***Ancient Roman and Greek Tali Games & Roman and Greek themed Games that use Tali***

*Part one of the Historical and Historical Themed Knucklebone Games Collection.*

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*<u>What We Know About Ancient Roman and Greek Knucklebone games:</u>*

Tali, Knuckle Bones, was a common game played in Ancient Rome that originated in Greece and Egypt it was played with four tali,(The ankle bones of hoofed animals, also called Astrogali.) tali would be cast like modern dice or one at a time depending on the size of the bone. Each side, besides the rounded ends, had a numerical value, as seen in the included illustration. The values were 6,4,3,1 with opposing sides equating to 7: 3&4, 6&1 respectively. The total base configurations of 4 cast Talus are 24 different combinations, all of which at one point named after various gods and heroes. However such names are lost to time and all that is known is that all combinations were split into three categories and one sub group. (Refer to illustration.)

**Venus:** 6,4,3,1

**Senio:** 6,#,#,# (Six and any combination of numbers.)

**Vultures:** 6,6,6,6 / 4,4,4,4 / 3,3,3,3

**Canis:** 1,1,1,1 (Sub Group: Lowest value Vulture.)

It is understood that Venus casts were considered the highest value casts. However other rules such as point system, rounds, turns, rolls, and number of players is unknown, except in a few instances such as in a letter regarding Emperor Augustus quoted by Suetonis and a quote by Martial, both speaking of a gamin in which was a favorite of Emperor Augustus.

"When none of the Knucklebones, you throw stands with the same face as another you will say I have given you a great present."-Martial

**<u>Game 1: Emperor Augustus's Tali (H)</u>**

Type: Turn Based Gambling.

 Difficulty: Medium

Goal: Cast a Venus.

Number of Players: 2+

**Rules and Descriptions:** Anyone who cast Canis (Dogs) or Senio put 4 coins in the pot, the first player to fast a Venus would take the entire pot. (I assume the game would continue as long as there were 2 willing players.)

As for other games we don't have much information. The rules and names are long forgotten but perhaps we can make our own in hopes of reviving the past and imitating it as best we can. Cicero once said, "Nothing is so uncertain as a cast of Tali and yet there is no one who plays often who does not sometimes make a Venus and occasionally twice or thrice in a row." And in a way if we form games from our minds, and from what we know perhaps once, twice or thrice we may actually form a game or several games the Romans and Greeks played and enjoyed.

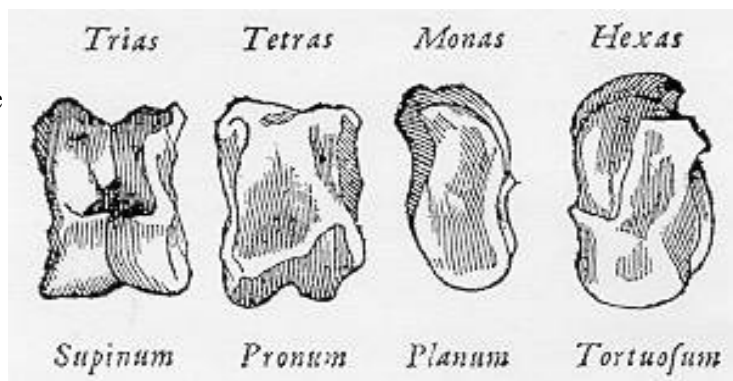### *Historical Tali Games and my Hypothesis of Possible Tali Games*

**Note to the reader:** Most is of the games I present will have came from my imagination based on what they had to play with, however as I continue to research I might find other historical texts referencing Tali games, and games that used tali. Therefore any games I find will be labeled properly as Historical (H) or Historical Source Based (HSB) any of my creation will be labeled (MJS). Also as a note of interest all Tali games may be applied to the Greeks as well eve though I focus on the Roman Aspect of the Game due to the Better Documentation.

