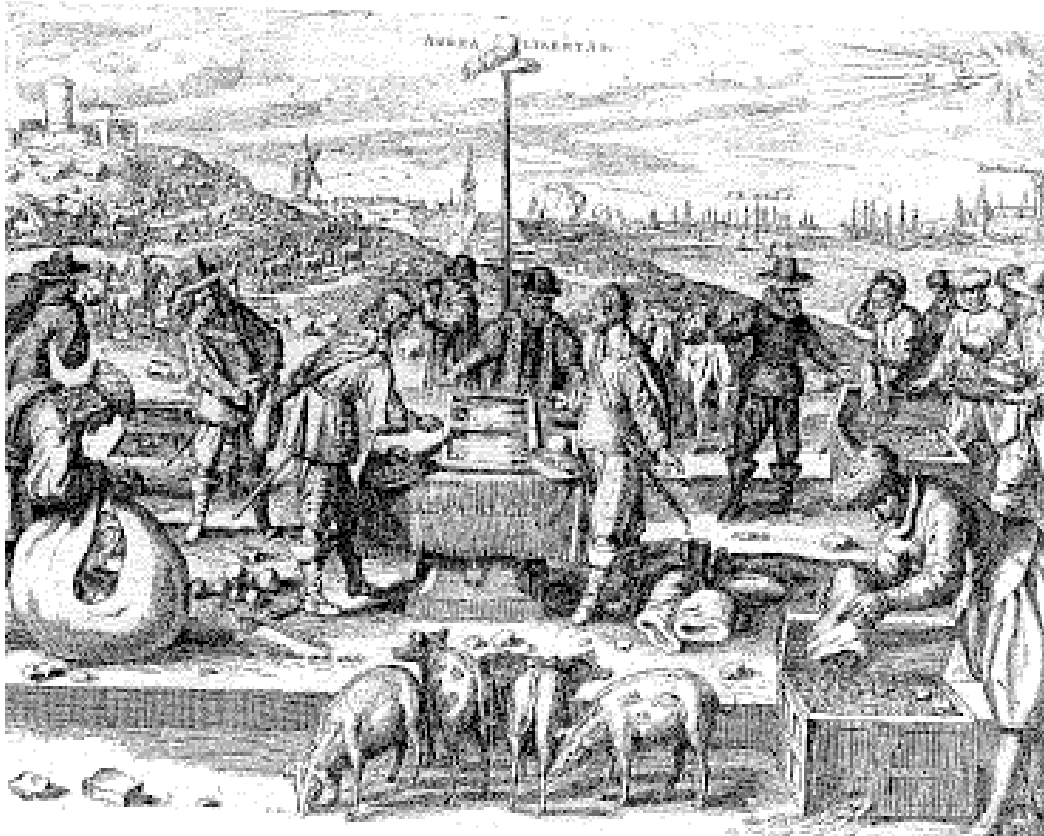


# Early Games of Dice



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(Cover Illustration: Circa 1644. A Dutch satire on political conditions in northern Europe, and the Sound Toll policy of Christian IV of Denmark. Portrayed are Christian IV and probably Axel Oxenstierna, Chancellor of Sweden, who are playing for the toll with “alea belli,” the dice of war, during the Torstenson War, 1643-45.)

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Although Albert Einstein stated, “I shall never believe that God plays dice with the world,” ancient peoples all over the world have believed otherwise. Dicing games are among man's oldest pastimes. Prior to becoming gaming tools, arrows, sticks, or bones were magical devices used as a way of telling fortunes, or receiving communications from the gods. Thus, the true “inventor” of dice was probably the witch doctor, or shaman. Aboriginal peoples all over the world have gambled, as well as told fortunes with a wide variety of “dice” made of peach stones, seeds, horn, pebbles, pottery, beaver and woodchuck teeth, or seashells.

Even the Biblical figures relied on chance to make decisions. The Old Testament mentions “Urim and Thummin” several times. These are believed by scholars to have been a form of two-sided “dice,” or lots. These were apparently used by the priesthood to determine the will of God.

