

Bao la Kiswahili

Part I · The Sowing Games — Swahili

Players 2 · **Time** 30–60 minutes · **Age** 10 and up

Materials A board of four rows of eight pits, and 64 seeds

Objective You win when your opponent's FRONT ROW is completely empty, or when your opponent has no legal move.

Full rules: page 16 of the paperback.

Olinda Keliya

Part I · The Sowing Games — Sinhalese

Players 2 · **Time** 20–40 minutes · **Age** 8 and up

Materials Two rows of seven hollows · two stores · 56 seeds

Objective A round ends when a player has no seeds left in their row at the moment their turn comes. Both players then re-sort their seeds into fours; whoever has more seeds has won that round.

Full rules: page 18 of the paperback.

Omweso

Part I · The Sowing Games — Ganda

Players 2 · **Time** 20–40 minutes · **Age** 10 and up

Materials Four rows of eight holes and sixty-four seeds

Objective Capture all your opponent's seeds, or leave them with no hole holding more than one seed, so they cannot move at all.

Full rules: page 20 of the paperback.

Oware

Part I · The Sowing Games — Akan

Players 2 · **Time** 20–40 minutes · **Age** 7 and up

Materials Two rows of six holes, two stores, and forty-eight seeds

Objective Hold more than half the seeds. With forty-eight in play, twenty-five wins.

Full rules: page 22 of the paperback.

Pallanguzhi

Part I · The Sowing Games — Tamil

Players 2 · **Time** 30–60 minutes · **Age** 8 and up

Materials Two rows of seven holes, two stores, and eighty-four seeds

Objective Take your opponent below six seeds, so that at the start of a round they cannot fill even one hole.

Full rules: page 24 of the paperback.

Catch the Hare

Part II · The Hunt and the Siege — Castilian

Players 2 · **Time** 15–25 minutes · **Age** 8 and up

Materials A lined board of twenty-five points, one hare and twelve hunters

Objective The hunters win by surrounding the hare so that it can neither move nor leap. The hare wins by taking enough hunters that it can no longer be surrounded.

Full rules: page 28 of the paperback.

Demala Diviyan Keliya

Part II · The Hunt and the Siege — Sinhalese

Players 2 · **Time** 15–30 minutes · **Age** 8 and up

Materials A square diagram with four projecting triangles · 2 leopards · 24 cattle

Objective The cattle win by shutting both leopards in so that neither can move; Parker's word for it is imprisoned. The leopards win by eating enough cattle that they can no longer be shut in.

Full rules: page 30 of the paperback.

Fox and Geese

Part II · The Hunt and the Siege — English

Players 2 · **Time** 10–20 minutes · **Age** 6 and up

Materials A cross-shaped board of 33 holes · 17 geese · 1 fox

Objective The geese win by shutting the fox in so that it has no legal move. The fox wins by eating so many geese that it can no longer be shut in.

Full rules: page 32 of the paperback.

Hnefatafl

Part II · The Hunt and the Siege — Norse

Players 2 · **Time** 20–45 minutes · **Age** 9 and up

Materials A nine by nine board, a king with eight defenders, and sixteen attackers

Objective The defence wins if the king reaches any corner square. The attack wins if it captures the king.

Full rules: page 34 of the paperback.

† The book presents these rules as a reconstruction.

Rimau-rimau

Part II · The Hunt and the Siege — Malay

Players 2 · **Time** 15–25 minutes · **Age** 8 and up

Materials A 25-point grid with a triangle above and below · 1 tiger · 24 men

Objective The men win by hemming the tiger in so that it has no move at all. The tiger wins by eating so many men that they can no longer close around it.

Full rules: page 36 of the paperback.

Tablut

Part II · The Hunt and the Siege — Sámi

Players 2 · **Time** 20–40 minutes · **Age** 9 and up

Materials A 9×9 grid · 1 king · 8 defenders · 16 attackers

Objective The defenders win the moment the king stands on any square of the outer edge. The besiegers win by capturing him.

Full rules: page 38 of the paperback.

† The book presents these rules as a reconstruction.

Ashta Kashte

Part III · The Race Home — Bengali

Players 3–4 · **Time** 20–40 minutes · **Age** 6 and up

Materials A 7×7 grid with five marked squares · 4 pieces each · 4 cowrie shells

Objective The first player to bring all four pieces home to the centre wins. The others may play on for second and third place.

Full rules: page 42 of the paperback.

Bul

Part III · The Race Home — Kekchi Maya

Players 2 · **Time** 20–30 minutes · **Age** 8 and up

Materials Ten corn cobs in a row, four flat maize ears, five counters each

Objective Kill all five of your opponent's counters.

Full rules: page 44 of the paperback.