In the following games most will use a numerical point value as well as a hierarchy which will be a matter of great importance, and will result in several game types. Remember Tali is a type of game, tali (lower cased) is a type of die used. I shall first set a base from which to construct from:

**Venus**: Will be the highest scoring cast. Unless stated otherwise.

**Senio**: The Numerical value of all Senio will be based on the total sum of its cast. There are 24 Senio.

**Vultures**: As it sits now Vultures will be of a lesser value than Senio and in its own category in which Vulture may only compete against other Vultures and Canis. In Example if two players cast two rolls with the first player getting the outcome of: 6,3,3,1 & 4,4,4,4 the second player must than get two Senio: 6,4,3,3 & 6,4,4,4 or get a higher Vulture: 6,3,3,1 & 6,6,6,6 to surpass the score of the first player. However it may be considered to tally the total value of a Vulture in some games such as: 6,6,6,6=24. This is a matter of debate for me so we will see if I use the idea.

Trias     Tetras     Monas     Hexas

Supinum     Pronum     Planum     Tortuosum

**Game 2: Simple Tali. (HSB)**: One possible way to play Tali.

Type: Turn based Gambling.

Difficulty: Easy

Goal: To get the highest hand.

Number of Players: 2+

**Rules and Descriptions:** Simple Tali is a simple base form of a game, the rules are as follows: Players would agree on a starting pot, and on the amount in which to add to the pot is a Canis was rolled. Players would then cast for the best hand possible in one full rotation. Players who cast a Canis would have to add to the pot a set value that was predetermined. Venus remained the highest value one could get followed by the Senio and Vultures. Players would take turns casting and the player with the highest hand would take the pot. If players managed to tie a cast the game would continue until a victor was declared. The pot could then be reset and the game could then be continued if the players so wished.

**Game 3: Sparing Tali. (HSB)**: Another possible way Tali could be played.

Type: Turn based gambling.

Difficulty: Medium

Goal: Have the most wining casts after a preset amount of rounds.

Number of Players: 2 Recommended can accommodate more.

**Rules and Descriptions:** The game starts off with the Players agreeing upon the amount of rounds per game as well as the starting pot. The players then cast for the highest value. The player with the highest value cast wins that round. Venus beats all other combinations that can be cast in a round resulting in a win of that round. Senio's values are based on the total sum of the talus cast. Vultures are lower on the hierarchy than Senio and may only compete with other Vultures. Vultures of a higher value beat Vultures of a lower value; Senio of any value beats all Vultures. Canis is the lowest possible playable value. Any cast besides a Venus, Senio, or Vulture is void and the tali will have to be recast. If the Players manage to tie neither person wins that round. Turns are taken clockwise and are taken after every cast. To win a player must have won the most rounds before the end of the Game. The game may continue after the victor claims his prize and the pot is reset, if the players so wish.

**Sparing Tali Rounds & Example:**

For a fast game in which money changes hands quickly players should agree upon a 1 round game. If a Venus, Senio, or Vulture isn't achieved by one of the players during their cast he may recast. Whomever throws the highest cast wins the pot and can continue the game once the pot is reset, if the players so wish.

For a more substantial game or higher value game try 5 rounds ( I call this Tally) Each player rolls once a round changing turns each roll, whomever has the most wining casts by the end of the game wins the pot. 5 rounds allows for a split and a tie breaker.

**Example:**

**\*: Winning Cast**

 **RND: Round**

| Sparing Tali | RND1 | RND2 | RND3 | RND4 | RND5 |
|---|---|---|---|---|---|
| Player 1 | 6643* | 3333 | 4444* | 6666 | 6431* WINS |
| Player 2 | 6443 | 6661* | 3333 | 6333* | 6444 LOST |

Number of rounds may be increase but I would not recommended more than 9 rounds a game.

**Game 4: Tropa (HSB)**: Historical rules unknown or uncertain.

Difficulty: Medium

Goal: To receive the highest score of tali cast at and into a glass jar.

Numbers of Players: 2+

**Rules and Descriptions**: A glass jar with a narrowed opening would be placed upright. Players would then take turns tossing or casting four tali in the air to come down upon the narrow entrance of the jar, the only scores counted would be the tali that made it into the jar. Points would be based on the numerical value of the total sum of the tali that made it into the jar. The player with the most points by the end of one full round, one full rotation of players, would be declared the winner. The players then may start again.