According to Exodus 28:30, God told Moses that Aaron must carry the Urim and Thummin in his breastplate so that Aaron could “*bear the judgment of the people of Israel upon his heart before the Lord continually,*” and could determine God’s will for his people. Casting lots was also used to assign priestly duties for the heirs of Aaron (I Chronicles 24:5), and in the New Testament to pick Mathias as the disciple who would take over Judas’ ministry. When Jonah was cast into the sea his shipmates cast lots to determine that he was the reason for the storm before questioning him (Jonah 1:7).

Condemned soldiers dicing to determine who will be next. Detail from Jacques Callot’s series of etching entitled “The Miseries of War”, 1633.



Sophocles attributed the invention of dice to Palamedes, who was supposed to have taught soldiers to game with dice at the siege of Troy some 3,000 years ago. Herodotus, the so-called “father of history” who lived during the 5th century B.C., was of the opinion that the Lydians (The Lydians lived on the coast of the Aegean

Sea, in what is now Turkey) invented them as a way of distracting themselves during a famine.

*“The Ancients used to play Cockall, or casting of huckle bones, which is done with smooth sheep bones. The Dutch call them Pickelen, wherewith our young maids that are not yet ripe use to play for a husband, and young married folks despise these as soon as they are married. But young men contend with another with a kind of bone taken forth of oxe-feet.”* -Brand’s Popular Antiquities.

Sheep knucklebones have been used both for gambling and for divination for millennia. In Asia and Europe, women and children played games with sheep knucklebones that were similar to Jacks, and even today standard cubical dice have never totally replaced rectangular, or oblong dice in Asia. As early as prehistoric times people have made facsimiles of knucklebones made out of terra cotta and even the ancient Romans cast them from metal. The Romans referred to knucklebones as “Tali”, and the Greek word “Astragli,” gives us the official term for this form of divination: astragalomancy.

*“There is a game that is played with the postern bone in the hynder foote of a sheepe, oxe, gote, fallowe, or redde dere, which in Latin is called Talus. It hath foure chaunces, the ace point, that is named Canis, or Canicula, was one of the sides. He that cast is leyed doune a peny or so much as the gamers were agreed on; the other side was called Venus, that signifieth seven. He that cast the chaunce won six and all that was layd doune for the catying of Canis. The two other sides were called Chius and Senio. He that did throw Chius wan three. And he that cast Senio gained four. This game (as I take it) is used of children in Northfolke, and they call it the Chaunce Bone; they playe with three or foure of those bones together; it is either the same or very lyke to it,”* -Langley’s abridgement of Polydore Vergil, 16th century.

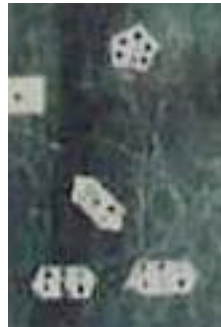
One might think that novelty dice might be a modern invention. However, examples human-shaped dice in various forms date as far back as the Roman Empire, and a bawdy set of 14th century ivory dice carved in the shape of a naked man and woman, perhaps representing Adam & Eve, survive in a German museum.



Reproductions of the bawdy German “Adam & Eve” German dice

Another surprise is that dice with more than six sides far pre-date their use in modern role-playing games. The British Museum owns Roman era “dice” with as many as 14, or 20 sides. 7-sided and 8-sided dice used with variations on Backgammon or Chess are portrayed in a Spanish manuscript the Book of Games, commissioned by King Alphonso X around 1280 A.D.

7-sided dice portrayed in the Book of Games (left)  
And modern reproductions based on the manuscript (right)



Four, six, and eight-sided tops known as Teetotums,” or “Put & Takes” have been used in Europe since at least the 16th century and are illustrated in Pieter Brugels painting “Kinderspiel” (1560). These are related to the dreidels played with by Jewish children during Hanukkah. Later, when the number of family board games skyrocketed in Victorian England, similar six-sided tops were often included rather than dice in order to protect the family from the “taint” of the gambling den that was associated with standard dice.



## Let the Player Beware

Professional cheats or “sharps” have been around almost as long as gaming. The first written records of “loaded” dice are found in India in the Sanskrit epic Mahabharata, written about 2000 years ago. The following are a few examples of cheating at dice dating back to the 17th century as recorded in The Lives of the Gamblers (1714), a cautionary work intended to protect the unwary from the hazards of gambling.