E-Sugoroku

Part III · The Race Home — Japanese

Players 2 or more · **Time** 20–40 minutes · **Age** 6 and up

Materials A picture map, one six-sided die, one token each

Objective The first token to land EXACTLY on the finish square wins.

Full rules: page 46 of the paperback.

Li'b el-Merafib

Part III · The Race Home — Sudanese Arab

Players 2–6 · **Time** 30–45 minutes · **Age** 8 and up

Materials A spiral of holes drawn in sand, three split sticks, and a marker each

Objective Be the first to bring your mother home to the village. That player takes the hyena and has won.

Full rules: page 48 of the paperback.

Pachisi

Part III · The Race Home — Hindustani

Players 2 or 4 · **Time** 45–90 minutes · **Age** 8 and up

Materials A cross-shaped cloth, four pieces each, and six cowrie shells

Objective The first side to bring all its pieces into the central square wins. With partners, both players' pieces must be home.

Full rules: page 50 of the paperback.

Patolli

Part III · The Race Home — Nahua (Aztec)

Players 2 · **Time** 20–40 minutes · **Age** 8 and up

Materials A cross-shaped track, six pieces each, and five marked beans

Objective The player who brings all six pieces home wins, or the higher score if you are playing to points.

Full rules: page 52 of the paperback.

† *The book presents these rules as a reconstruction.*

Senet

Part III · The Race Home — Ancient Egyptian

Players 2 · **Time** 20–40 minutes · **Age** 8 and up

Materials A board of three rows of ten, five pieces each, four casting sticks

Objective Bear off all five of your pieces first.

Full rules: page 54 of the paperback.

† *The book presents these rules as a reconstruction.*

Tab

Part III · The Race Home — Egyptian Arab

Players 2 · **Time** 20–45 minutes · **Age** 9 and up

Materials Four rows of nine squares · 9 light pieces · 9 dark · four throwing sticks

Objective You win by taking every piece your opponent has. Lane does not say this in so many words; it is what his capture rule leaves standing when nothing else is left.

Full rules: page 56 of the paperback.

The Royal Game of Ur

Part III · The Race Home — Sumerian

Players 2 · **Time** 20–30 minutes · **Age** 8 and up

Materials A 20-square board, seven pieces each, four tetrahedral dice

Objective Bear off all seven of your pieces first.

Full rules: page 58 of the paperback.

† *The book presents these rules as a reconstruction.*

Totolospi

Part III · The Race Home — Hopi

Players 2–4 · **Time** 10–25 minutes · **Age** 6 and up

Materials A ruled board of five cross-lines each side · one marker per player · three flat cane dice

Objective The first marker to reach the far end of the board wins.

Full rules: page 60 of the paperback.

Yut Nori

Part III · The Race Home — Korean

Players 2–4 (four play as two partnerships) · **Time** 20–40 minutes · **Age** 7 and up

Materials A board of 29 marks · 4 throwing sticks · 4 horses per player

Objective The first side to bring the agreed number of horses round the board and out at the exit wins. Agree on one horse or four before you start; with four players it is four.

Full rules: page 62 of the paperback.

Zohn Ahl

Part III · The Race Home — Kiowa

Players 4–8, in two teams · **Time** 30–45 minutes · **Age** 8 and up

Materials A circle of 20 marks · 4 stick dice · a marker for each team

Objective The first team to carry its marker the whole way round the circle and back to the creek wins.

Full rules: page 64 of the paperback.

Achi

Part IV · The Line and the Territory — Akan

Players 2 · **Time** 10–20 minutes · **Age** 7 and up

Materials A nine-point wheel drawn on the ground, four stones each

Objective Get three of your own stones in an unbroken straight line — along an edge, a diagonal or through the centre. This wins in either phase.

Full rules: page 68 of the paperback.

Dara

Part IV · The Line and the Territory — Dakarkari

Players 2 · **Time** 15–30 minutes · **Age** 7 and up

Materials Thirty holes in the ground in five rows of six, and twelve pieces each

Objective Reduce your opponent until they can no longer form a row of three.

Full rules: page 70 of the paperback.

Go

Part IV · The Line and the Territory — Han Chinese

Players 2 · **Time** 20–45 minutes · **Age** 8 and up

Materials A 9×9 grid of lines · about 40 dark stones · about 40 light

Objective Count the empty crossings each of you has walled in. Stones you captured are laid inside the enemy's ground to shrink it. The bigger territory wins.

Full rules: page 72 of the paperback.

Gomoku

Part IV · The Line and the Territory — Japanese

Players 2 · **Time** 10–30 minutes · **Age** 8 and up

Materials A 15 by 15 lined board and black and white stones

Objective Make five in an unbroken row — horizontally, vertically or diagonally. For Black it must be EXACTLY five. White wins with five or with any overline.

