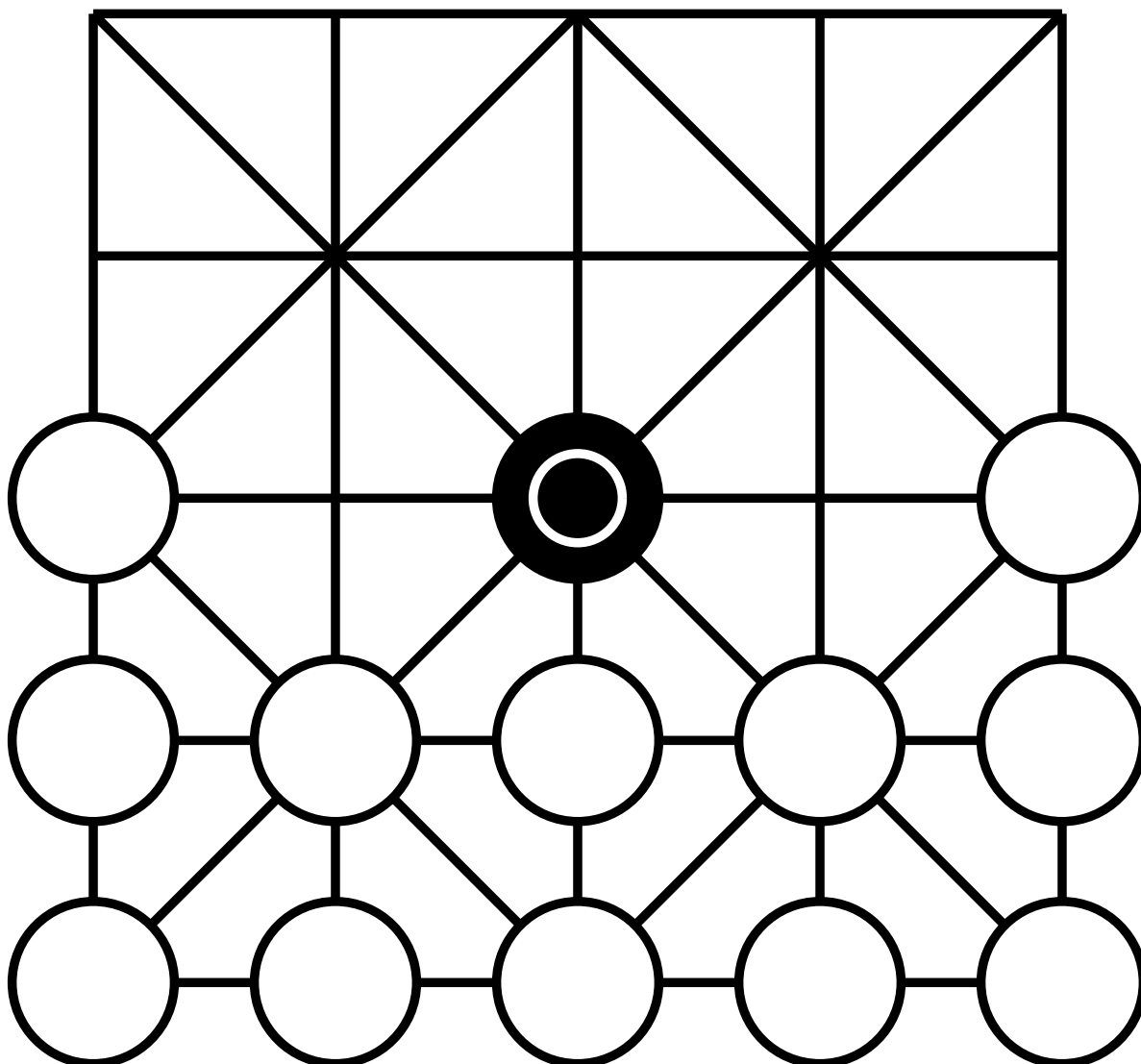


○ four seeds in every hollow at the start

Catch the Hare

Board diagram from the book, page 28 · shown with the starting position, as printed in the book

Scaled ×4.76 from the book's diagram · The Great Book of World Games · portrait



the twelve hunters

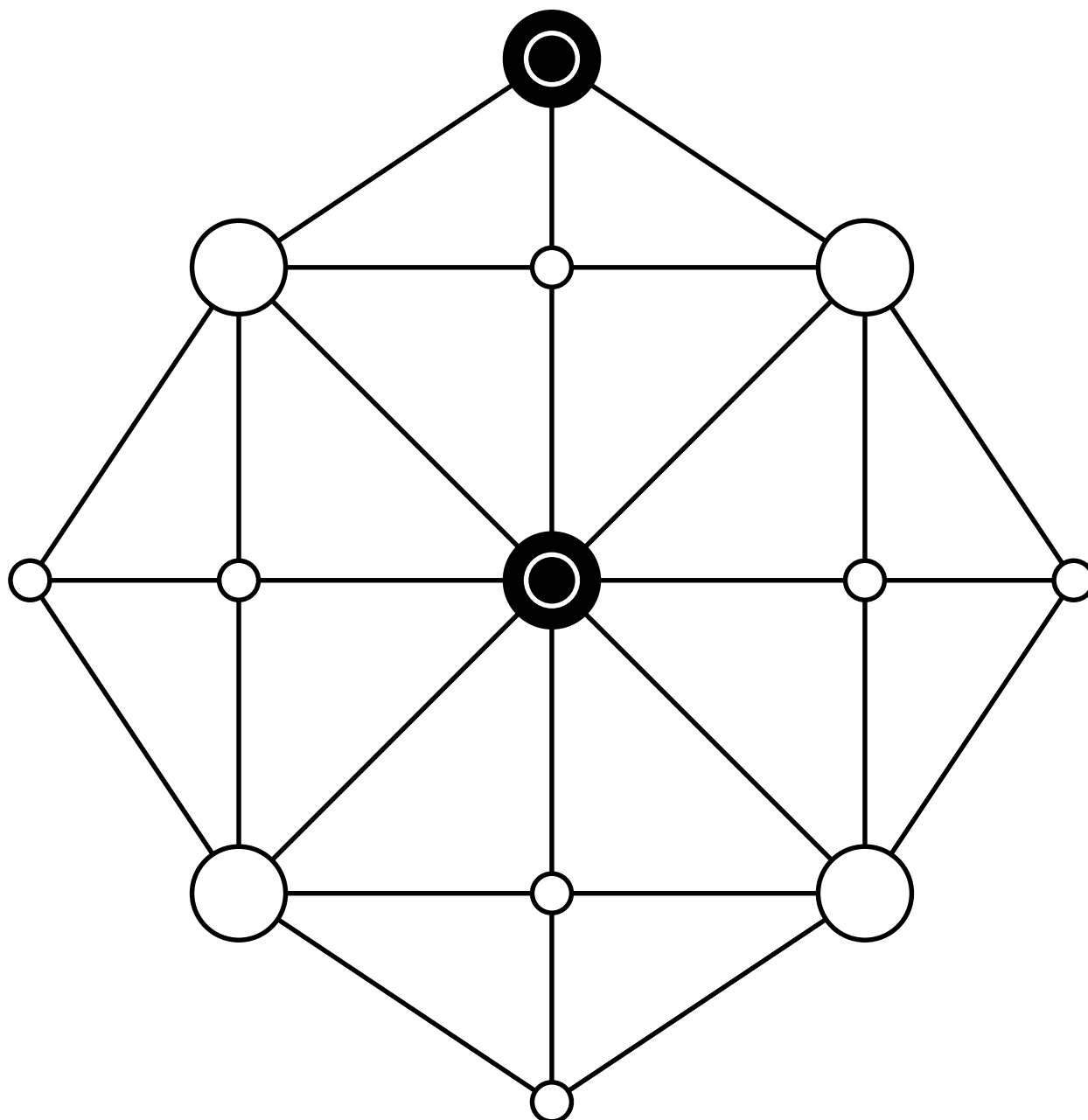


the hare — it alone takes

Demala Diviyan Keliya

Board diagram from the book, page 30 · shown with the starting position, as printed in the book

Scaled ×2.72 from the book's diagram · The Great Book of World Games · portrait



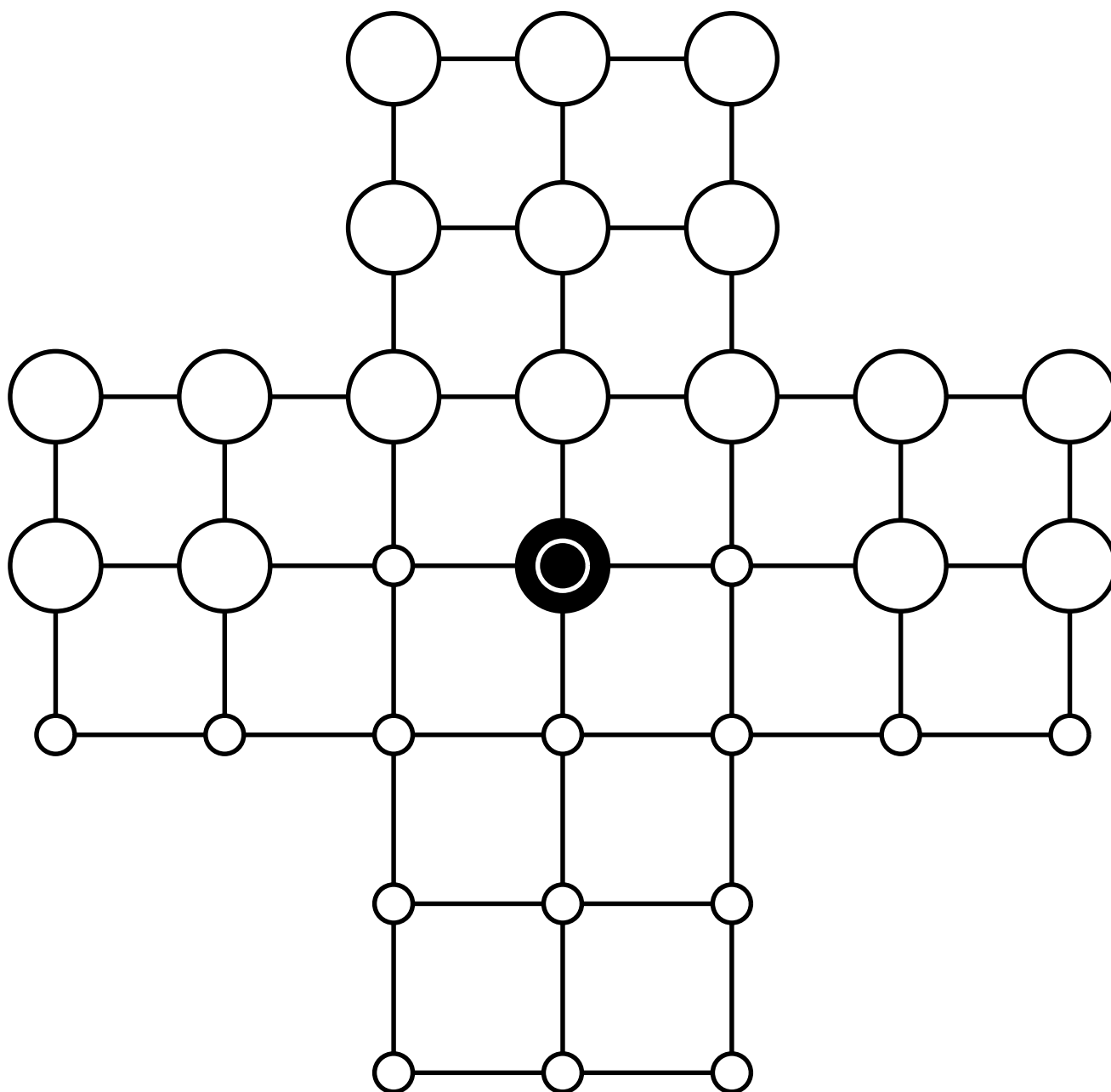
● the two leopards

○ cattle, entering one at a time

Fox and Geese

Board diagram from the book, page 32 · shown with the starting position, as printed in the book