*“Major Clancy was a very great sharper at most games, in which dice are use’d, and to this end he never went without Fullums in his pocket. The high ones would run 4, 5, and 6; the low Fullums 1, 2, and 3, by drilling the holes, loading them with quicksilver, and stopping the holes, with pitch; or else he would file the corners of ‘em a little, and make ‘em run what number he pleas’d; so were they very useful either at Tables or Hazard, for taking of points, entering, or throwing a main. But if he had none of these artificial helps about him, why then his hand supply’d those wants by palming the die; that is, having the box in his hand, he nimbly takes up both the dice as they are thrown, within the hollow of his hand, and puts but one into the box, reserving the other in his palm, and observing with a quick eye what side was upward, he accordingly conforms the next throw to his purpose, by delivering that in the box and the other in his hand smoothly together.”*

*“He sometimes us’d Topping; which is, by pretending to put both dice into the box, but still holding one of ‘em betwixt his fingers, which he would turn to his advantage. He was not ignorant in Knapping, which is striking one die dead, and let the other run a milstone, as the gamester’s phrase is, either at Tables, or Hazard. And he was very dexterous at Slurring, which is, throwing the dice so smoothly on a table, that they turn not; for which, the smoothest part of the table must be chose; and some are so expert at this, that they’ll slur a die a yard in length without turning.”*

*“Jonathon Laud had been a great winner at Draughts; but when he took to play at dice, having been a great loser, he resolv’d, if he could contrive a way to win a considerable sum, it should be the basis of his future settlement; and after various consultations within himself, he at length contriv’d this stratagem: He caus’d a box to be made, not as they are usual, screw’d<sup>1</sup> within, but smooth, and procure’d it to be so well painted and shadow’d within, that it look’d like a screw’d; now this box was by half-board wide at top, and narrow at bottom, that the dice might stick, and the box being smooth, would come out without tumbling. With this box he went and play’d at Inn and Inn, by vertue whereof, and his art of taking up, and throwing his dice into the box, he got the first night 1900 guineas, and the next night 350 pounds a year with a coach and six horses.”*

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<sup>1</sup> Screw’d: Dice cups were often turned with ridges inside the cup intended to catch the corners of the dice and encourage them to tumble.

# 17th Century Dice Terms

Box: A dice cup used for shaking dice.

Bristle dice: A pig bristle embedded in the center spot of the five, its point just flush with the surface of the die. On a cloth surface, the point was supposed to catch and slow the roll.

Chance: Taking your throw, or chance at the dice.

Fullums: High, or Low fullums are mis-marked dice on which certain numbers are repeated.

Knapping: Possibly to throw the dice so that one strikes another, stopping the bottom dice from tumbling.

Mark: Usually a neutral score that wins nothing but allows the player to continue to roll the dice.

Nick: A winning roll, or a “natural” in modern Craps.

Out: A losing roll.

Run a Millstone: Possibly to cause dice to land one on top of the other, as an upper millstone grinding grain turns on the lower stone. See also “Knapping.”

Slurring: A method of cheating, throwing the dice gently so they slide, without tumbling.

Stabbing: Using a rigged dice cup.

Topping: A method of cheating by palming.

Ace: one pip

Deuce: two

Trey: three

Cater: Four

Cinque: five

Sice: six

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## Games

The games we have collected here were selected as being documented in Europe prior to 1700, and because they can be played with knucklebones, or standard six-sided dice. See the books in the bibliography for additional games from around the world, or using dice of other shapes.

# Knucklebones / Fivestones

Knucklebones have survived to modern times as the children's dexterity game commonly referred to as "Jacks." A fresco discovered in the ruins of Pompeii illustrates women playing with knucklebones and apparently catching them in various ways. Fivestones is a game similar to that illustrated in this fresco. Two or more players sitting on the floor can play it. The knucklebones enclosed may be too large for children, or people with small hands. We suggest substituting the enclosed dice, or small pebbles. Each player in turn plays a game in order. If the player fails to complete a throw they must start over

First throw: Holding the bones in your palm, throw them in the air and catch as many as possible on the back of your hand. Then throw them up off the back of your hand, and catch the same number in your palm.

