

Score Sheet — rounds 1 to 20

For any game in the book played over several rounds · two to six players · The Great Book of World Games

Game _____ Date _____

Round	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
Total						

Write each player's name in the header. One row per round; add the column at the end.

Score Sheet — rounds 21 to 40

For any game in the book played over several rounds · two to six players · The Great Book of World Games

Game _____ Date _____

Round	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
Carried						
21						
22						
23						
24						
25						
26						
27						
28						
29						
30						
31						
32						
33						
34						
35						
36						
37						
38						
39						
40						
Total						

Continue from the first sheet: copy each player's total into the *Carried* row before round 21.

Match Record

Ten games, whichever they were · The Great Book of World Games

Game	Date	Players	Winner	Notes

Page numbers for every game are in the game index; the full rules are in the paperback.

Running Score — Part VI · Chance and Nerve

Astragaloi · Set-dilth · Tien Gow · the book's scoring rules are printed below

Game _____ Date _____ Target score _____

Throw / round	Player 1	Player 2	Player 3	Player 4	Player 5
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
Total					

Each cell holds the running total after that throw or round, so the last filled cell is always the score.

Astragaloi (page 118) — Add the five bones and record the total. **THE APHRODITE** — all five bones showing DIFFERENT faces. The perfect throw. It wins the game outright, whatever the scores were. **THE DOG** (kyon) — all five bones showing the flat face, a total of five. The worst throw: score nothing this turn AND lose ten points. **THE EURIPIDES** — all five bones on the highest face, a total of forty. Score it and throw again. Any other throw simply scores its total.

Set-dilth (page 120) — Every completed circuit of the ring is 40 points. Mark each circuit by chalking a stroke on a stone in your quarter. Three circuits is 120 points and is the game.

Tien Gow (page 122) — Only the EIGHTH trick decides the round. The winner of the eighth trick scores, based on how many tricks each player took: your score for the round is your trick count minus four. A player who took no tricks at all cannot win the round even by taking the eighth. If the dealer wins the round, all scores for that round are doubled. A player who wins a trick using a Supreme set takes a bonus point from each of the others.

Points — Patolli

Part III · The Race Home · two players · The Great Book of World Games

Date _____ Playing to _____

Player 1 _____

1	2	3	4	5	6	7	8	9	10	11	12
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In each box write H for a piece brought home or S for a piece you sent back, as the book scores them.
Player 2 _____

1	2	3	4	5	6	7	8	9	10	11	12
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In each box write H for a piece brought home or S for a piece you sent back, as the book scores them.

Game	Player 1 points	Player 2 points	Winner / notes
1			
2			
3			
4			
5			
6			
7			
8			

Patolli (page 52) — A piece brought home scores one point. A piece you send back scores one point as well — this is where Durán's wager has gone. (Editorial: the chroniclers count stakes, not points.) First to twelve points wins, or play until one player brings all six pieces home, whichever you agree first. Win: The player who brings all six pieces home wins, or the higher score if you are playing to points.

Seed Count by Round — Part I · The Sowing Games

Olinda Keliya · Oware · Pallanguzhi · two players

Game _____

Date _____

Round	Player 1 — seeds held	Player 2 — seeds held	Who won the round / notes
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Count each player's seeds when the book says the round or the game ends, and write the totals here. The book's own conditions:

Olinda Keliya (page 18) — Win: 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.

Oware (page 22) — Win: Hold more than half the seeds. With forty-eight in play, twenty-five wins.

Pallanguzhi (page 24) — Win: Take your opponent below six seeds, so that at the start of a round they cannot fill even one hole.

Bao la Kiswahili is not on this sheet. The book: "Play ends the moment either losing condition is met. There is no counting up at the end; bao is won by starving the enemy front row, not by collecting seeds."

Omweso is not on this sheet. The book: "Play ends when one player has no legal move — every hole on their side holds one seed or none. That player has lost."

Territory Count — Go

Part IV · The Line and the Territory · two players · The Great Book of World Games

Date _____ Board _____

Game	Dark — territory	Light — territory	Winner	Margin / notes
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

Go (page 72) — Win: 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.

Counts — Part VII · Games Without a Board

Gonggi · Jianzi

Gonggi — 1–6, taking turns
Agreed score _____

Player	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6

Each turn, write the level reached and the score after the final toss. The book:

Gonggi (page 130) — Level one: pick up one stone at a time until all four are gathered. Level two: pick them up in twos. Level three: pick up three together, then the single one. Level four: pick up all four at once. Level five: toss all five, turn your hand, and catch what you can on the back of it. Toss whatever landed on the back of your hand and catch it in your palm. The number you catch on the final toss is your score. Win: The first player to work through all five levels and reach the agreed score — usually fifty — wins.

Jianzi — 2–10

Rally	Count	Players in the circle	Best so far / notes
1			
2			
3			
4			
5			
6			
7			
8			

Jianzi (page 136) — Count one for every legal touch that keeps it airborne. The count is the group's, not any individual's. When the rally ends, say the count aloud and try to beat it. There is no winner and no loser; the record is the opponent. Win: The circle wins by beating its own best count.