Scaled ×2.72 from the book's diagram · The Great Book of World Games · portrait

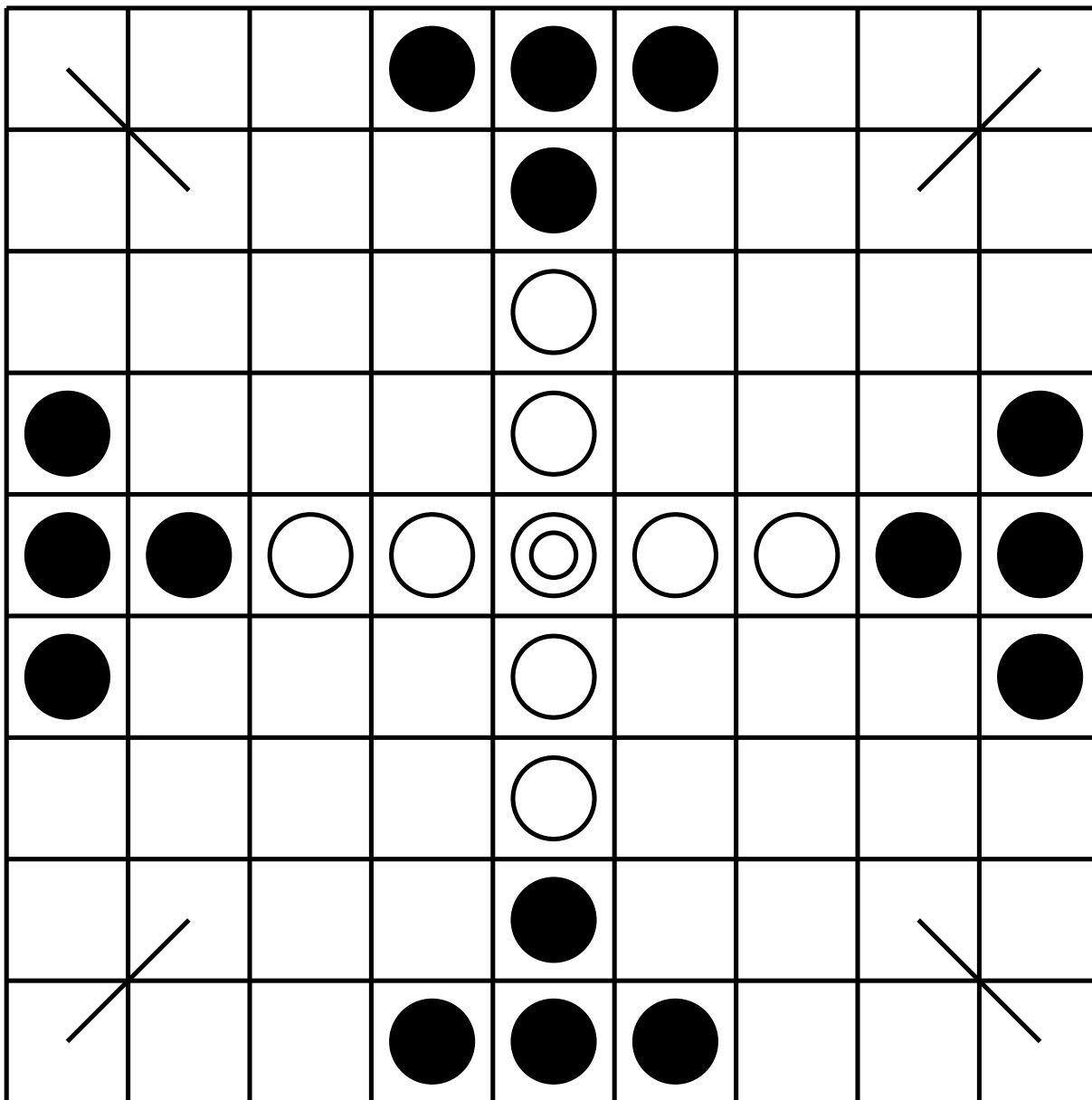


- goose — cannot capture
- ⦿ the fox — jumps and takes

Hnefatafl

Board diagram from the book, page 34 · shown with the starting position, as printed in the book · † rules presented as a reconstruction

Scaled ×2.54 from the book's diagram · The Great Book of World Games · portrait



⊙ the king — he escapes to a corner

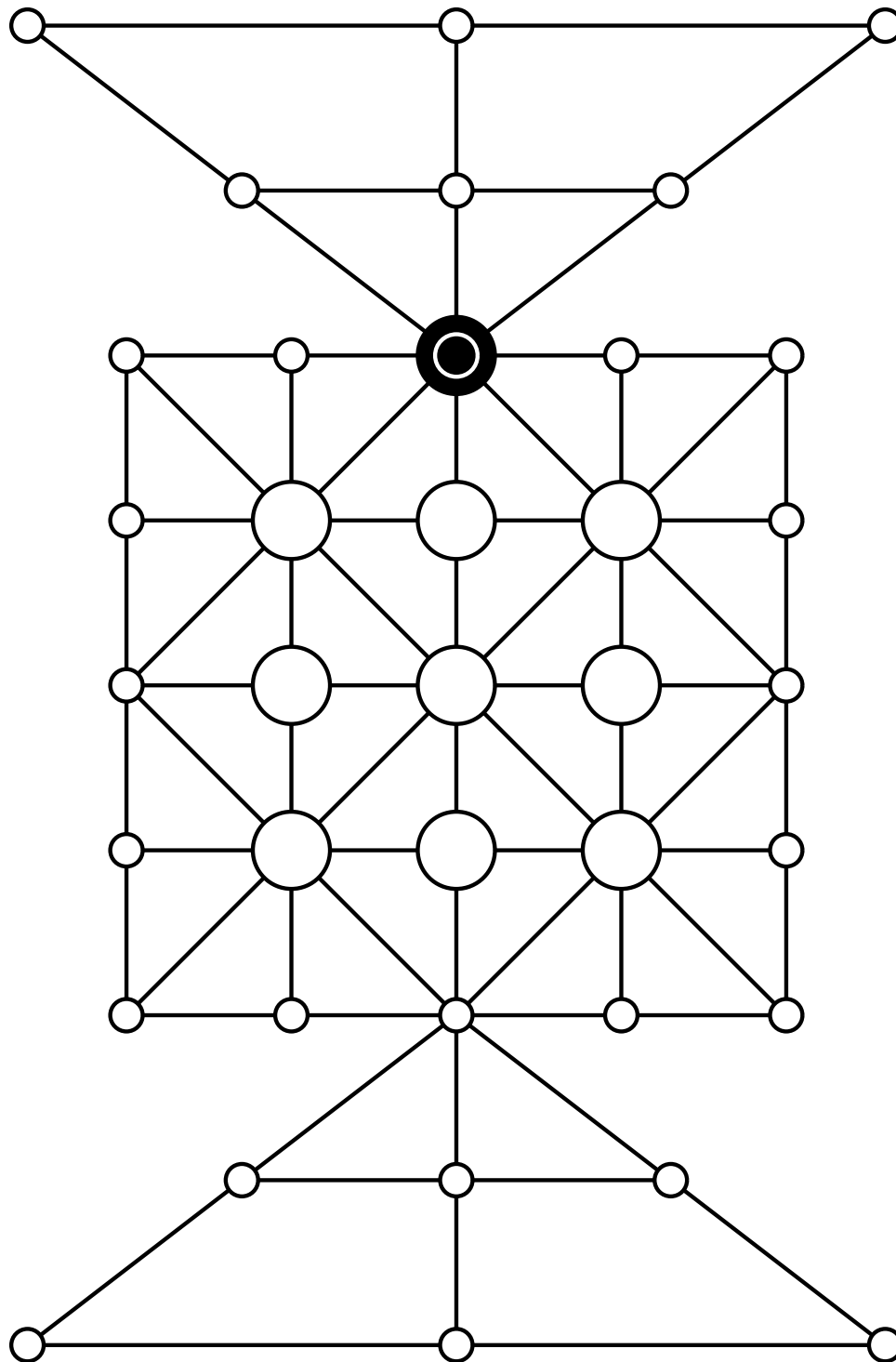
○ the defenders (eight)

● the attackers (sixteen)

Rimau-rimau

Board diagram from the book, page 36 · shown with the starting position, as printed in the book

Scaled $\times 2.18$ from the book's diagram · The Great Book of World Games · portrait

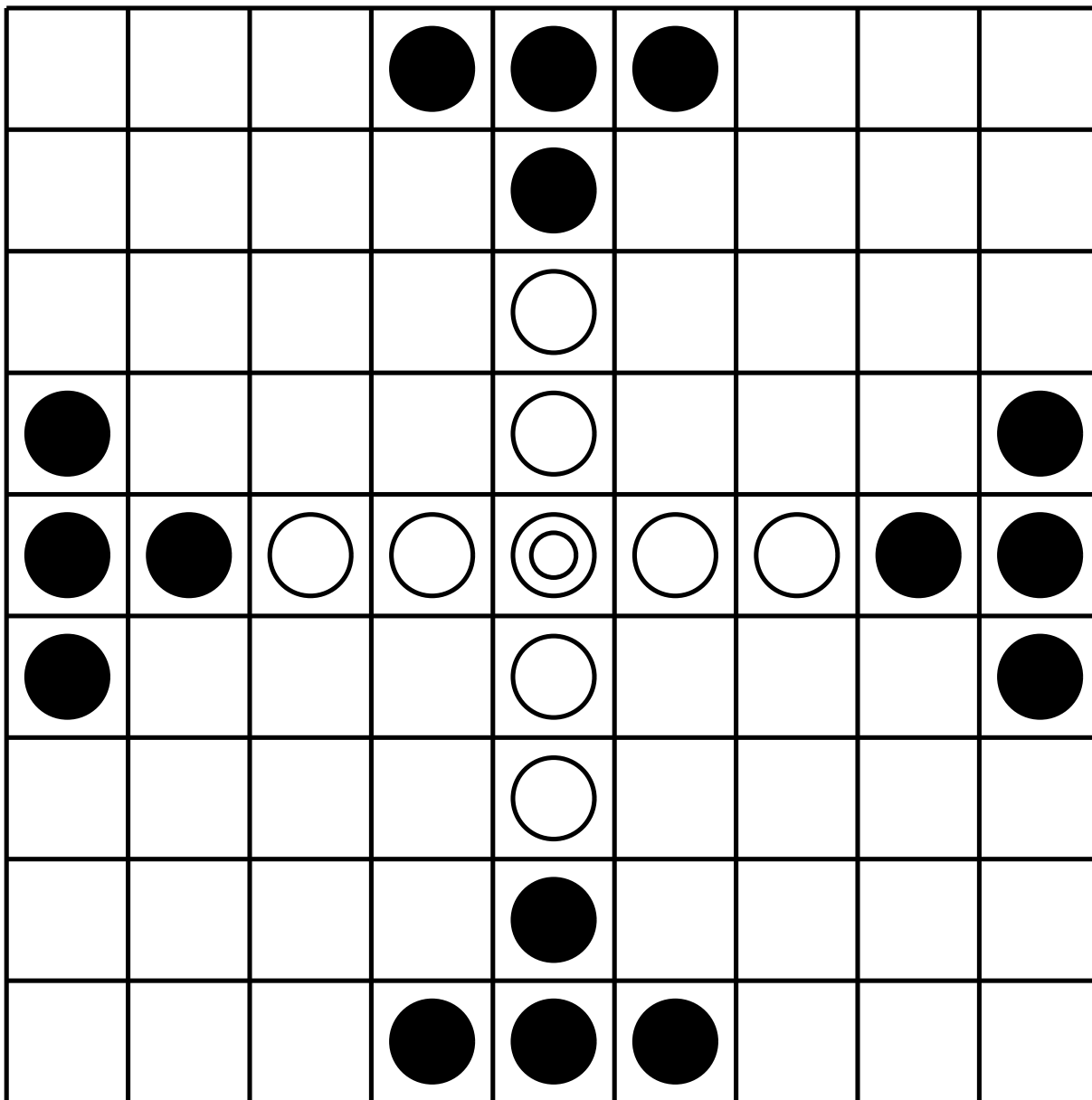


- ☒ the tiger — it alone takes
- ☐ nine men; fifteen more wait in hand

Tablut

Board diagram from the book, page 38 · shown with the starting position, as printed in the book · † rules presented as a reconstruction

Scaled ×2.54 from the book's diagram · The Great Book of World Games · portrait



⊙ the king — the castle is his

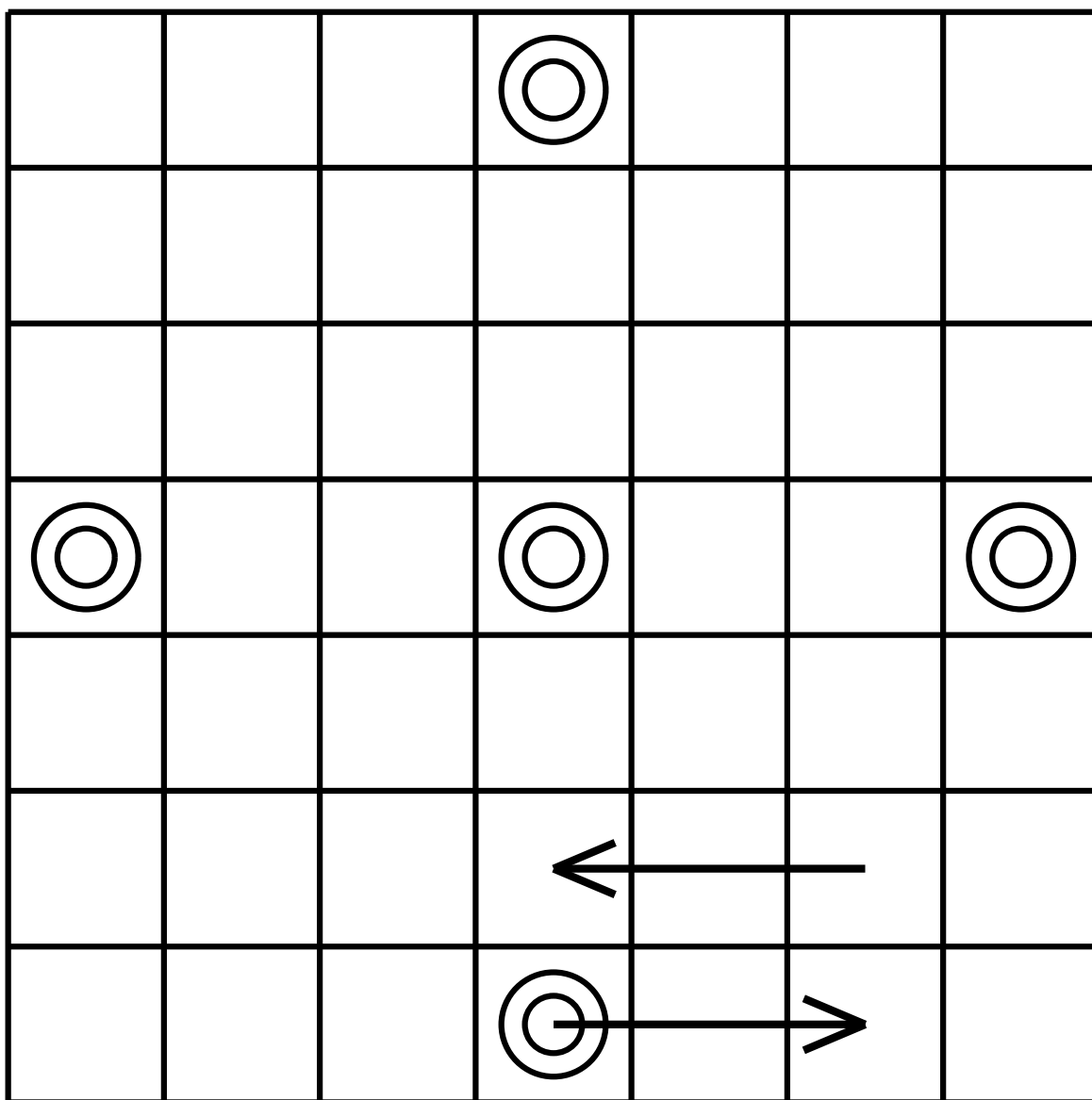
○ the defenders (eight)