1's, 2's, 3's & 4's. "1's": Scatter the bones on the floor. One bone is picked up and thrown into the air. Before catching it, pick up a bone from the floor with the same hand. Transfer one of the bones to your other hand and continue until all the bones are picked up. "2's" is played the same way as "1's" except that you must pick up two at a time. "3's" and "4's" are played in a like manner. Once the player has completed "4's" they can go on to "Pecks."

Pecks. Throw five bones in the air and catch them on the back of your hand. Then throw off the back of your hand and catch them in your palm. If you succeed, go on to "Bushels" If you do not catch any, try again. If you catch some, keep all the bones caught, and with the same hand pick up one of the dropped bones between your thumb and forefinger. Throw this bone in the air, and before catching it, pick up one of the remaining bones. Repeat until you are holding all five bones. Advance to "Bushels."

Bushels. Throw five bones in the air and catch them on the back of your hand. If you catch all five, advance to "Crabs." If you do not catch any, try again. If you catch some of the bones, then throw all of those you caught, and pick up one off the floor before catching the others. Repeat until you have all five in your hand. Advance.

Crabs: Throw five bones in the air and catch them on the back of your hand. If you do not catch any, try again. If you catch all five, throw them in the air again and catch them in your palm. If you catch them, go to “Caves.” If you catch only some on the back of your hand, leave them on the back of your hand. Pick up and hold the fallen bones between the fingers of your hand -only one bone between any two fingers. Throw the bones from the back of your hand and catch them in your palm. Then maneuver the bones between your fingers into your palm without dropping any, and without help from your other hand. Advance to “Caves.”

Caves: Scatter the bones on the floor. Spread the fingers and thumb of your non-throwing hand and place it near the bones with just your fingertips touching the floor. The spaces between your fingers are the “caves.” Throw a bone in the air, and before catching it in the same hand, knock one of the bones on the floor into one of the caves. Repeat until 4 bones are in the caves. Move your non-throwing hand away, and throw the one bone in the air. Pick up the other four bones in your throwing hand before catching the one in the air. Advance to “Snake in the Grass.”

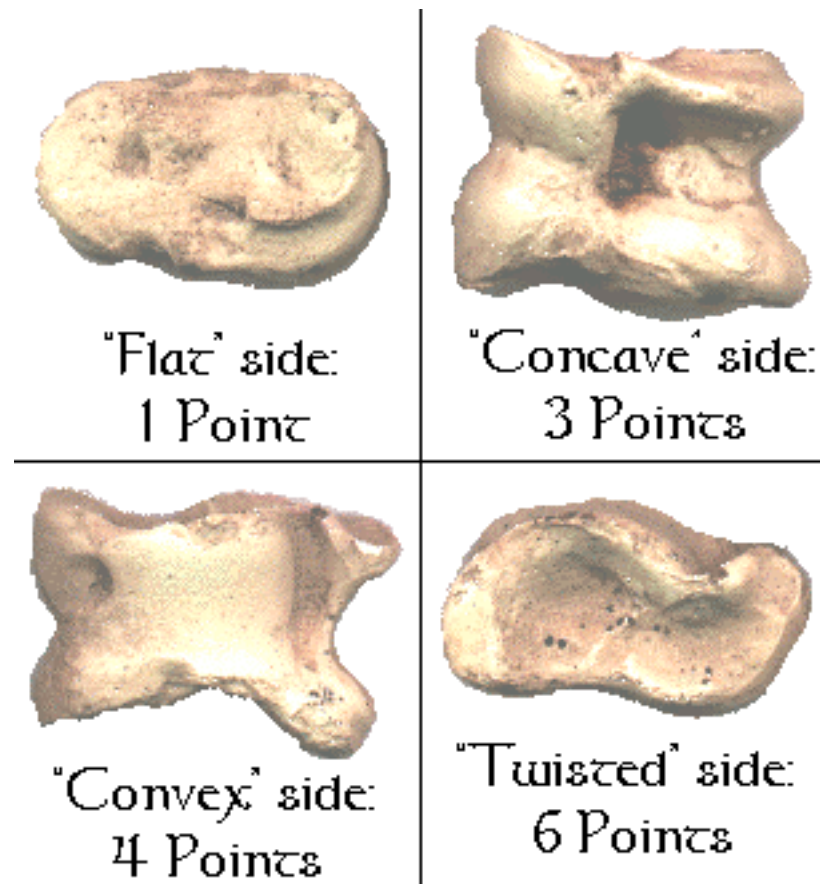
Snake in the Grass: The first player to complete this is the winner. Place four bones in a straight line about 8 inches apart. Throw the fifth in the air, and before catching it in the same hand, move one of the bones at the end of the line in a figure-8 movement around the other bones, and back to its starting point. You can take as many throws as you need, as long as the bone is moved part of the way on each throw, and you do not touch any of the other three bones in the process.