Full rules: page 74 of the paperback.

Mū Tōrere

Part IV · The Line and the Territory — Māori

Players 2 · **Time** 10–20 minutes · **Age** 8 and up

Materials An eight-pointed star with nine positions, and four pieces each

Objective Block your opponent so that they have no legal move on their turn.

Full rules: page 76 of the paperback.

NerENCHI

Part IV · The Line and the Territory — Sinhalese

Players 2 · **Time** 15–30 minutes · **Age** 7 and up

Materials A mill diagram · 12 light pieces · 12 dark pieces

Objective You win when your opponent has lost all their pieces.

Full rules: page 78 of the paperback.

Nine Men's Morris

Part IV · The Line and the Territory — Medieval European

Players 2 · **Time** 10–25 minutes · **Age** 6 and up

Materials Three nested squares joined by four lines · 9 light pieces · 9 dark

Objective Reduce your opponent to two pieces and you have won, because two pieces can never make a mill.

Full rules: page 80 of the paperback.

PICARIA

Part IV · The Line and the Territory — Tewa Pueblo

Players 2 · **Time** 5–15 minutes · **Age** 6 and up

Materials A nine-point diagram · 3 light pieces · 3 dark pieces

Objective You win when all of your opponent's pieces have been moved to the centre by this process. Dozier's phrasing is that the other player has won them.

Full rules: page 82 of the paperback.

Pong Hau K'i

Part IV · The Line and the Territory — Cantonese

Players 2 · **Time** 2–10 minutes · **Age** 5 and up

Materials A five-point diagram · 2 light pieces · 2 dark pieces

Objective You win when your opponent cannot move at all. Since only one point is ever empty, this happens the moment both of their pieces are stuck.

Full rules: page 84 of the paperback.

Alquerque

Part V · The War Board — Andalusí Arab

Players 2 · **Time** 15–30 minutes · **Age** 7 and up

Materials A 25-point grid with slanting lines · 12 dark pieces · 12 light

Objective You win by taking every enemy piece, or by leaving your opponent with no legal move. Alquerque plays down to a bare board and it is decided at the end, not the beginning.

Full rules: page 88 of the paperback.

Awithlakkannai

Part V · The War Board — Zuni

Players 2 · **Time** 15–30 minutes · **Age** 8 and up

Materials A long lined diagram · 12 light pieces · 12 dark pieces

Objective You win by taking all of your opponent's pieces, or by leaving them with no legal move.

Full rules: page 90 of the paperback.

Chaturanga

Part V · The War Board — Ancient Indian

Players 4 (in two alliances) · **Time** 45–90 minutes · **Age** 10 and up

Materials A chessboard, four small armies of eight, and one long die

Objective The alliance that captures both enemy kings wins.

Full rules: page 92 of the paperback.

† The book presents these rules as a reconstruction.

Dama

Part V · The War Board — Turkish

Players 2 · **Time** 20–30 minutes · **Age** 8 and up

Materials A chequered board of sixty-four squares and sixteen pieces each

Objective Capture or immobilise all your opponent's pieces, or reduce them to a single man while you still hold a king.

Full rules: page 94 of the paperback.

Fanorona

Part V · The War Board — Malagasy

Players 2 · **Time** 20–40 minutes · **Age** 9 and up

Materials A board of 45 points · 22 light pieces · 22 dark pieces

Objective You win by taking every one of your opponent's pieces.

Full rules: page 96 of the paperback.

Hasami Shogi

Part V · The War Board — Japanese

Players 2 · **Time** 20–40 minutes · **Age** 8 and up

Materials A nine-by-nine board and eighteen pieces each

Objective Make a row of five of your own pieces — along a rank, a file, or a diagonal — anywhere outside your own two home rows.

Full rules: page 98 of the paperback.

Janggi

Part V · The War Board — Korean

Players 2 · **Time** 30–60 minutes · **Age** 10 and up

Materials An oblong board of nine files and ten ranks, sixteen pieces each

Objective Checkmate the enemy king.

Full rules: page 100 of the paperback.

Jeu de Dames

Part V · The War Board — French

Players 2 · **Time** 30–60 minutes · **Age** 10 and up

Materials A board of a hundred squares and twenty pieces each

Objective Take or block every one of your opponent's pieces, so that on their turn they have no legal move.

Full rules: page 102 of the paperback.

Polis

Part V · The War Board — Ancient Greek

Players 2 · **Time** 20–40 minutes · **Age** 9 and up

Materials An eight by eight board and sixteen pieces each

Objective Take every enemy piece, or leave your opponent with no legal move at all.

Full rules: page 104 of the paperback.