● the besiegers (sixteen)

Ashta Kashte

Board diagram from the book, page 42

Scaled ×3.12 from the book's diagram · The Great Book of World Games · portrait



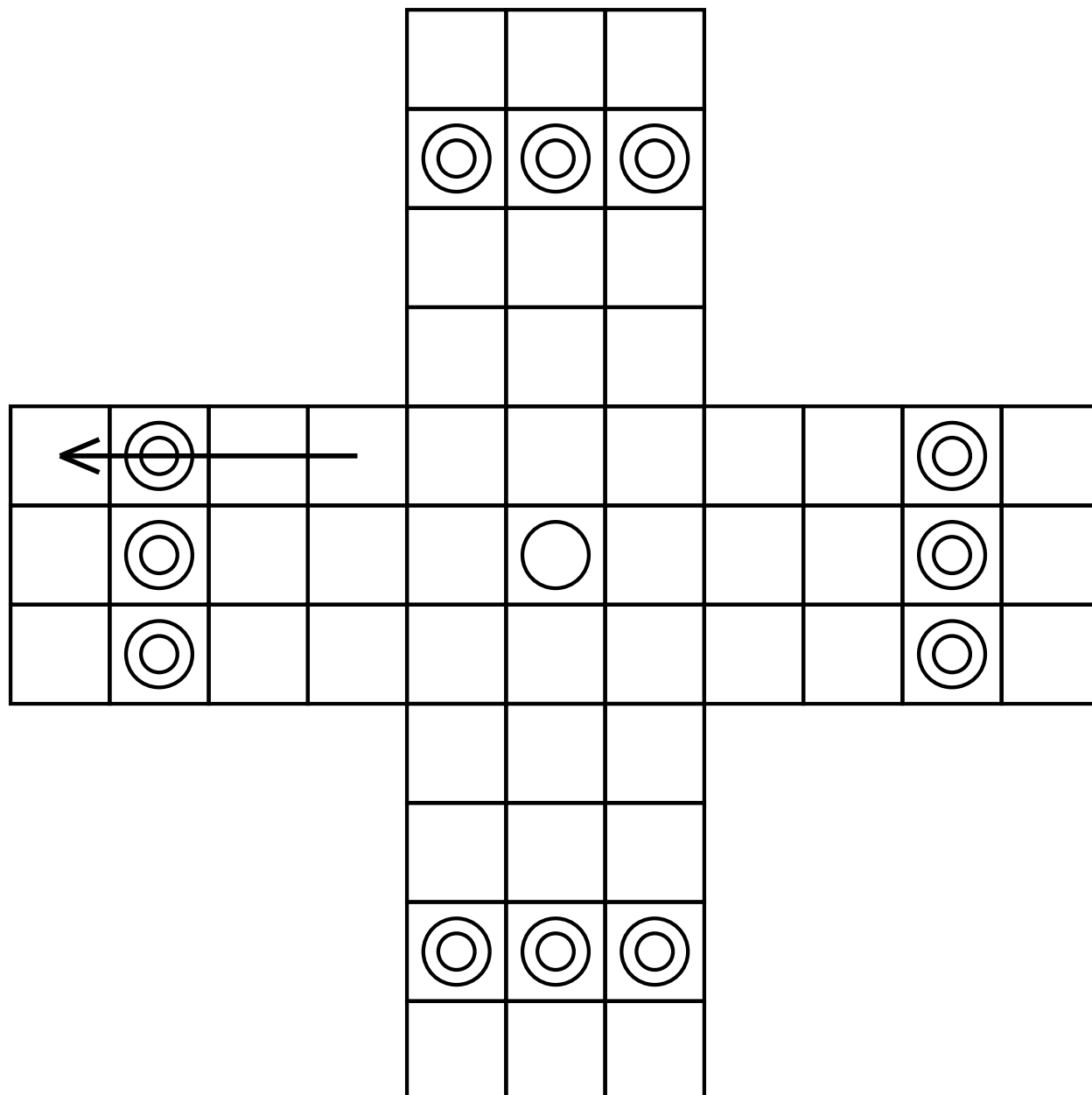
◎ a crossed square — safe

➤ border one way, inside the other

Pachisi

Board diagram from the book, page 50

Scaled $\times 2.14$ from the book's diagram · The Great Book of World Games · portrait



◎ a fort — safe from capture

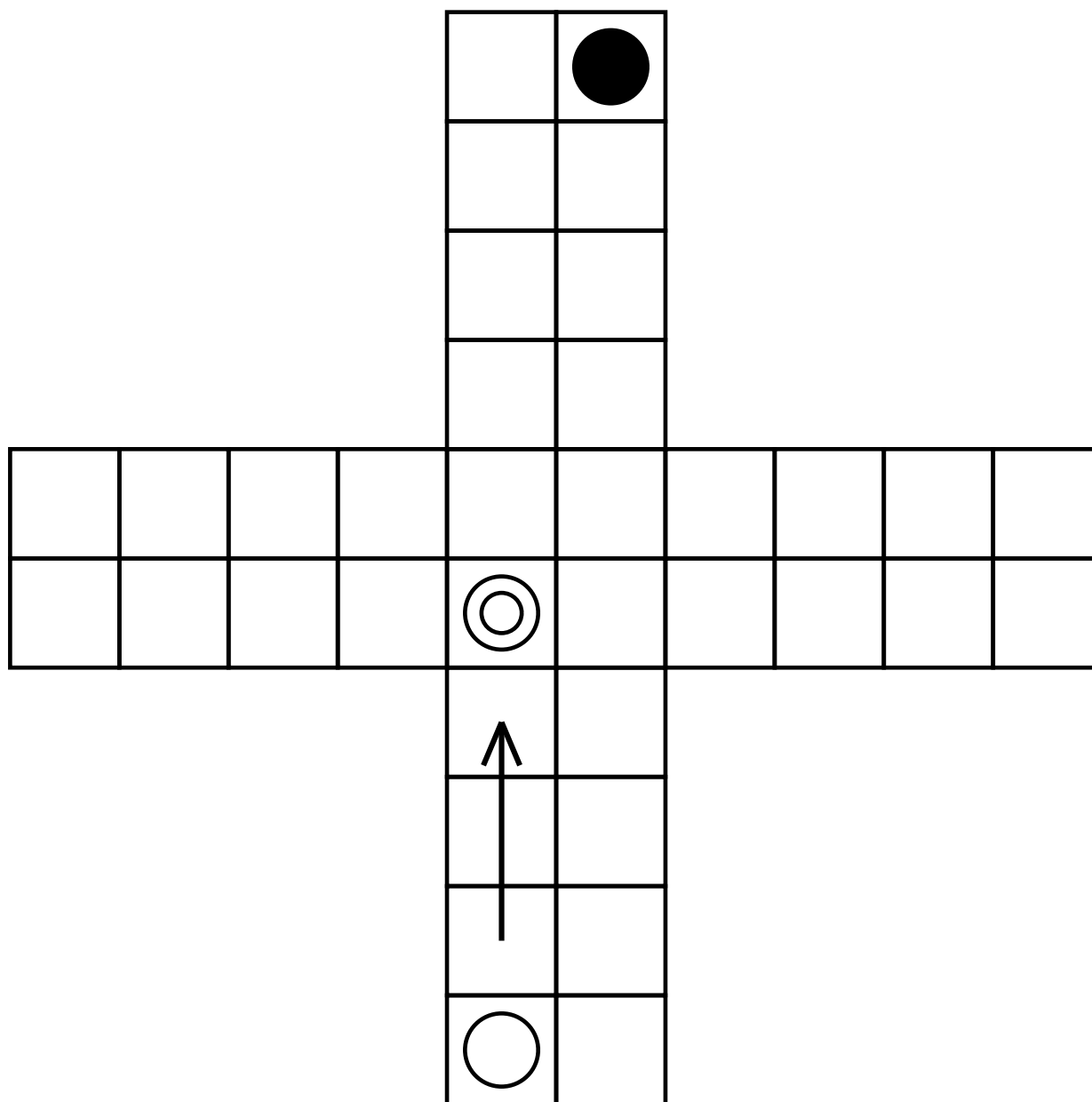
○ the centre — home

➤ the way round (anticlockwise)

Patolli

Board diagram from the book, page 52 · † rules presented as a reconstruction

Scaled ×2.32 from the book's diagram · The Great Book of World Games · portrait

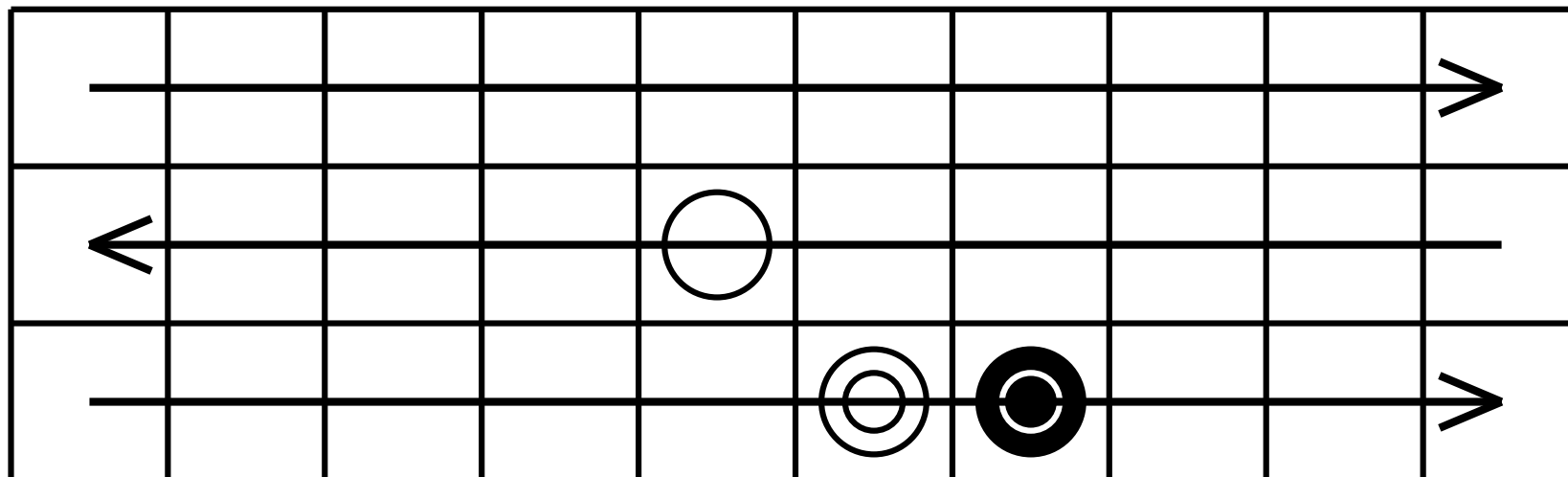


- ◎ the centre — home
- one player's entry square
- the other player's entry square
- the way round

Senet

Board diagram from the book, page 54 · † rules presented as a reconstruction

Scaled ×3.10 from the book's diagram · The Great Book of World Games · landscape

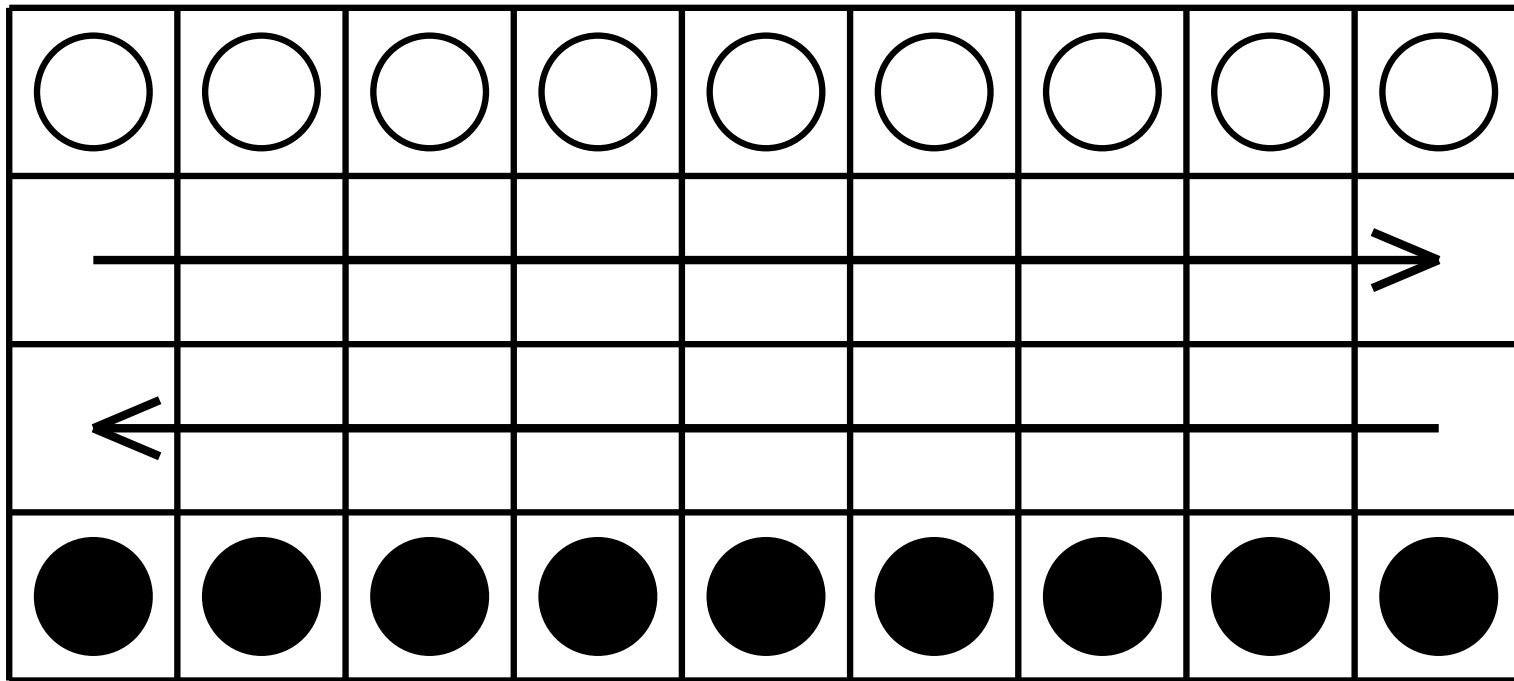


- ◎ 26 · House of Happiness — land exactly
- 27 · House of Water — sends you back to 15
- 15 · House of Rebirth
- the way the path runs