## Knucklebones as Dice

The “knucklebones” of sheep, have a roughly rectangular shape. A simple way to play with them is to shake them in your hand, or a cup, and turn your hand, or cup over on to the table, or playing surface. The number of bones that end standing up “on edge” determines your score. Each player antes an equal amount and the bones are then passed around the table to each of the players. Highest score wins. Numbers were also sometimes assigned to the four long sides of the knucklebones. The narrow side was worth 6 points. The opposite side was called a “vulture” or “dog” by the Romans and worth 1 point. The rounded side was called “belly” by Aristotle and worth 4 points; the opposite concave side with the hole was



called "back" by Aristotle = 3 points. It is interesting to note that opposite sides of the knuckle add up to 7 just as on a modern standard die. See the illustration to clarify the points system.



Scoring was not simply by adding the total from the roll, but included combinations. For example, 4 - ones, a "Canis," (dog) was naturally the lowest score. A run of 1-3-4-6 was the highest score, beating even four sixes, and was called a "Venus."

## Astragalomancy Divination with sheep knucklebones

An inscription in Limyra, a city in ancient Lycia records an oracle that documents an ancient Greek form of astragalomancy. Traditionally, the seeker would go into the temple, and after a prayer, and probably making an offering to the deity of the temple (or donation to the priests) they would consult the bones. Five bones would be rolled like dice (or 1 bone, 5 times). The total score from rolling the bones provides a number, which would determine the advice of the gods. There were 24 possible results of rolling the bones: 5 through 30 (excluding 6 and 29).

The table below shows a translation of the oracles, or omen resulting from each possible roll.

## The Limyran Oracle

<b>Roll</b>	<b>Oracle Meaning</b>
30	The God (Apollo) says you will do everything successfully.
28	With the help of Tyche (Fortune), you will have an assistant, the Pythian (Apollo).
27	Gaia (the Earth) will give you the ripe fruit of your labors.
26	In customs inopportune strength is weak.
25	You desire to see the offspring of righteous marriages.
24	Flee the very great storm, lest you be disabled in some way.
23	Bright Helios (Sun), who watches everything, watches you
22	You have the helping Gods of this path.
21	There is sweat; it excels more than everything.
20	To fight with the waves is difficult; endure, friend.
19	The one passing on the left bodes well for everything.
18	It is necessary to labor, but the change will be admirable.
17	The strife-bearing gift fulfils the oracle.
16	There is no fruit to take from a withered shoot.
15	There are no crops to be reaped that were not sown.
14	Completing many contests, you will seize the crown.
13	You will go on more easily if you wait a short time.
12	Phoibos (Apollo) speaks plainly, 'Stay, friend.'
11	You will have a parting from the companions now around you.
10	The affair holds a noble undertaking.
9	Having done something carelessly, you will thereafter blame the Gods.
8	Succeeding, friend, you will fulfill a golden oracle.
7	You have this righteous judgment from the Gods.
5	You will have a difficult harvest season, not a useful one.