This game is both a game of skill and chance and must have been fairly common if we still have its name and quotes about its play in the streets of The Roman Empire.

"…What a time December, idling amid alluring hazard, rings on this side and on that with risky fritillis, and tropa sports with licentious tali." – Martial.

Martial was clearly describing the sounds of the tali hitting against the glass as people tossed and played the idol days away. It is an interesting insight into roman life even though it is but a small part.

**Game 5: Century. (MJS)**

Type: Patience Game

Difficulty: Hard

Goal: Make a Century. (Get 100 points.)

Number of Players: 1

**Rules and Descriptions:** The main focus of Century is to get 100 points and may be and should be thought of as gathering 100 Centurions. These Centurions, and you as there commander will have many issues along the way. You will face dangers from Hounds, Lions, Raiders, and Gaul, be delayed by storms and accidents, and face desertion at the hands of a hungry goddess. And you have not but 20 days (20 Casts) to erect a full Century.

Gathering Centurions: Centurions are recruited by casting Senio. The total sum of a cast Senio is the total number of new recruits. **Example:** 6661= 19 Centurion. You have 20 casts to raise 100 such Centurion.

**Risks along the way:**

**Hounds:** 1111 – Hounds attack your Century and carry off 4 Centurion.

**Lions:** 3333- Lions hunt your Men. You lose 3 Centurion.

**Raiders:** 4444- Raiders attack your camp in the night. You lose 4 Centurion.

**Gaul:** 6666- You come face to face with a Gaul war party. You lose 6 Centurion.

**Venus:** 6431- The goddess Venus visits your camp and steals your men away you lose all centurion.

**Delays:** Delays may be seen as storms and or accidents or any number of things that might happen along the way. Delays are any combination of numbers besides Senio, Hounds, Lions, Raiders, Gaul, and Venus. It is unfortunate to roll these due to the limited time you have to build your forces. Example: 4431, 3311, 4331 etc.

The game is won when 100 centurions are built in 20 days or less. The player may add to the game by tallying victories and losses and try to form a full Cohort 5 Centuries meaning the player would have to win 5 times or more due to the fact that each loss removes a Century.

This game is designed to be lengthy yet fun. It is a game meant for a single person to pass the time and have fun. Perhaps a legionary would have played this while waiting for orders or even just a simple sheep herder passing time.

**Game 6: Mendax Tali or Liars Tali. (MJS)**: Roman liars dice with all variations.

Type: Turn based gambling.

Difficulty: Medium

Goal: "Single Hand" Liar's Tali: Be the last player to have any tali remaining.

"Common Hand" Liars Tali: Be the last player to have any counters remaining.

Number of Players: 2+

**Rules and Descriptions:** There are two ways to play Liar's Tali. In one, each player has four Tali, and in the second, all players share a common "hand" of four Tali that is passed around the table. Players will need fritillis (casting cups) to cover their casts.

**"Single Hand" Liars Tali:** This version does not rely on tali scoring but rather the face value of each tali that is rolled. The game is played over multiple rounds. The first player for the first round is determined by mutual agreement or by all players rolling two tali with the highest roller becoming the first player. Play then proceeds clockwise around the table.

To begin each round, all players roll their tali simultaneously. Each player looks at their own tali after they roll, keeping them hidden from the other players. (If any tali have landed on top of another, the player must roll all their tali again.)

The first player then states a bid consisting of a face ("1's", "6's", etc.) and a quantity. The quantity represents the player's guess as to how many of each face have been rolled by *all* the players at the table, including themselves. For example, a player might bid "Five "3"'s."

Each subsequent player can either then make a higher bid of the same face (e.g., "six 3's"), or they can challenge the previous bid.

If the player challenges the previous bid, all players reveal their dice. If the bid is matched or exceeded, the bidder wins. Otherwise the challenger wins.

If the bidder loses, they remove one of their tali from the game by placing it in front of their fritillis. (Tali cup.)

The loser of the previous round begins the next round.

(In the event that the game comes down to two players with only a single tali each, bids are then made on the sum of both dice instead the quantity of faces rolled.)