Tab

Board diagram from the book, page 56 · shown with the starting position, as printed in the book

Scaled ×3.18 from the book's diagram · The Great Book of World Games · landscape

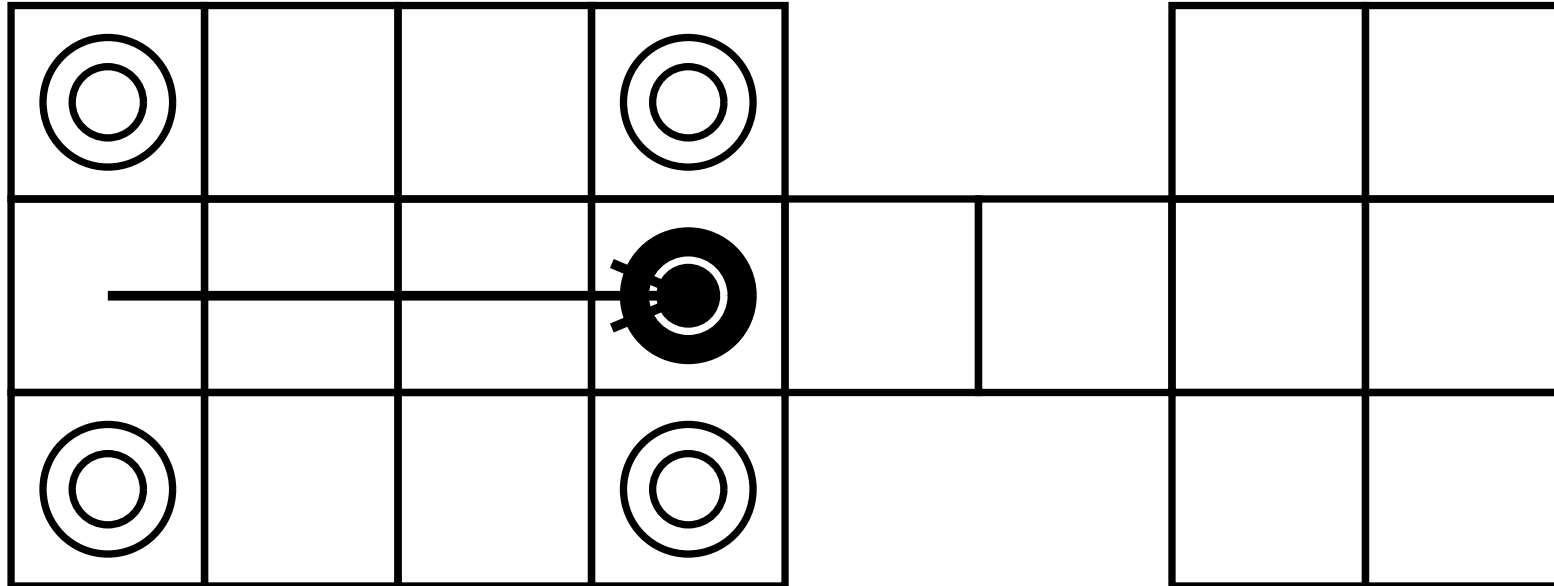


- first player's row
- second player's row
- direction of travel

The Royal Game of Ur

Board diagram from the book, page 58 · † rules presented as a reconstruction

Scaled ×3.66 from the book's diagram · The Great Book of World Games · landscape



⊙ a rosette — throw again

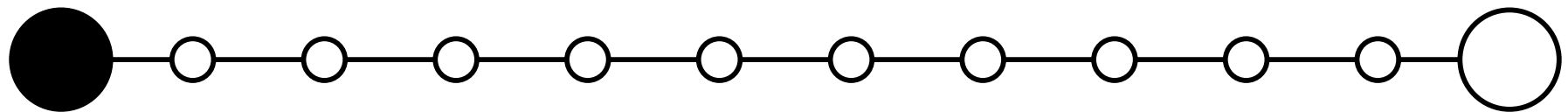
● middle rosette — also safe

➤ the way along the shared lane

Totolospì

Board diagram from the book, page 60

Scaled $\times 2.89$ from the book's diagram · The Great Book of World Games · landscape