# Hazard Games

*In Flaundes whylom was a companye  
Of yonge folk that haunteden folye  
As ryot, hazard, stewes and tavernes.  
-Chaucer. The Pardoner's Tale, 1-3.*

Hazard is the ancestor of the modern game of Craps. In fact, it has been suggested that the name “craps” comes from the “crabs” a term for the worst possible roll in Hazard, a 1-1. Hazard, in some form dates at least to the Medieval era, and variations on it continued to be the most popular dice games in Europe until the mid-1800's. An Englishman, William of Tyre claimed that English crusaders invented Hazard in the 12th century at the siege of the Arabian castle of Asart. It was described in Alphonso X's Book of Games circa 1280 A.D., and Chaucer mentioned it in the late 1300's. During the 12th and 13th centuries Hazard was a favorite game in taverns throughout England, and travelers could wager everything they had, including the clothes on their back. Innkeepers occasionally acting as pawnbroker, loaning small sums to the players. An early 14th century illuminated manuscript illustrates two such players, the elder player stark naked, and the younger reduced to nothing but his shirt.

## Early Hazard

This is the version described in the Book of Games. It appears to be a two-player game and three dice were used. The first player wins if he rolls a 15, 16, 17, 18 (the four highest possible scores) or their opposites 6, 5, 4, or 3 (the four lowest possible scores). These numbers are called “Hazards”. If the first player does not roll a Hazard, and second player does roll a Hazard the second player wins. If they both roll the same first number, it was called “Evens” and the first player to roll that number again wins.

If neither player rolls a Hazard on his first try, the scores that they rolled are called “Re-hazard” and become new goals. The players take turns continuing to roll the dice until one wins by rolling a Hazard, or his own Re-Hazard, or rolls his opponent's Re-Hazard and loses.

# Half Hazard

A variation on Hazard in the Book of Games it, seems to describe a two-player game, but it could be played by any number of people playing everyone against the roller of the dice. Players roll to decide who plays first. If the caster throws any number 14 or higher, or 7 or lower, that number is his “Hazard”, or goal number. “Middle rolls” are the numbers from 8 through 13. If he does not throw a Hazard on his first roll, that Middle number becomes his “Nick” or goal number. He then rolls again, if he does not roll a Hazard, the second number rolled becomes his “Out”.

He continues rolling, and if he rolls a Hazard before rolling his own he wins three coins from his opponent and rolls again; if he rolls two Hazards in a row, he wins four coins; for three Hazards then he wins five; and each additional Hazard is worth an increasing number of coins until he rolls his “Nick” or his “Out”. If he rolls his Nick, he keeps all the stakes he has won, and the turn passes to the next player. If he rolls his out, he will return all stakes previously won in that round, and the turn passes to the opponent.

# Raised Hazard

(From Alphonso X’s Book of Games) Raised Hazard is played as Half Hazard, but the stakes are increased with every Hazard rolled, as well as by whatever the total number of points rolled as a Hazard or as a Middle number.

# LATER HAZARD

This appears to be the version of Hazard that eventually became popular and was played in European gaming halls at least until the 19th century. It can be played by any number of people, and requires two dice. Players begin by rolling the dice to determine who will be the first Caster or player rolling the dice. The roller begins the game by rolling the dice to determine a “Hazard,” or “main point.” (In some descriptions the Caster announces his Main rather than rolling for it). The Main must be a total of 5, 6, 7, 8, or 9. If the thrower’s roll is not between 5 and 9, the player to the left becomes the new roller. Once the Main is determined, the Caster rolls again to determine the “Chance Point,” -any number from 4 to 10, except his Main.

The other players make their bets, wagering on the Caster's next roll. The Caster immediately loses if he throws an "out." A roll of 2, or 3 is always an out. The Caster wins and collects the wagers on the table if he rolls his Chance Point. The Caster also wins if he rolls a "Nick." (See Table of Nicks & Outs) The Caster may continue to throw until he duplicates the Chance Point, and wins the bet, or rolls the Main point and loses the bet. The dice are then passed to the next Caster.

Main	Nicks (win)	Outs (lose)
5	5	2, 3, 11, 12
6	6, 12	2, 3, 11
7	7, 11	2, 3, 12
8	8, 12	2, 3, 11
9	9	2, 3, 11, 12

## As Many (pips on) on One As On (the other) Two

(From Alphonso X's Book of Games). Three dice are used; the first player rolls a single die, and then tries to match that number by rolling the other two dice. For example if the first die is rolled 6 then in order to win you must to roll a combination of 5-1, 4-2, or 3-3 on the other two dice.