Example of play:

Brutus, Lucius, Sergius and Julius are playing a game of Liar's Tali. Brutus is the first player. After they have all rolled and looked at their own tali, Brutus begins by bidding "three 4's."

Play passes to Lucius, who makes a higher bid of "five 4's."

Play passes to Sergius who bids "seven 4's."

Play passes to Julius, who challenges Sergius's bid. Because the bid has been challenged, all players lift their tali cups to reveal their tali. There is six 4's showing, so Julius wins because Sergius's bid was not matched or exceeded. Sergius would have won if there had been seven or more 4's showing.

Because he lost the round, Sergius takes one of his four tali and places it in front of his tali cup. It will not be used for the remainder of the game.

**"Common Hand" Liars Tali:** This version will use the standard Tali scoring system and only one set of tali.

Venus: 6,4,3,1 Highest Value Score.

Senio: 6,#,#,# (Six and any combination of numbers.) 9-22 points, Points equate to the sum of a Senio's numbers.

Vultures: 6,6,6,6 / 4,4,4,4 / 3,3,3,3

Canis: 1,1,1,1 (Sub Group: Lowest value Vulture.)

This version also requires several chips, counters or other tokens (usually ten) for each player.

The game is played over multiple rounds. The first player for the first round is determined by each player rolling the four tali. The player with the highest ranking tali hand becomes the first player, with play proceeding clockwise around the table.

The first player then rolls the tali and examines them while keeping them hidden from the other players. The player then announces a tali hand. The hand they announce may be the actual hand they rolled or it might be a complete lie. If it is a lie, it may be either a higher or lower ranking hand than the actual one on the concealed tali. (For example, if the player rolled a vulture of 3, they could bluff and say they actually rolled a Senio of 18.)

The next player may then either accept the hand or challenge it.

- **If a challenge is made**, the tali are revealed. If the challenger was right and the tali show a hand ranking that is lower than the hand declared by the last player then the challenged player puts a counter into the pot. If the challenger was wrong and the hand revealed is equal *or higher* to the one announced, then the challenger puts a counter into the pot.

- **If a challenge is not made**, then the tali are passed to the next player without being revealed to anyone else. The player takes a look at them and may throw any of them again but must declare *without lying* how many are being rolled. He must then announce a hand ranking that is higher than the previous one. (For example, if the previous roll was a Vulture of 3, and the player chooses to reroll two of the tali, they must then announce that they now have a Senio.)

Play continues passing to the subsequent players, each announcing a higher ranked hand, until a challenge is made. Once a challenge is made, a player loses a counter and the challenger starts the next round.

Players are out of the game when they lose their last counter.

**How to win Liar's Tali**

In "Single Hand" Liar's Tali, the winner of the game is the last player to have any Tali remaining.

In "Common Hand" Liar's Tali, the winner of the game is the last player to have any counters remaining.

**A "Single Hand" variant is:**

**Wild Hounds**

Ones are wild and count as the face of the current bid (unless "ones" are the currently-bid face value)..

**A "Common Hand" variant is:**

**Recast**

Each player is allowed three rolls of the tali before they have to declare their hand. After each roll they may put aside any tali they wish to keep for their hand, rolling the remainder.

**Game 7: Circus Maximus.(MJS):** A tribute to The Circus Maximus.

Type: Racing Tali.

Difficulty:  Medium.

Goal: Get a minimum of 500 points by lap (round) 7. Have the highest final score.

Number of Players: 2-4

**Rules and Description:** Tali scoring will not be used for this game. The total sum of the thrown tali is the scored value.

 **Example:** 4433=14, 6666=24, 6431=14 etc.

        This game is a tribute to The Circus Maximus the most famous race track in all of Ancient Rome. Four charioteers raced across its 2,000ft length in a 7 lap escapade of danger and excitement for the amusement of the masses.

        The rules are based off these numerical values. Four players would need to gather a combined 2,000 points to stay close together, there are 7 rounds one for each lap, and 12 casts a

round, one for each spoke of a chariots wheels, and the game is played with 4 tali one for each charioteer.