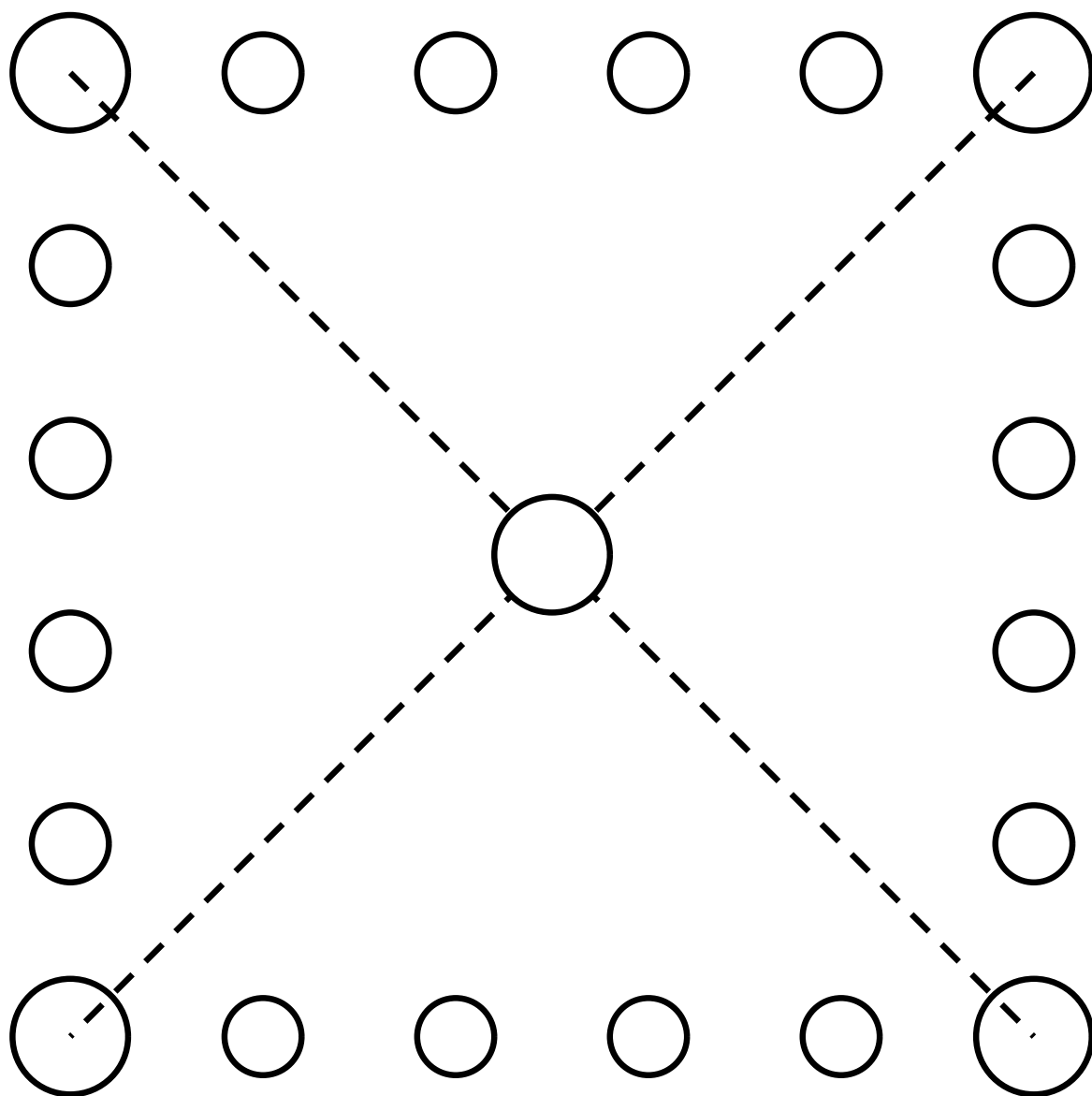


- first player's marker
- second player's marker

Yut Nori

Board diagram from the book, page 62

Scaled ×3.24 from the book's diagram · The Great Book of World Games · portrait



○ the first player's horse

● the second player's horse

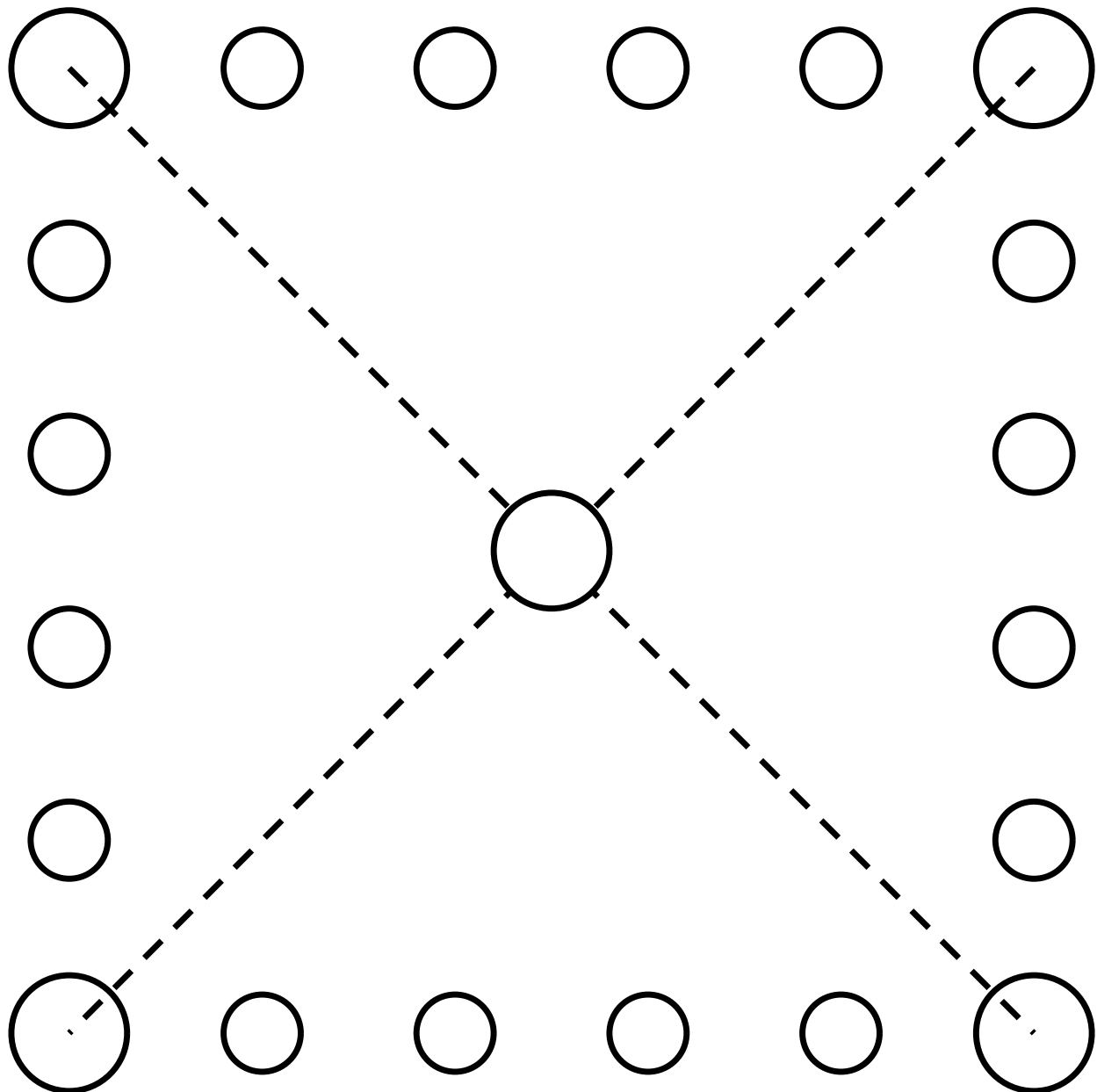
➤ the main circuit, anticlockwise

➤ the short cut — opens at a corner

Zohn Ahl

Board diagram from the book, page 64

Scaled ×3.46 from the book's diagram · The Great Book of World Games · portrait



○ one team's awl

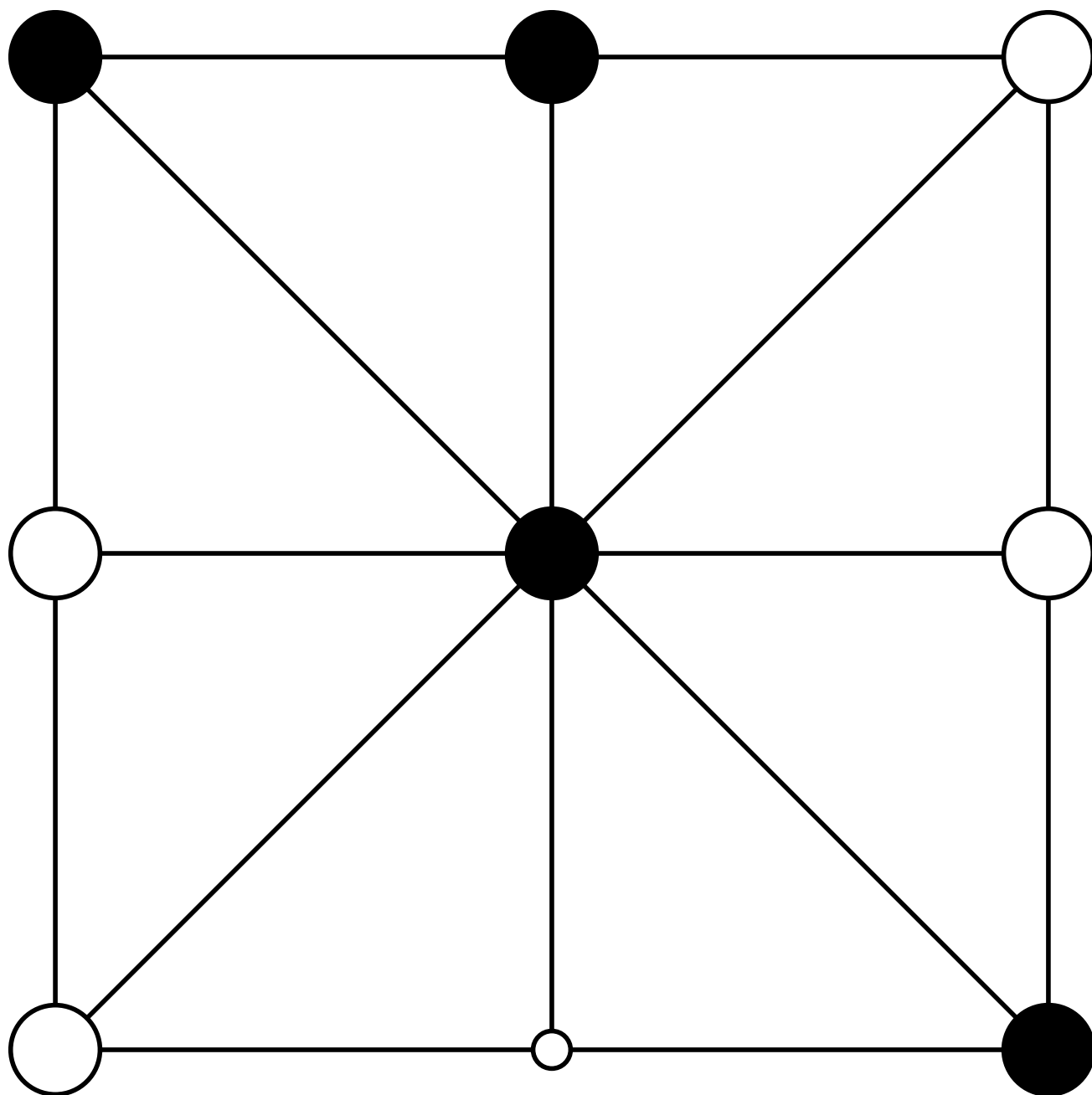
● the other team's awl

➤ the teams move in opposite directions

Achi

Board diagram from the book, page 68

Scaled ×2.80 from the book's diagram · The Great Book of World Games · portrait



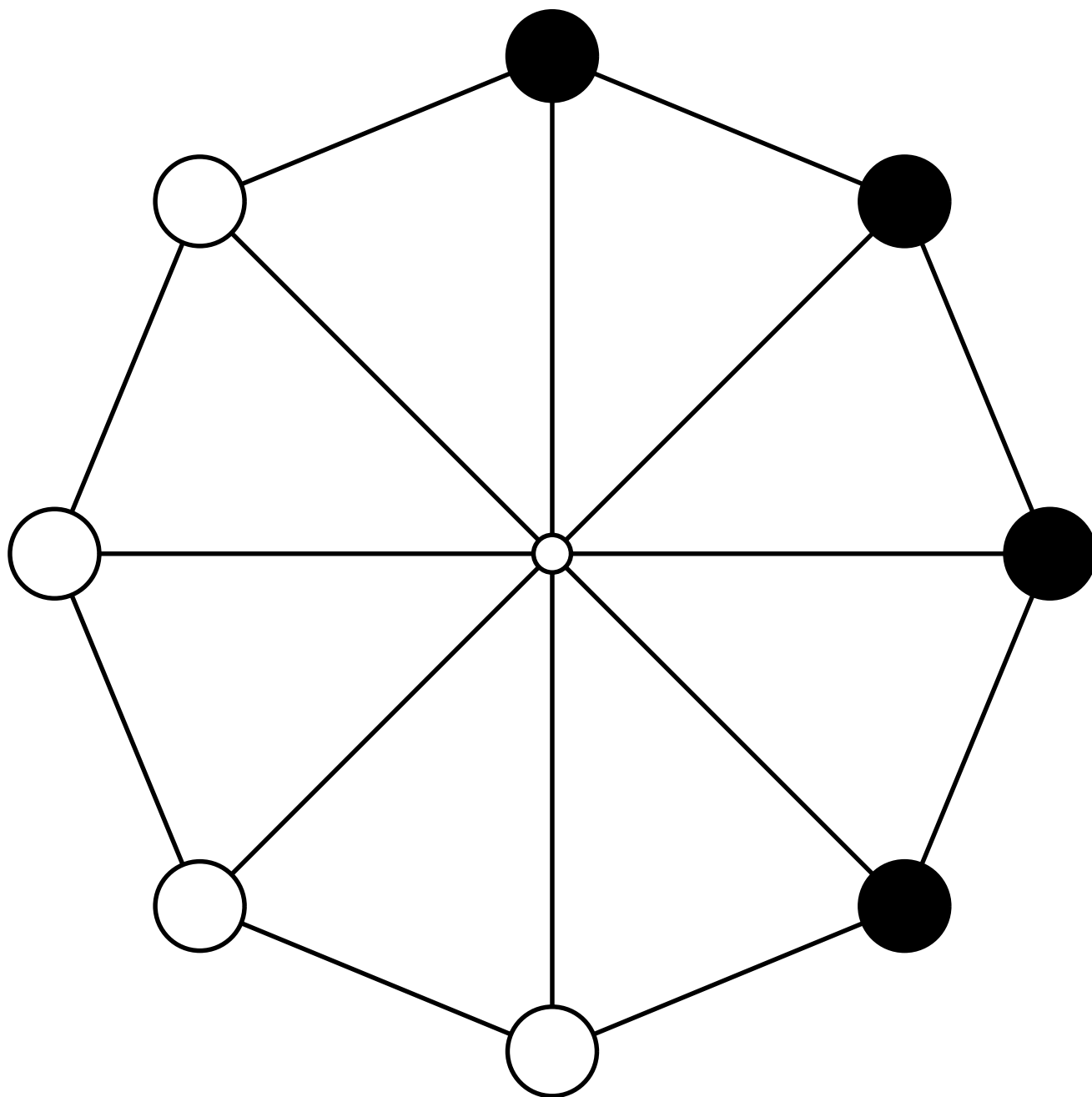
● one player's four pieces

○ the other player's four

Mū Tōrere

Board diagram from the book, page 76 · shown with the starting position, as printed in the book

Scaled ×2.72 from the book's diagram · The Great Book of World Games · portrait

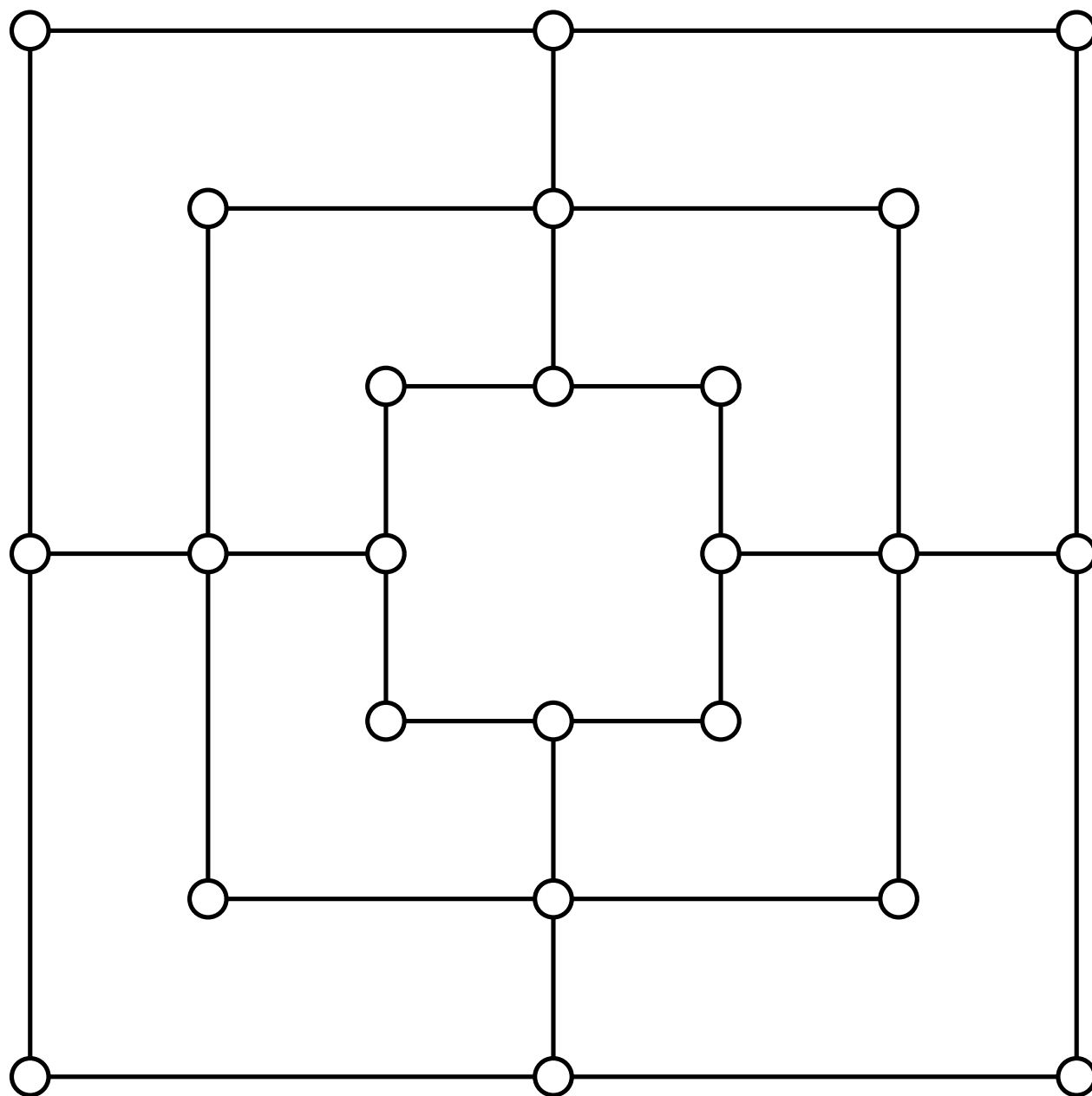


- one player's four pieces, on points 1–4
- the other player's four pieces, on points 5–8