## Triga

(From Alphonso X's Book of Games). Three dice are used. To win you must roll either "par" (3-of-a-kind), or one of the four highest possible rolls (15, 16, 17, 18), or the four lowest (6, 5, 4, or 3) possible rolls.

## A Variation on Triga

The Book of Games calls this a variation of Triga, but it really seems more like a different game. Using 3 dice, the first player must roll one of the "middle" numbers (7 through 14). The other player then rolls, and the first player automatically wins if the second player rolls the same number. If the second player does not roll the same number, then they take turns rolling until they hit one of their combinations again. The first one to roll his number again wins. If he rolls the other

player's number, he loses. According to the Book of Games, only the combinations in the table below were valid.

<b>Hazard</b>	<b>Triga Variation Winning Combinations</b>
7	5-1-1, or 4-2-1
8	6-1-1, 5-2-1, 4-2-2, or 3-3-2
9	6-2-1, 5-3-1, 5-2-2, 4-4-1, 4-3-2, or 3-3-3
10	6-3-1, 6-2-2, 5-4-1, 5-3-2, 4-4-2, or 3-3-4
11	6-4-1, 6-3-2, 5-4-2, 5-5-1, 3-3-5, or 4-4-3
12	6-5-1, 6-4-2, 6-3-3, 5-4-3, 5-5-2, or 4-4-4
13	6-6-1, 6-4-3, 6-5-2, 5-5-3, or 4-4-5
14	6-6-2, 6-5-3, 6-4-4, or 5-5-4

## Marlota

Marlota seems to be merely a simplified version of the previous game. Two players ante equal bets to the pot; the first Caster then rolls three dice to find a goal number for his opponent, and then one for himself. A valid "Nick," or goal number is any number from 7 to 14. Rolls over 14 or below 7 cannot be used by either player. Once each player has a Nick, the player continues to roll until he hits his number and wins, or rolls his opponent's and loses. Unlike the previous game any combination adding up to the Nick is a winning roll.

## Riffa

(From Alphonso X's Book of Games) The first player rolls three dice until he rolls a pair, then he re-rolls the third die. The points on all three dice are then totaled. The opponents roll the dice in the same manner, and the player with the highest total wins.

## Pair & Ace

(From Alphonso X's Book of Games) Players first cast three dice to decide who rolls first. If a player rolls a pair and an ace (one) he wins, and if not his opponent tries. The first to roll a combination of pair with an ace wins.

# Panquist

(From Alphonso X's Book of Games). The two players decide who rolls first, and the opponent lays four coins on the table. The Caster rolls the dice twice, rolling a goal number, Nick first for his opponent, and then one for himself. A valid Nick is any number from 7 to 14. The roller then throws the dice again. The player whose number comes up first wins the amount below depending on the combination appearing on the dice.

Goal Number	Win 1 Coin	Roll Wins 2 Coins	Roll Wins 3 Coins	"Panquist" Win 3 Coins
7	5-1-1	4-2-1	2-2-3	3-3-1
8	5-2-1	4-3-1	6-1-1 or 2-2-4	3-3-2
9	6-2-1 or 5-3-1	4-3-2	3-3-3	4-4-1
10	5-4-1 or 5-3-2	6-3-1	2-2-6 or 4-4-3	3-3-4
11	6-3-2 or 5-4-2	6-4-1	5-5-1 or 4-4-3	3-3-5
12	6-5-1 or 6-4-2	5-4-3	5-5-2 or 4-4-4	3-3-6
13	6-5-2	6-4-3	6-6-1 or 5-5-3	4-4-6
14		6-5-3	6-6-2 or 5-5-4	4-4-6

# Guirguesca

(From Alphonso X's Book of Games) Played with two dice. The winning combinations are 6-6, 6-5, 2-1, or 1-1 (The two highest, or two lowest possible rolls). The roller wins one coin from his opponent if his first roll is a hazard (win). If he rolls any other combination, he pays one coin to his opponent. The opponent then bets as much as he likes on the second roll of the dice. If the roller matches his original roll it is called "even," and he wins the wagered amount whether he matched the bet or not. If he rolls a different hazard, he loses it all. If he rolls neither even nor a hazard, then he continues rolling the dice until he rolls his even and wins, or a new hazard and loses.