† The book presents these rules as a reconstruction.

Seega

Part V · The War Board — Egyptian Arab

Players 2 · **Time** 15–30 minutes · **Age** 7 and up

Materials 25 holes in five rows of five · 12 light pieces · 12 dark

Objective A capture needs two of your pieces, so a player down to a single piece can never take anything again. That is where we end it: reduce your opponent to one piece and you have won. Lane does not say this, but it is the shortest ending consistent with the rule he does give.

Full rules: page 106 of the paperback.

Shatranj

Part V · The War Board — Abbasid Arab

Players 2 · **Time** 30–60 minutes · **Age** 9 and up

Materials A chessboard and a chess set

Objective Checkmate the enemy king.

Full rules: page 108 of the paperback.

Shogi

Part V · The War Board — Japanese

Players 2 · **Time** 30–60 minutes · **Age** 10 and up

Materials A nine by nine board and forty flat five-sided pieces marked on both faces

Objective Checkmate the enemy king. A king is checkmated when it is attacked and no legal move, capture or drop can save it.

Full rules: page 110 of the paperback.

Sittuyin

Part V · The War Board — Burmese

Players 2 · **Time** 20–40 minutes · **Age** 9 and up

Materials A chessboard with one diagonal marked, and thirty-two pieces

Objective Checkmate the enemy king.

Full rules: page 112 of the paperback.

Xiangqi

Part V · The War Board — Han Chinese

Players 2 · **Time** 20–45 minutes · **Age** 9 and up

Materials A board of nine files and ten ranks with a river across the middle, and thirty-two flat discs

Objective Checkmate the enemy general. Falkener records the terms: check is wo-tě, checkmate is tsum-da.

Full rules: page 114 of the paperback.

Astragaloi

Part VI · Chance and Nerve — Ancient Greek

Players 2–5 · **Time** 10–20 minutes · **Age** 7 and up

Materials Five knucklebones, or five substitutes

Objective Reach the agreed target score first, or throw the Aphrodite at any time.

Full rules: page 118 of the paperback.

Set-dilth

Part VI · Chance and Nerve — White Mountain Apache

Players 2–4 · **Time** 15–30 minutes · **Age** 7 and up

Materials 40 stones laid in a circle · one flat stone in the middle · three split sticks · one marker per player

Objective The first player or partnership to complete three circuits — 120 points — wins.

Full rules: page 120 of the paperback.

Tien Gow

Part VI · Chance and Nerve — Cantonese

Players 4 · **Time** 30–60 minutes · **Age** 10 and up

Materials A set of 32 Chinese dominoes

Objective The player who wins the eighth trick wins the round. Play as many rounds as you like; highest total wins the game.

Full rules: page 122 of the paperback.

Cat's Cradle

Part VII · Games Without a Board — English

Players 2 · **Time** 5–20 minutes · **Age** 7 and up

Materials One loop of soft string about a metre round

Objective The player who spoils a figure loses the round; the other wins it.

Full rules: page 126 of the paperback.

Conkers

Part VII · Games Without a Board — English

Players 2 · **Time** 2–10 minutes · **Age** 6 and up

Materials One hard nut each, drilled and threaded on a string

Objective The nut left whole wins, and it carries away the loser's score as well as its own.

Full rules: page 128 of the paperback.

Gonggi

Part VII · Games Without a Board — Korean

Players 1–6, taking turns · **Time** 10–20 minutes · **Age** 6 and up

Materials Five small stones

Objective The first player to work through all five levels and reach the agreed score — usually fifty — wins.

Full rules: page 130 of the paperback.

Hopscotch

Part VII · Games Without a Board — English

Players 1–8 · **Time** 10–30 minutes · **Age** 4 and up

Materials Chalk and one flat stone per player

Objective The first player to complete all eight divisions wins.

Full rules: page 132 of the paperback.

Jan-ken

Part VII · Games Without a Board — Japanese

Players 2 · **Time** Seconds · **Age** 4 and up

Materials Two hands

Objective Whoever wins the throw wins. Nothing beats everything, which is why the game cannot be solved: there is no shape that is right to throw.

Full rules: page 134 of the paperback.

Jianzi

Part VII · Games Without a Board — Han Chinese

Players 2–10 · **Time** 10–30 minutes · **Age** 7 and up

Materials One weighted shuttlecock with four feathers

Objective The circle wins by beating its own best count.

Full rules: page 136 of the paperback.

Mbube Mbube

Part VII · Games Without a Board — Zulu

Players 6 or more · **Time** 10–20 minutes · **Age** 6 and up

Materials Two blindfolds and an open space

Objective The lion wins by touching the impala before time runs out. The impala wins by staying untouched until time is up.

Full rules: page 138 of the paperback.