Players cast four tali to decide who goes first; the player with the highest total numerical value rolls first, the second highest value second and so on. Players take turns rolling 4 tali, while tallying there score trying to get the highest combination of tali they can get within the 12 casts they receive per lap. Once each player casts the tali 12 times the lap is finished, whoever has the highest score at the end of the lap "takes the lead" and will roll first in the next lap this continues all the way till the seventh lap.

Once all players cast their final tali the winner is decided, any player who did not make the minimum of 500 points, "Lacked the favor of the crowd or Gods.", lose the race automatically, the remaining players who have reached the minimum, "Had the favor of the Crowd", and now compare scores. The player with the highest scores, "Had the favor of the Crowd and Gods.", and won the race. Players may continue to add laps or start a new race if they so choose.

**Example: \* =Takes the lead, \*\*=Wins**

| Race. | Lap 1 | Lap 2 | Lap 3 | Lap  4 | Lap 5 | Lap 6 | Lap 7 |
|---|---|---|---|---|---|---|---|
| Player 1 | 120* | 200 | 294 | 440* | 510 | 610 | 730 |
| Player 2 | 80 | 210* | 310 | 430 | 570* | 650* | 740 |
| Player 3 | 94 | 170 | 260 | 392 | 490 | 580 | 700 |
| Player 4 | 100 | 194 | 314* | 431 | 531 | 630 | 760** |

## Game 8: Unum Biga, Single Chariot. (MJS)

Type: single player tali race.

Difficulty: Easy

Goal: Get 100 points

Number of Players: 1

**Rules and Description:** This game uses numerical value not Tali scores. Throw two tali, and then throw again to gain points. You gain points for each throw, unless the number is a losing one. Extra points are added to the sum of your normal throw if you cast a gaining number. To finish you must reach 100 exactly, if you throw too high, you must roll a losing number.

**Here is the key:**

2. Your horse is lame, lose 2 points.
4. Crowd cheering, gain 2 points.
5. Horses nervous lose 2 points.
6. One chariot ahead, gains 3 points.
7. Debris on track, lose 2 points.

8. See lucky omen, gain 4 points.
9. Unlucky number, lose 3 points.
10. You are leading, gain 5 points.
12. Horse Collapses, lose 6 points.

## Game 9 : Hounds and Vultures (MJS)

Type:  Hierarchy Climb and Gambling Opportunity

Difficulty: Hard

Goal: Score a Canis and all the Vultures in order.

Number of players 2-4

**Rules and Description:** Though it seems simple in principle this is a rather difficult game. Players must score a Canis and all the Vultures in numerical order;

 1111, 3333, 4444, 6666

To start the game players roll 4 tali to decide who goes first, and whether to wager or not, whoever has the highest numerical value goes first. Players then take turns going clock wise rolling the tali trying to score a hound and all the vultures. If a player rolls a higher vulture than what they need that roll is void, players must gain their Vultures and Canis in order. Whoever achieves this goal first wins the game.

## Game 10: Steps of the Senate.(MJS)

Type: Another Hierarchy Climbing Game and Gambling Opportunity.

Difficulty: Very Hard. (Time Consuming and Challenging)

Goal: Cast Every Possible Tali Combination In Order.

Players 2-4

**Rules and Description:** Steps of the Senate plays just like Hounds and Vultures except that players now must cast and collect all possible tali combinations in order from Canis to Venus.

Steps of Senate Key
(6,4,3,1) :*Venus* -- all four tali with different sides.
(6,6,6,4) : *Senio* -- A single six Total = 22
(6,6,6,3) : *Senio* -- A single six Total = 21
(6,6,4,4) : *Senio* -- A single six Total = 20
(6,6,6,1) : *Senio* -- A single six Total = 19
(6,6,4,3) : *Senio* -- A single six Total = 19
(6,6,6,1) : *Senio* -- A single six Total = 19

(6,6,3,3) : *Senio* -- A single six Total = 18
(6,4,4,4) : *Senio* -- A single six Total = 18
(6,6,4,1) : *Senio* -- A single six Total = 17
(6,4,4,3) : *Senio* -- A single six Total = 17
(6,6,3,1) : *Senio* -- A single six Total = 16
(6,4,3,3) : *Senio* -- A single six Total = 16