## Novem Cinque

The name of this very simple game translates as “nine - five” and it describes the “Outs” for the game. It requires two dice, and any number of players. The players each place equal wagers, and then take turns casting the dice. Rolling a five, or a nine is an Out. That player is out of the game, and loses his money. Play continues around the table, eliminating players who roll five, or nine. The winner is the last person remaining who has not thrown an Out. The stakes can be raised at any time by mutual agreement of the remaining players. If all players should roll Outs on the first time around the table, no one wins, and the game is replayed. The game has been clearly dated as early as 1552 in A Manifest Detection of Diceplay.

## Le Drinquet

This is a medieval French dice game documented in the literature of the time by Franz Semrau in his work *Wurfel und Würfelspiel im alten Frankreich* (1910), a scholarly account of references to dice games in medieval French literature. It is a two-player game and the players agree at the beginning of the game to use one, two, or three dice. The game takes place on a checkers, or chessboard with one player taking the white squares, and the other the black squares. In order to count, a die must land on the player's color with no portion of the die trespassing on any of the opponent's squares. Only dice that land entirely within your own color are scored. The scores on legal throws are totaled, and the first player to reach 101 points wins.

## Passage

This 16th century game requires 3 dice, and any number of players. It begins with the Caster rolling a single die. The players then decide what they believe will be the outcome of rolling another die. Will it (A) equal 10, or lower, or (B) total 11, or higher. Each player finds a partner who is willing to wager against them, and they negotiate their individual bets. If there are more players wagering on one side than the other, an individual may cover the wagers of more than one opponent, but there is no obligation to do this. If no one is willing to wager on one side, or the other, the Caster re-rolls the first die.

Once the bets are placed, the Caster rolls the second die. If the roll of the second die brings the total to 11 or over, the players who wagered on that outcome win, and the third die is not used. If the total is still below 10 the betting partners



may increase the wagers if their opponent agrees. (Once the original bets are agreed upon players cannot decrease their original wagers, nor are they allowed to change sides.) The Caster then rolls the third die if necessary, and wagers are settled based on the total of the three dice. The dice are then passed to a new Caster for the next round. The Caster may also make wagers, but except for being the one to roll the dice, the Caster has no advantages over other players.

## Hubbub

This Native American game was mentioned by William Wood in his book New England's Prospect (London, 1634). It used five small, carved bones, colored black on one side and white on the other. They were placed in a bowl, which was tapped, or gently tossed by the player, keeping the dice within the bowl. If a die falls out of the bowl, no score is counted. The game can be played with modern dice by designating numbers 1-2- 3 as white, and 4-5-6, as black. The winner is the first person to score 31, or 51 points, the winning number being agreed upon at the beginning of the game. Scoring:

If all 5 dice show the same color, the score is 5.

If 4 dice show the same color, the score is 1.

All other combinations score nothing, and the bowl is passed to the next player.

## Put & Take

This game was originally played with a six-sided top called a Teetotum, and is said to date to the Middle Ages. The game is similar to that still played during Chanukah using a dreidel. Each player antes a coin, or token into the pot and then take turns spinning the teetotum. A single die can be used to replace the top. The number that comes up instructs the players what to do:

1 = Take one coin from the pot.

4 = Put 2 in the pot

2 = All players put another coin in the pot.

5 = Take 2 from the pot

3 = Take the whole pot.

6 = Put 1 in the pot

# Inn & Inn

2, or 3 players. Played with four dice. Players each ante an agreed amount to the pot. The first player rolls all four dice trying to roll pairs.

## Scoring:

The caster rolls an “Inn:” “doublets” -2 of a kind. The caster adds another coin to the pot.

Inn & Inn: All Doublets. Two pairs, such as 2 aces + 2 sixes, or 4 of a kind. The Caster wins the current pot.

Out: no doublets, or pairs. Three players: if the caster rolls an “out” the other two players split the pot. Two players: the opponent wins the pot if the caster rolls two outs

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