

Game Index

The Great Book of World Games · all 56 games in the order they appear in the paperback

How to read this table. The games are listed in book order, under the 7 Parts the book sorts them into, so a row's neighbours are the games that work the same way. *Players*, *Time* and *Age* are the figures printed in each game's specification box: time is in minutes, and an age of 7+ is the book's "7 and up". *Culture and place* and *Period* are copied as the book states them, including its hedges ("recorded 1895" means the source the book used dates from then, not that the game does). *Page* is the first page of the game's rules in the paperback. A dagger (†) marks the 7 rule sets the book presents as reconstructions, where the source records the board and pieces but not every rule; the book says so on the page. A dash means the book gives no figure.

#	Game	Players	Time (min)	Age	Culture · place	Period	Page	†
Part I · The Sowing Games								
1	Bao la Kiswahili	2	30–60	10+	Swahili · the Swahili coast — Zanzibar, Tanzania and Kenya	the tournament game as played and recorded in the modern era	16	
2	Olinda Keliya	2	20–40	8+	Sinhalese · Sri Lanka	boards cut in rock by the fourth century AD; play recorded 1909	18	
3	Omweso	2	20–40	10+	Ganda · Uganda	the royal game of Buganda; rules recorded by M. B. Nsimbi in 1968	20	
4	Oware	2	20–40	7+	Akan · Ghana and Côte d'Ivoire	the Ashanti form was recorded in the 1920s; the sowing game is far older	22	
5	Pallanguzhi	2	30–60	8+	Tamil · Tamil Nadu and Sri Lanka	recorded in the twentieth century; boards of wood and ivory are considerably older	24	
Part II · The Hunt and the Siege								
6	Catch the Hare	2	15–25	8+	Castilian · Castile	described in the Libro de los juegos compiled for Alfonso X in 1283	28	
7	Demala Diviyan Keliya	2	15–30	8+	Sinhalese · Sri Lanka	recorded 1909	30	
8	Fox and Geese	2	10–20	6+	English · England	boards cut into cloister benches from the medieval period; collected in the 1890s	32	
9	Hnefatafl	2	20–45	9+	Norse · Scandinavia and the Norse north Atlantic	played to the twelfth century; the rules below are reconstructed	34	†
10	Rimau-rimau	2	15–25	8+	Malay · the Malay peninsula and Sumatra	recorded 1890	36	
11	Tablut	2	20–40	9+	Sámi · Sápmi, northern Fennoscandia	recorded 1732	38	†
Part III · The Race Home								
12	Ashta Kashte	3–4	20–40	6+	Bengali · Bengal	recorded in the nineteenth century	42	
13	Bul	2	20–30	8+	Kekchi Maya · Guatemala and Belize	recorded by Karl Sapper in the early twentieth century	44	
14	E-Sugoroku	2 or more	20–40	6+	Japanese · Japan	the picture form is a New Year game of the modern era	46	
15	Li'b el-Merafib	2–6	30–45	8+	Sudanese Arab · Sudan	recorded in the twentieth century among the Baggara	48	
16	Pachisi	2 or 4	45–90	8+	Hindustani · India — the account below was collected in Hyderabad	described in 1832; the game is much older	50	
17	Patolli	2	20–40	8+	Nahua (Aztec) · Central Mexico	described by Spanish chroniclers about 1580; banned soon after	52	†
18	Senet	2	20–40	8+	Ancient Egyptian · Egypt	played for three thousand years; the rules were lost by late antiquity	54	†
19	Tab	2	20–45	9+	Egyptian Arab · Egypt, and across the eastern Mediterranean	observed in the 1830s	56	
20	The Royal Game of Ur	2	20–30	8+	Sumerian · Mesopotamia — the boards come from the royal graves at Ur	played from about 2600 BC; the rules survive on a much later tablet	58	†
21	Totolospi	2–4	10–25	6+	Hopi · Oraibi and Walpi, Arizona	collected 1899–1901	60	