Nerenchi

Board diagram from the book, page 78

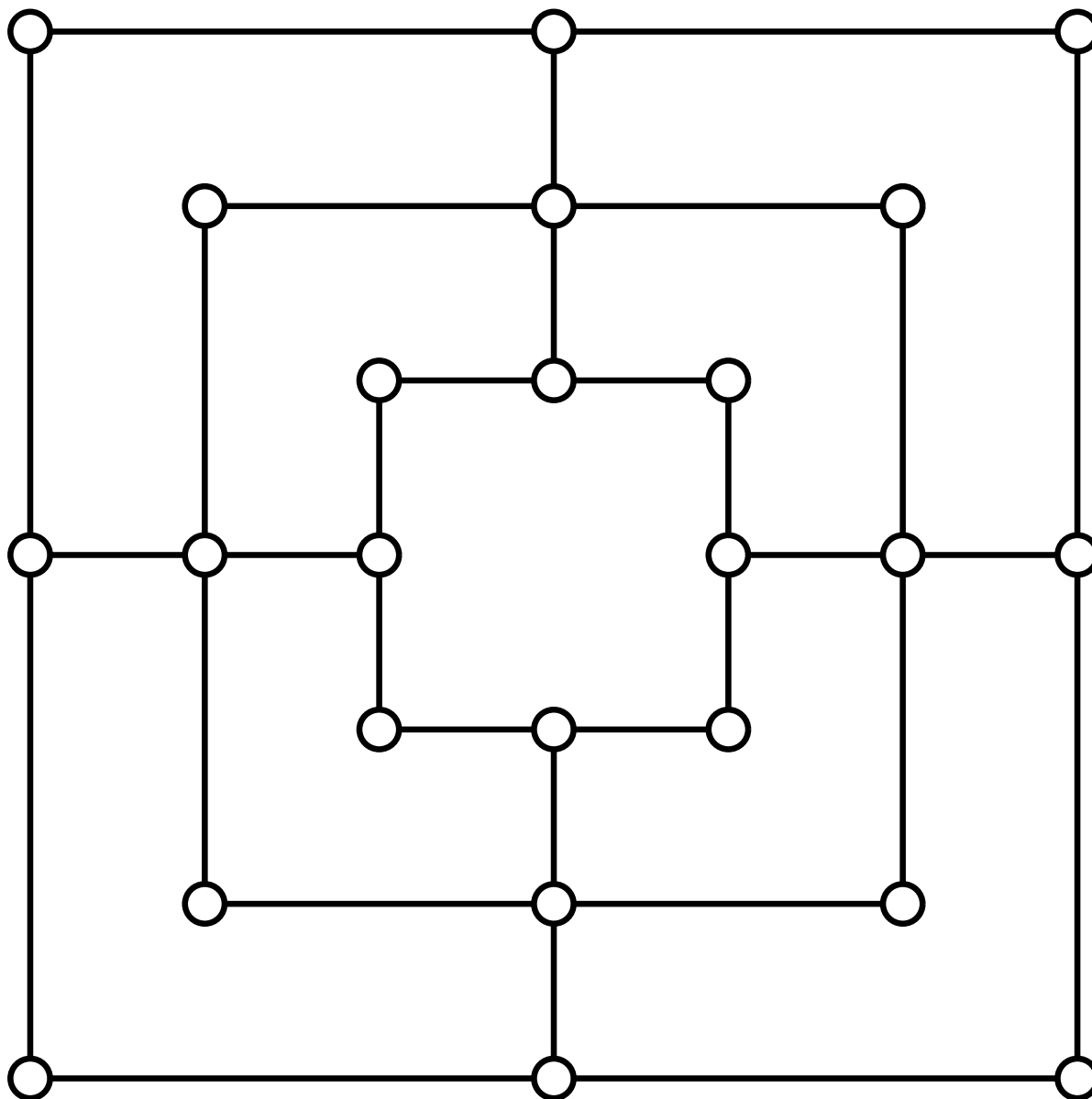
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Nine Men's Morris

Board diagram from the book, page 80

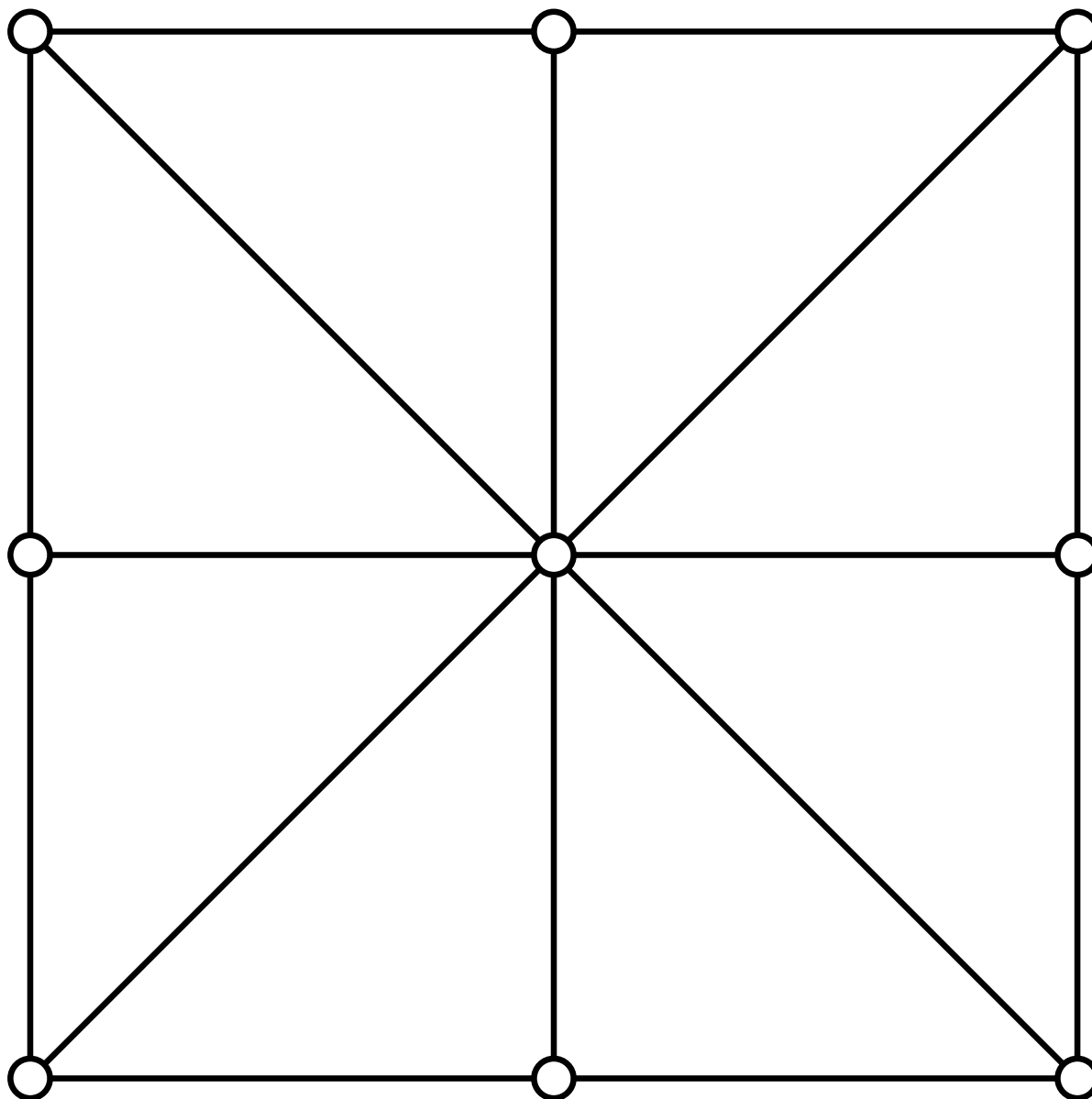
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Picaria

Board diagram from the book, page 82

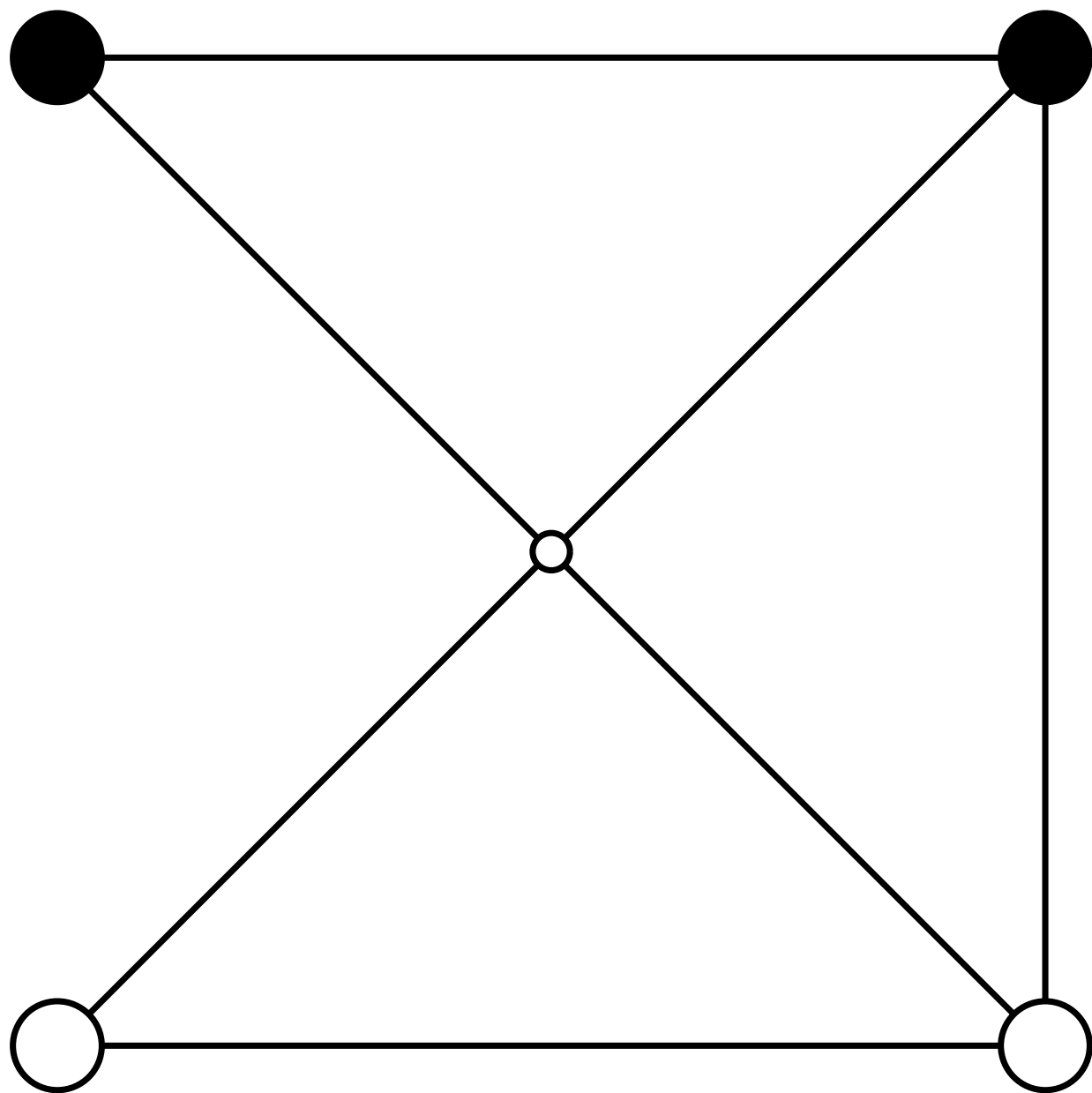
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Pong Hau K'i

Board diagram from the book, page 84 · shown with the starting position, as printed in the book

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moves first

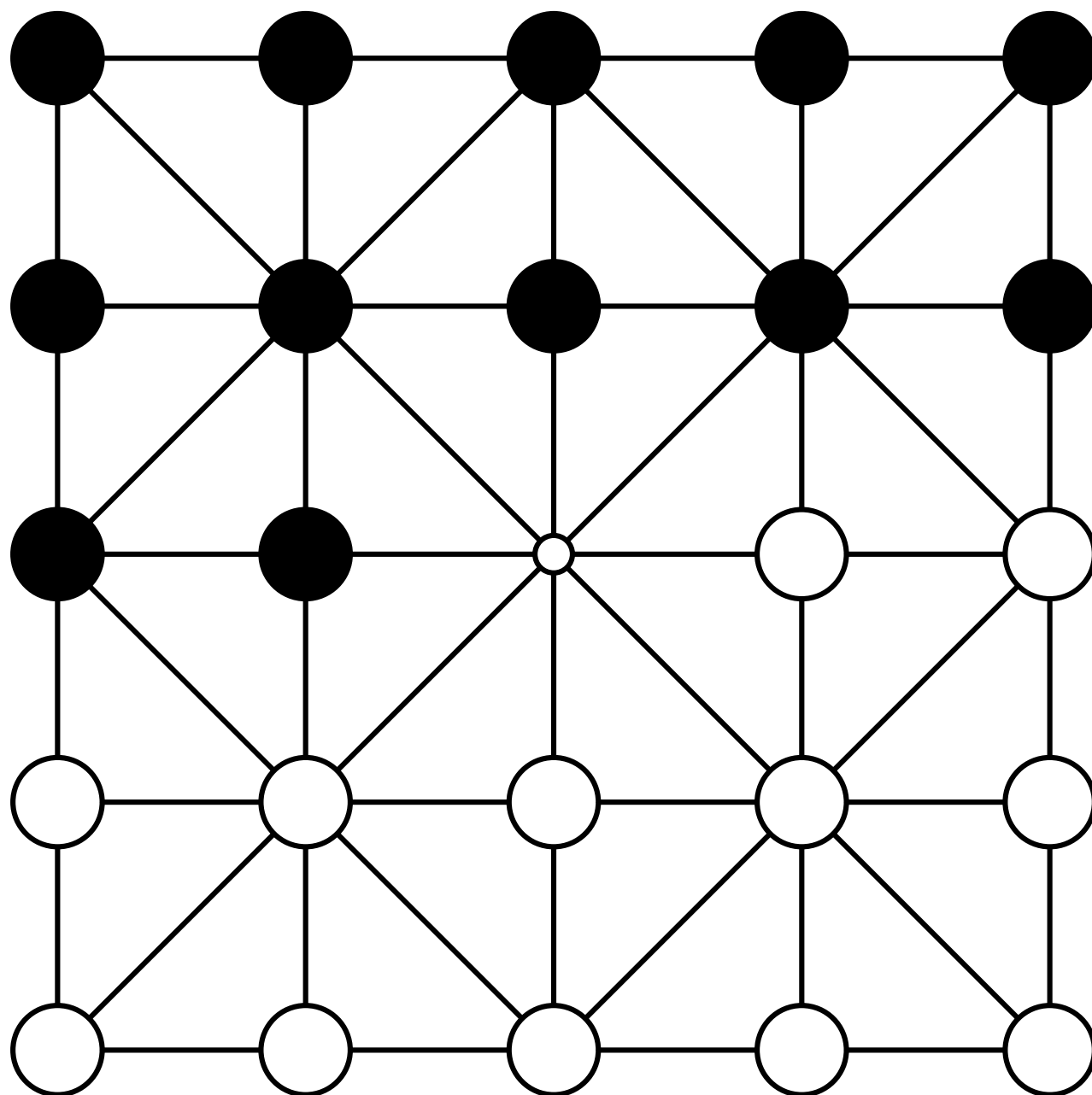


second player

Alquerque

Board diagram from the book, page 88 · shown with the starting position, as printed in the book

