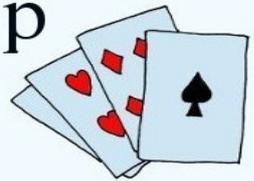
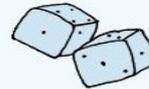
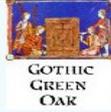


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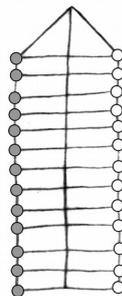
The Historic Games Club

A GAME FOR TWO PLAYERS. PRINT OUT THE PAGE OR DRAW A COPY OF THE BOARD - TAKE A LOOK AT <https://www.thehistoricgameshop.co.uk/the-historic-games-club.html> FOR IDEAS FOR MAKING OR FINDING YOUR OWN GAMES PIECES, AND HOW TO PLAY IF YOU HAVE NO OPPONENT. THE BOARD IS ON PAGE 3!

No. 7. The Game With No Name

Our next Historic Games Club game is a fun and fast-moving game which we call “The Game with No Name”, because, although it seems to have been played in Europe in medieval and Tudor times, no-one at the time wrote about it, or recorded what it was called. You can read more about the history of the game and it’s discovery at <https://www.thehistoricgameshop.co.uk/the-historic-games-club.html>.

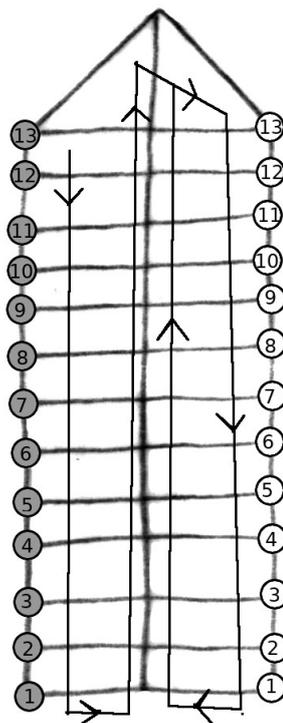
Our Game with No Name uses the rules for Daldøs, as it seems likely these may have been the same as those used in the Medieval and Tudor game. The two players will each need 13 pieces, arranged as shown here (if you haven’t got enough pieces just use as many as you can find!):



The pieces can only move once “activated”, so you’ll need to be able to know which pieces these are. You could use anything which has a different colour or pattern on each side, or mark pieces with a dot or cross on one side, and turn the pieces over to show they are activated. You will also need two dice – you can cover over or ignore numbers 5 and 6 if you haven’t got any four-sided dice! Or, try playing with all six sides – this should make the game even more fast-moving!

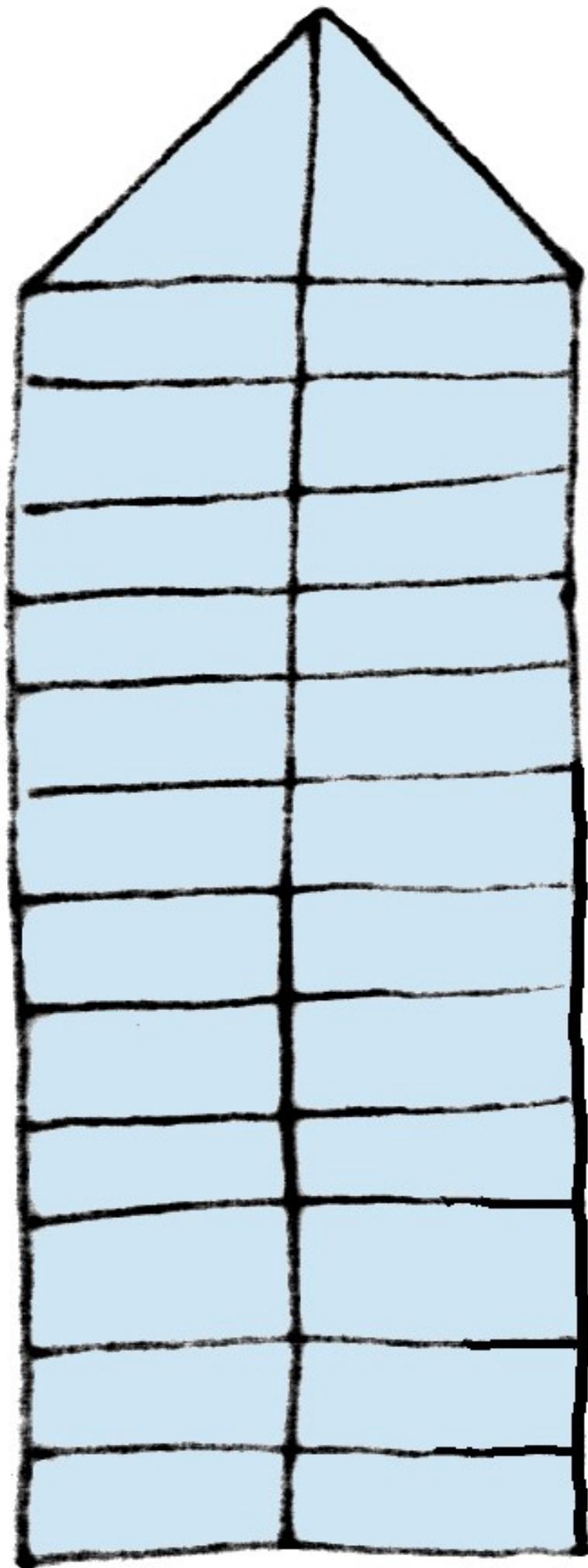
Player one rolls the two dice, and if a one is thrown you can activate (turn over or round) your first piece, starting at the bottom of the board, with piece no. 1. Then move the piece the number of positions shown by the number on the other dice. So, if you threw a 1 and a 3, turn over piece number 1, then count one position across to the middle line, then two more positions (where the lines on the board cross) up the board. If you haven’t thrown a 1 you will not be able to move. A

roll of a double 1 gives you a second turn before your opponent's next go. Player two takes their turn, turning over their piece number 1 if they have thrown a 1, and moving across to the middle line and up towards the "prow" of the "ship". If an enemy piece blocks your way you can land on this, counting it, and continue to the end of the number you've rolled, but you can't move past one of your own pieces. If you end your movement on an enemy piece that piece is captured, and removed from the board. As the game continues, player one, with the dark pieces on the diagram, moves around the board as shown by the arrows – down the board to the bottom, across to the middle line, up the middle, then continually down your opponents side of the board and back up the middle. Player two's pieces (white on the diagram) move down the board, across to the middle, up to the prow, then continually down player one's side of the board and back up the middle.



To activate each new piece, which must be done in order from number 2 to number 13, you will need to roll a 1; but once you have at least one activated piece you can choose to move using the 1 instead. If you have more than one activated piece you can choose to move one piece with the score on one dice and one with the other score, or you can add the two numbers together to move one piece. Your aim is to try to land on and capture as many of pieces as possible, eliminating them from the board. The winner is the player who captures all their opponent's pieces!

We hope you enjoy this game, and reading a bit about its origins on our Historic Games Club page. You might like to try to find a map of Medieval trade routes along rivers from the Mediterranean to northern Europe; or find out more about the ships on which the game might have travelled, eventually making its way to Portsmouth Harbour or Newport!



HAPPY PLAYING!

Let us know how you get on at <https://www.thehistoricgameshop.co.uk/>