#	Game	Players	Time (min)	Age	Culture · place	Period	Page	†
22	Yut Nori	2–4 (four play as two partnerships)	20–40	7+	Korean · Korea	recorded in detail in 1895; long-established New Year game	62	
23	Zohn Ahl	4–8 in two teams	30–45	8+	Kiowa · Oklahoma	recorded 1900s	64	
Part IV · The Line and the Territory								
24	Achi	2	10–20	7+	Akan · Ghana	a living Ghanaian game	68	
25	Dara	2	15–30	7+	Dakarkari · north-western Nigeria	recorded in the twentieth century	70	
26	Go	2	20–45	8+	Han Chinese · China, and from there Korea and Japan	frequent in Chinese texts from the Song dynasty, 960–1279	72	
27	Gomoku	2	10–30	8+	Japanese · Japan	the modern Japanese ruleset; the game is much older	74	
28	Mū Tōrere	2	10–20	8+	Māori · Aotearoa New Zealand	recorded by Elsdon Best in the early twentieth century	76	
29	Nerenchi	2	15–30	7+	Sinhalese · Sri Lanka	diagrams cut at Mihintale, probably first or second century AD; play recorded 1909	78	
30	Nine Men's Morris	2	10–25	6+	Medieval European · England, and across medieval Europe	boards cut into cloister benches from the medieval period	80	
31	Picaria	2	5–15	6+	Tewa Pueblo · Isleta and Santa Clara, New Mexico	recorded 1900s; adapted from a Spanish game	82	
32	Pong Hau K'i	2	2–10	5+	Cantonese · Guangdong, southern China	recorded 1895	84	
Part V · The War Board								
33	Alquerque	2	15–30	7+	Andalusi Arab · al-Andalus and the Maghreb	the Arabic name is older; recorded in Castile in 1283	88	
34	Awithlaknannai	2	15–30	8+	Zuni · Zuni Pueblo, New Mexico	recorded 1900s; adapted from a Spanish game	90	
35	Chaturanga	4 (in two alliances)	45–90	10+	Ancient Indian · India	the verses Forbes translates are of uncertain date	92	†
36	Dama	2	20–30	8+	Turkish · Anatolia and the eastern Mediterranean	recorded in the modern period	94	
37	Fanorona	2	20–40	9+	Malagasy · Madagascar	described in detail in 1887; traditionally much older	96	
38	Hasami Shogi	2	20–40	8+	Japanese · Japan	recorded in the twentieth century	98	
39	Janggi	2	30–60	10+	Korean · Korea	described from Seoul in the 1890s	100	
40	Jeu de Dames	2	30–60	10+	French · France	first played in the cafés of Paris in 1727	102	
41	Polis	2	20–40	9+	Ancient Greek · Greece	referred to in ancient sources; the rules are compiled from them	104	†
42	Seega	2	15–30	7+	Egyptian Arab · the Nile valley, Egypt	observed in the 1830s	106	
43	Shatranj	2	30–60	9+	Abbasid Arab · Persia and the Arab world	played from the seventh century; the rules below are the medieval form	108	
44	Shogi	2	30–60	10+	Japanese · Japan	recorded in this form in the 1890s; the Japanese sources call its origin unknown	110	
45	Sittuyin	2	20–40	9+	Burmese · Burma	recorded by Captain Hiram Cox about 1800 and printed in 1892	112	
46	Xiangqi	2	20–45	9+	Han Chinese · China	described in English sources from 1694; the game is far older	114	
Part VI · Chance and Nerve								
47	Astragaloi	2–5	10–20	7+	Ancient Greek · Greece	played throughout the classical world	118	
48	Set-dilth	2–4	15–30	7+	White Mountain Apache · the East Fork of the White River, Arizona	recorded about 1900	120	

#	Game	Players	Time (min)	Age	Culture · place	Period	Page †
49	Tien Gow	4	30–60	10+	Cantonese · Guangdong and Hong Kong	a long-established Cantonese domino game	122
Part VII · Games Without a Board							
50	Cat's Cradle	2	5–20	7+	English · England, and in cognate forms across most of the world	the English sequence recorded in 1906; the figures are far older	126
51	Conkers	2	2–10	6+	English · England — Shropshire, Cheshire, Worcestershire	collected in the 1890s	128
52	Gonggi	1–6 <i>taking turns</i>	10–20	6+	Korean · Korea	recorded 1895	130
53	Hopscotch	1–8	10–30	4+	English · England — Kent, Bedfordshire, London	recorded in English sources from the seventeenth century	132
54	Jan-ken	2	Seconds	4+	Japanese · Japan	recorded 1895	134
55	Jianzi	2–10	10–30	7+	Han Chinese · China, and the parks of Guangdong in particular	traced to the Han dynasty; the court game was codified in the twentieth century	136
56	Mbube Mbube	6ormore	10–20	6+	Zulu · Southern Africa	a living children's game	138

† rules the book presents as a scholarly reconstruction

Page numbers refer to the paperback edition (160 pages, 8.5 × 11 in). 56 games · 7 Parts.