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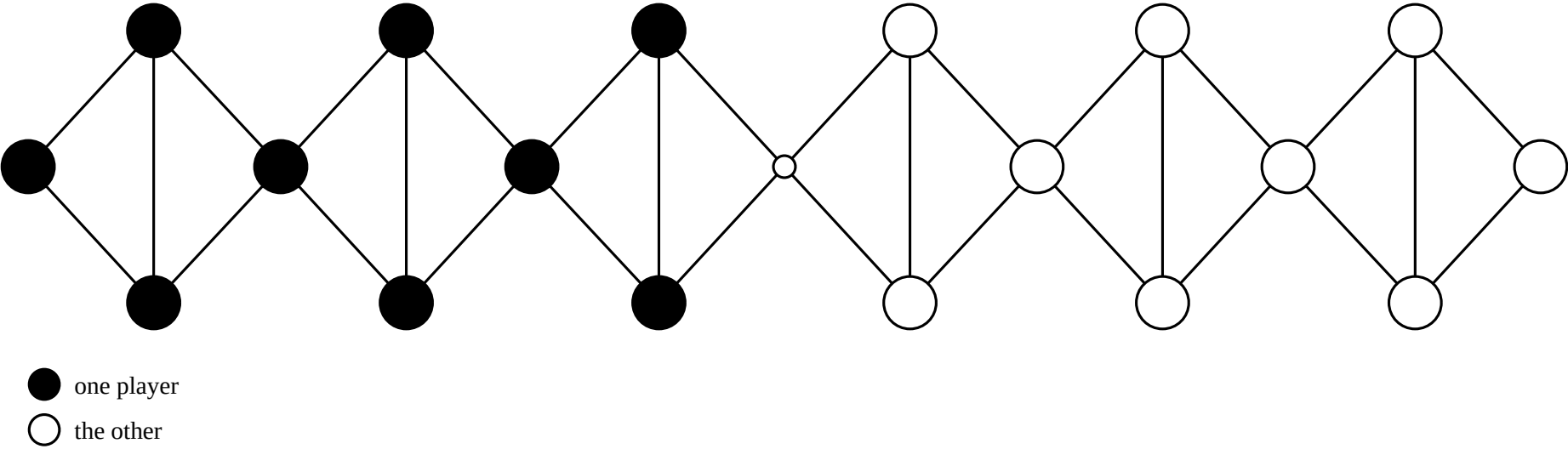
● one player's twelve pieces

○ the other player's twelve

Awithlaknannai

Board diagram from the book, page 90 · shown with the starting position, as printed in the book

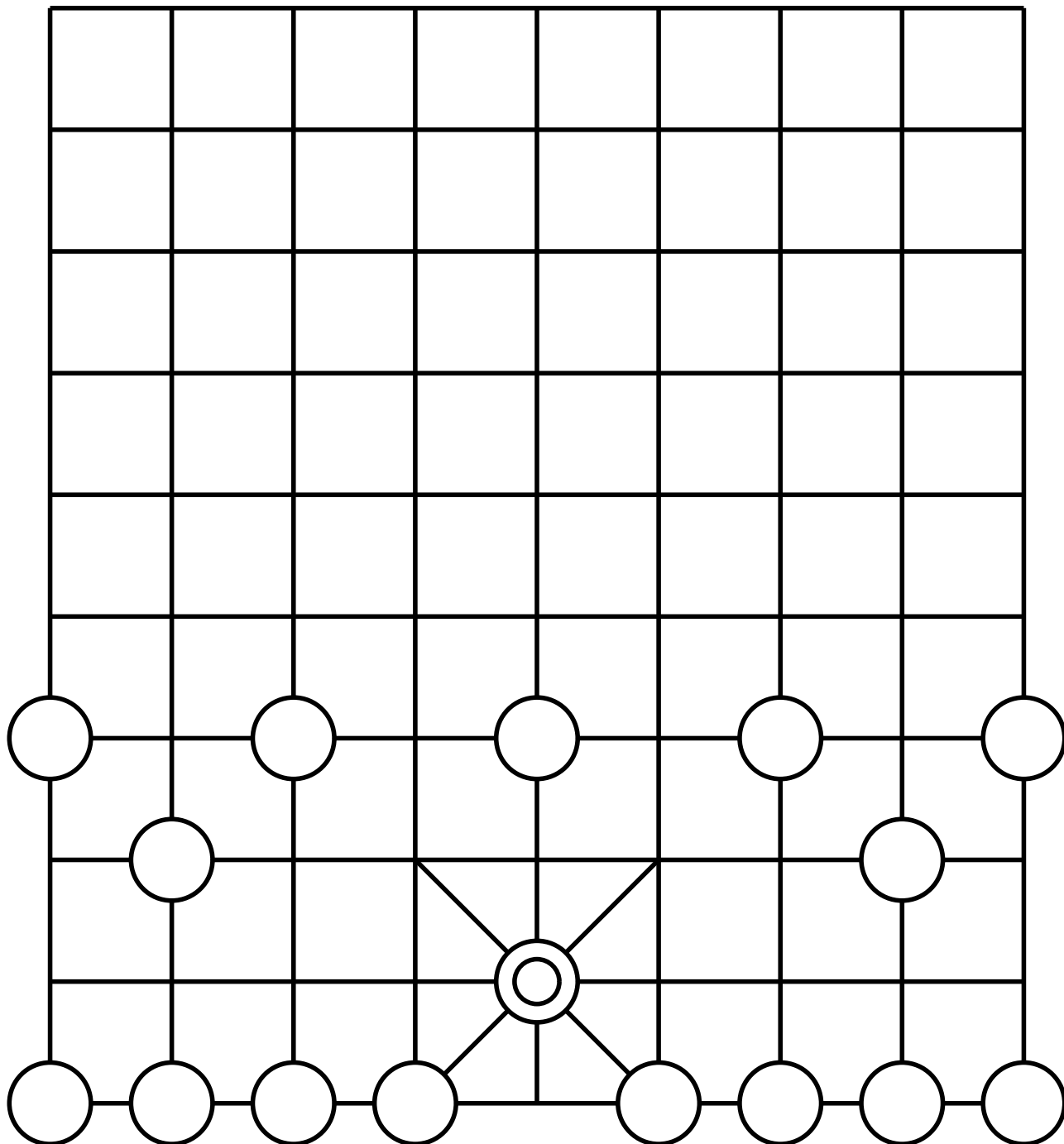
Scaled ×1.57 from the book's diagram · The Great Book of World Games · landscape



Janggi

Board diagram from the book, page 100 · shown with the starting position, as printed in the book

Scaled ×2.78 from the book's diagram · The Great Book of World Games · portrait



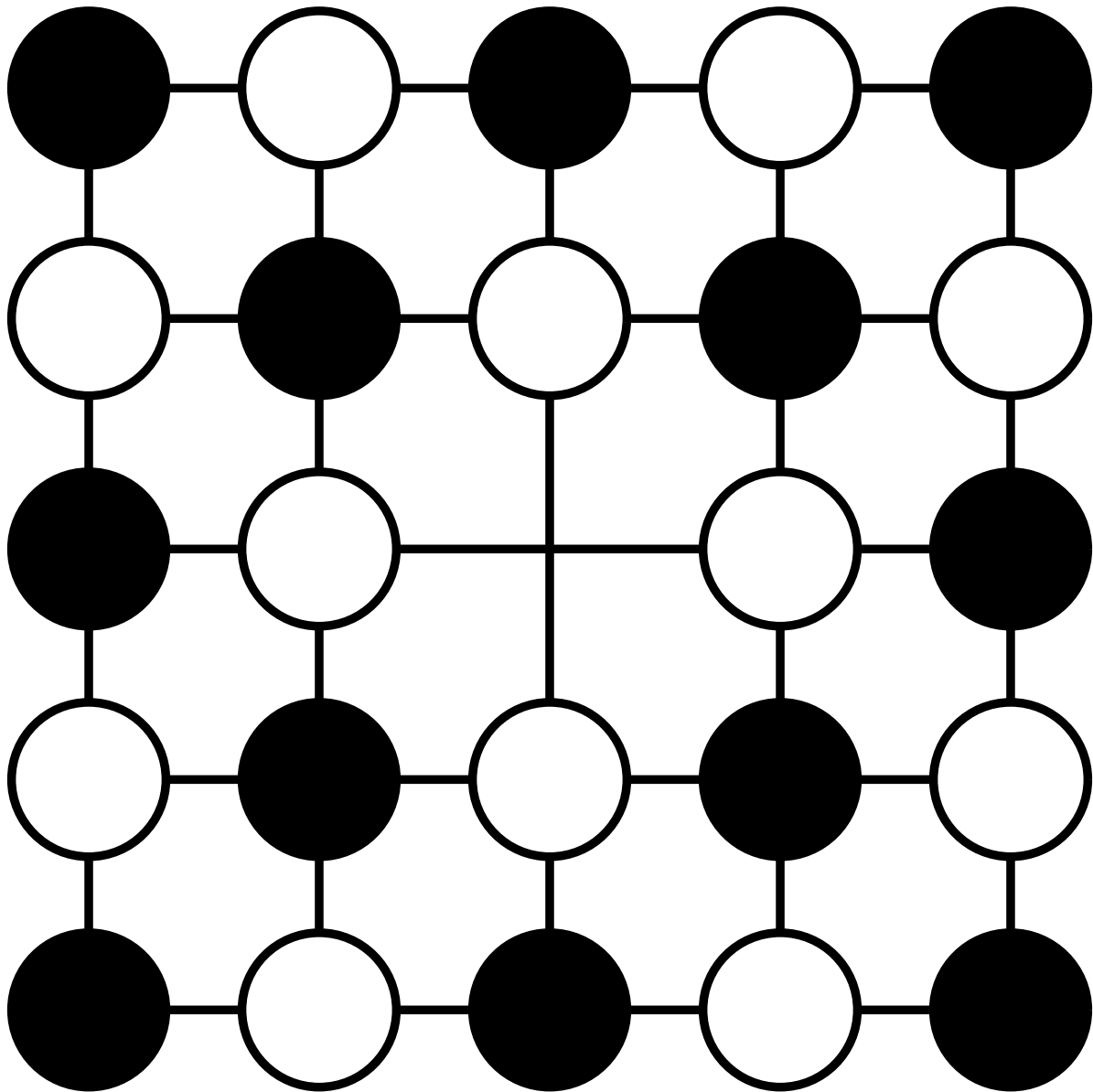
○ pieces stand on the intersections

◎ the general — starts in the camp

Seega

Board diagram from the book, page 106 · shown with the starting position, as printed in the book

Scaled ×4.76 from the book's diagram · The Great Book of World Games · portrait



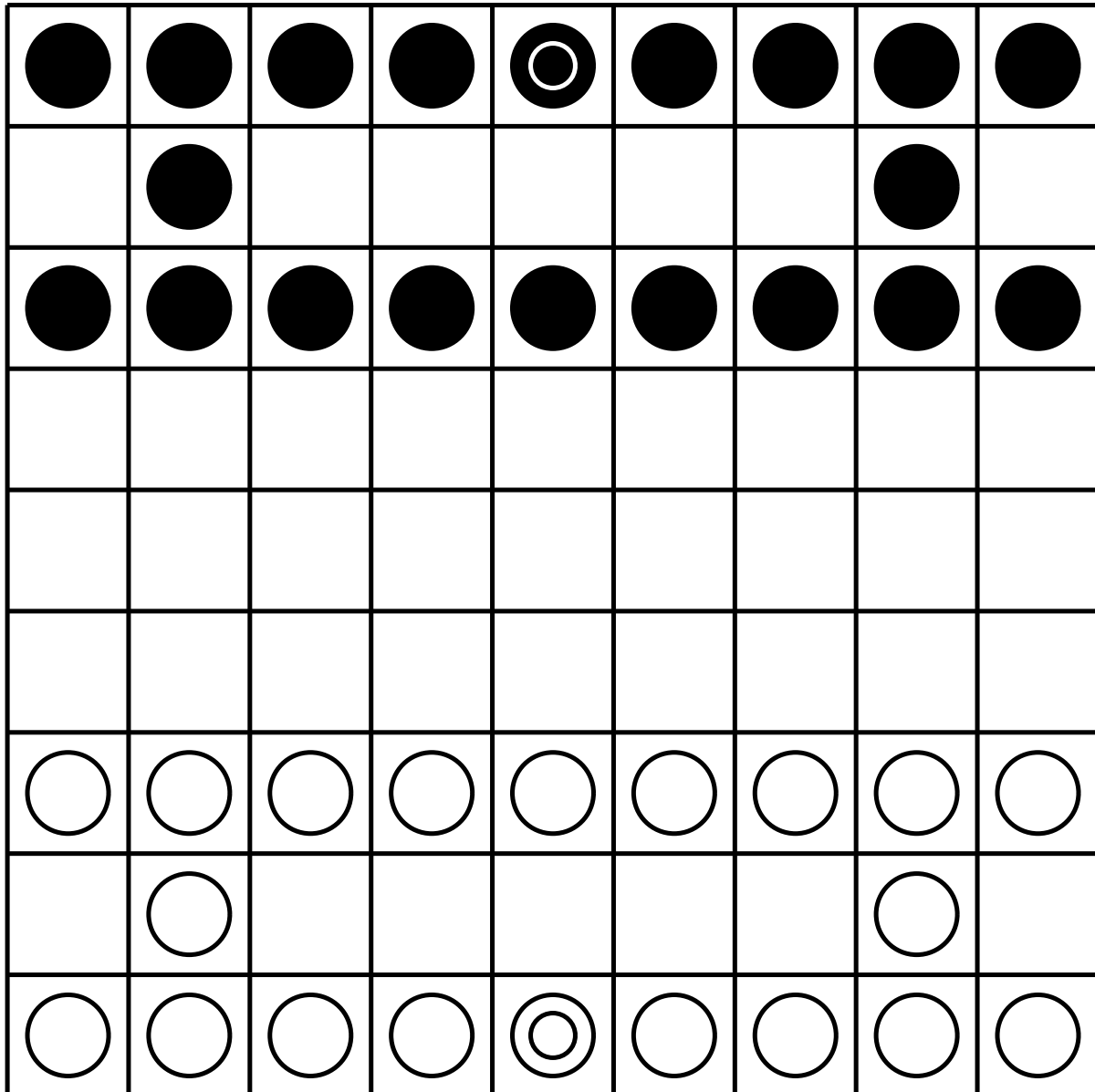
● first player

○ second player

Shogi

Board diagram from the book, page 110 · shown with the starting position, as printed in the book

Scaled ×2.51 from the book's diagram · The Great Book of World Games · portrait



○ the near player's pieces

● the far player's pieces

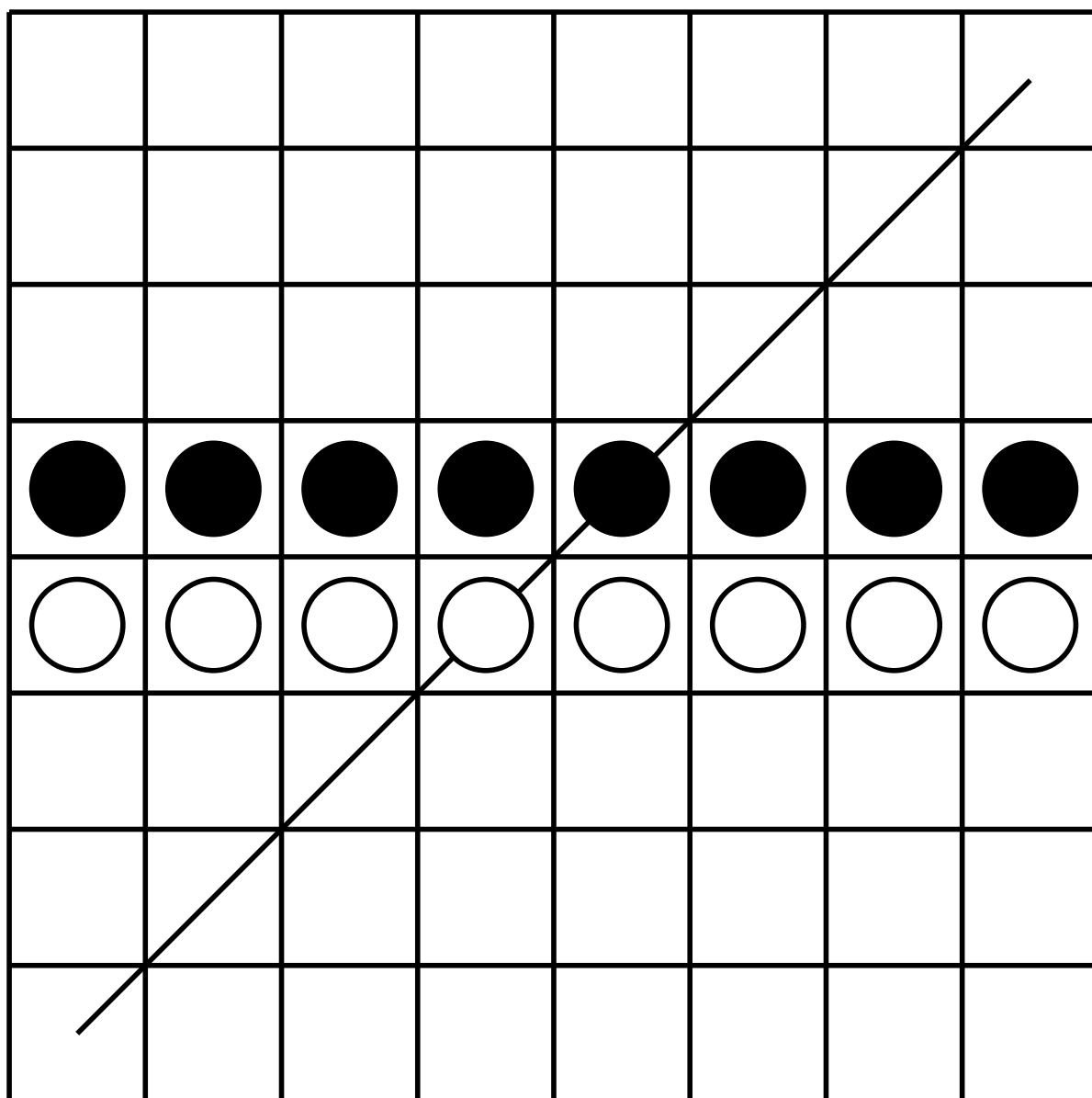
⊙ the near player's king

⊙ the far player's king

Sittuyin

Board diagram from the book, page 112

Scaled ×2.80 from the book's diagram · The Great Book of World Games · portrait



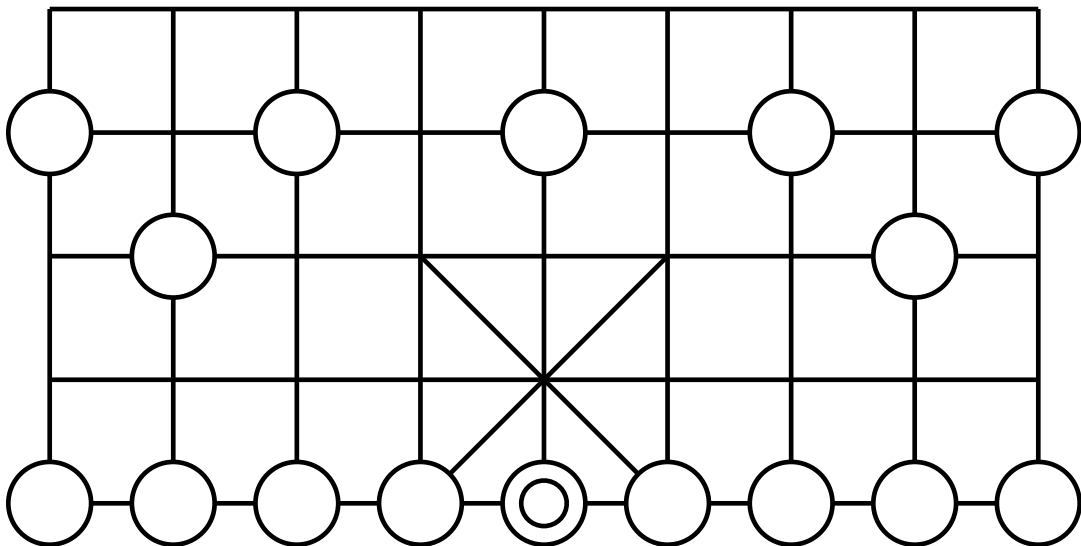
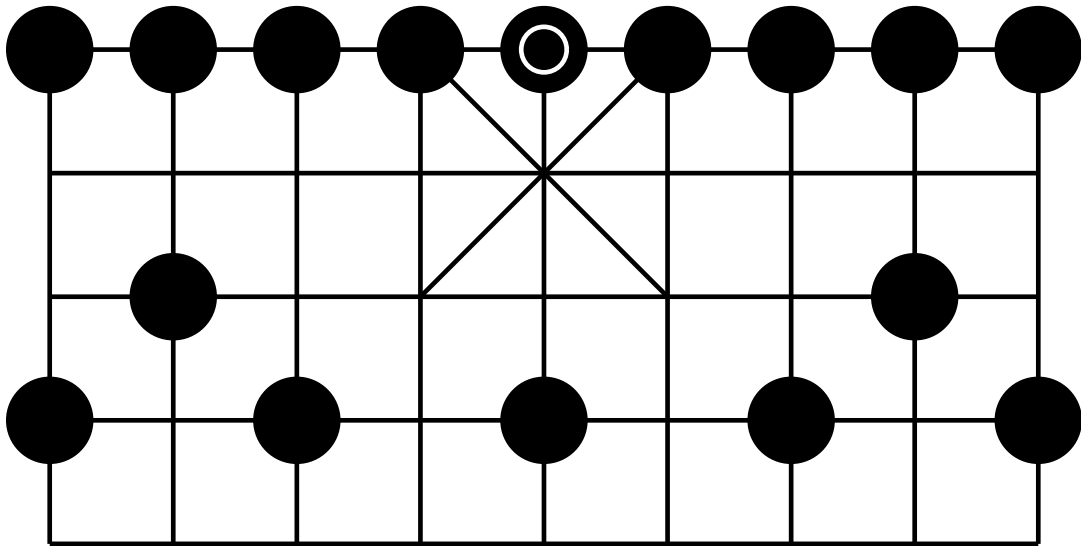
○ the near player's pawn

● the far player's pawn

Xiangqi

Board diagram from the book, page 114 · shown with the starting position, as printed in the book

Scaled ×2.34 from the book's diagram · The Great Book of World Games · portrait

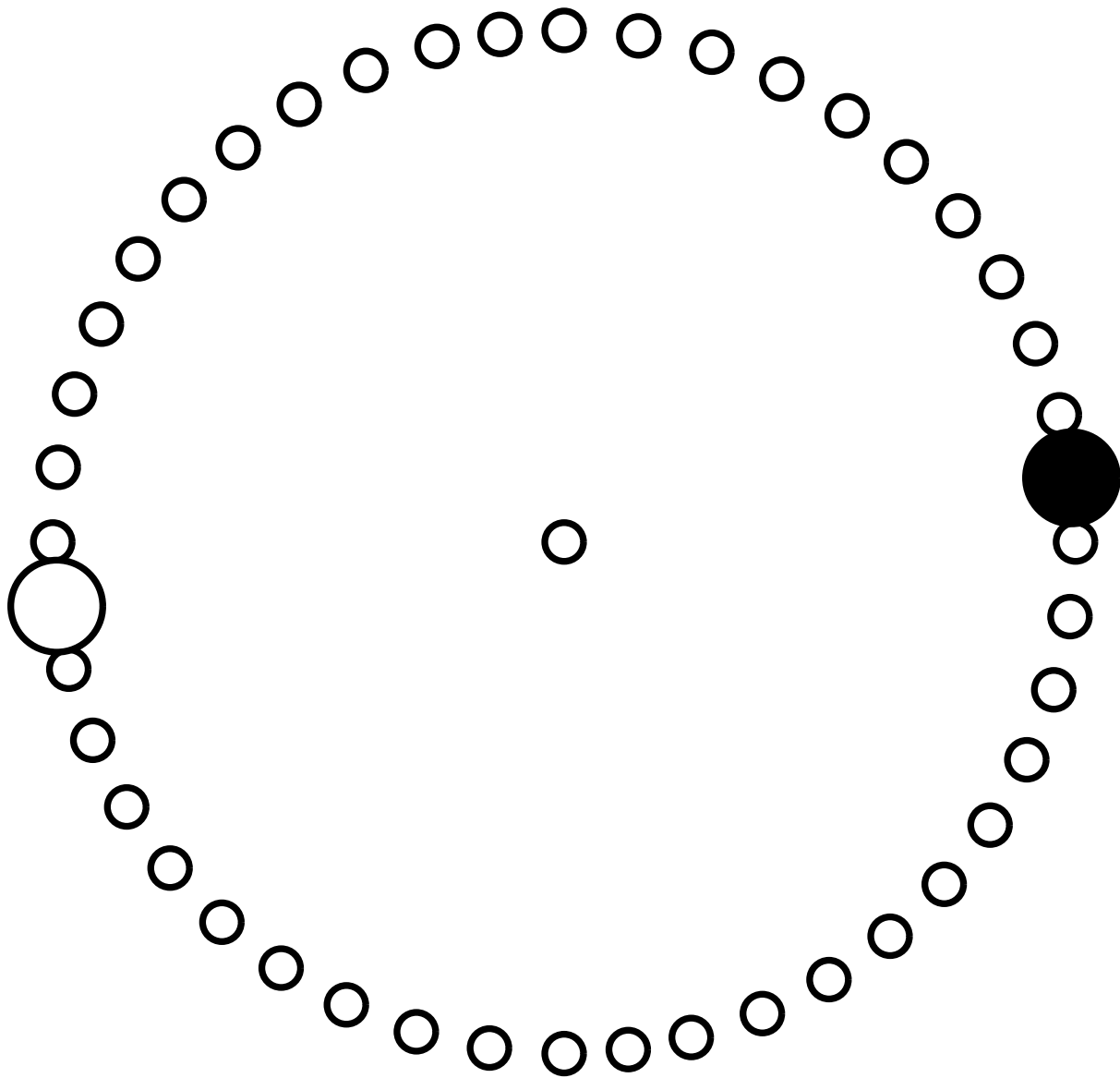


- the near player's pieces
- the far player's pieces
- ◎ the near player's general
- ◎ the far player's general

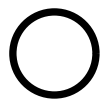
Set-dilth

Board diagram from the book, page 120

Scaled ×3.66 from the book's diagram · The Great Book of World Games · portrait



first player's marker



second player's marker