(6,4,4,1) : *Senio* -- A single six Total = 15
(6,3,3,3) : *Senio* -- A single six Total = 15
(6,6,1,1) : *Senio* -- A single six Total = 14
(6,3,3,1) : *Senio* -- A single six Total = 13
(6,4,1,1) : *Senio* -- A single six Total = 12
(6,3,1,1) : *Senio* -- A single six Total = 11
(6,1,1,1) : *Senio* -- A single six Total = 9
(6,6,6,6) : *Vultures* -- all four tali the same
(4,4,4,4) : *Vultures* -- all four tali the same
(3,3,3,3) : *Vultures* -- all four tali the same
(1,1,1,1) : *Canis* -- lowest of the Vultures

## Game 11: Gladiators. (MJS)

Type: Simple superiority

Difficulty: Very Easy (A nice sight after the last game)

Goal: Defeat your opponents' gladiator.

Number of players: 2

**Rules and Description:** This game uses total numerical value not Tali scores. This is a simple fun game and a nice departure from the last game which is the hardest in this collection. All that is required is one set of 4 tali and 8 stones or markers. Players set there pieces, four stones each, and then roll two tali each to see who goes first the player with the highest value roll goes first. The players then take turns battling their "gladiators" who are represented by the 4 stones, there attacks being represent by the two tali each player has. An opponent looses a stone if the player casts a higher value tali total. The player wins when all his opponents' stones have been taken and his "Gladiator" has been defeated. If players manage to tie a cast then they both loose a stone. This game may go on back and forth for as long as both players want.

## Game 12: Catapulta (MJS)

Type: Accuracy & Skill

Difficulty: Challenging

Goal: land the tali closest to the stake and gather the most points.

Players 2-4

**Rules and Description:** This game uses numerical value**.** This game is similar to modern darts and horse shoes.  Players would gather and draw two circles in the sand one in the other with a wooden stake in the center. Players would then decide whether or not to wager and how many points needed to be achieved for victory. They would then walk back from the stake 10 paces and draw another line to stand behind and take turns  tossing 4 tali at the stake trying to get as close as possible to it. The outer circle was 5 points; the inner circle was 10, if a tali was touching the stake the value would be increased to 20 points. The total number of points is multiplied by whatever side landed up when tossed. Victory is gained whenever the pre set value is reached.

**Example: Outer circle, 3= 15 Inner circle, 4= 40 points.  Touching the stake, 6=120**

**Blue: Outer Circle** **Casting Line.**

**White: Inner Circle   Black: The Stake**

**Game 13: Hounds in Olympus (HSB) (MJS)**: Another Tali game.

Type: Turn based gambling.

Difficulty: Medium

Goal: Cast the lowest possible hand.

Number of players: 2-4 recommended

**Rules and Description:** Hounds in Olympus plays like any other Tali game. Players decide on a starting bid for the pot, this is followed by players then deciding who goes first by mutual agreement and or casting tali however in this version whoever rolls the lowest tali score goes first. The goal of this tali is to have the lowest score each round with Canis being the best cast. Players who cast a Venus must add one half of the current pot to the pot; ergo if the pot has 10 coins a player must add 5 of his own coins to the pot. If a player cannot afford to add to the pot they are out of the game. The player with the lowest hand in one full rotation of players is the winner of that pot. After the pot is collected it may be reset and the game can begin again.

**Game 14: Odds Out (HSB) (MJS)** : Another Tali Variant.

Type: Turned based gambling.

Difficulty: Medium

Goal: Get the highest Even Number score or a Venus.

Number of players: 2-4

**Rules and Description:** Odds Out plays like any other tali game except for a few key changes. Players decide on a starting bid for the pot, this is followed by players then deciding who goes first by mutual agreement and or casting tali however in this version who goes first is decided by who rolls the highest **even** score. **Example of Even Scores:**

**4444,6666, 6611=14, 6444=18 etc.**

Players who roll odd scores have to pay into the pot, if they can't afford to pay into the pot they are out of the game. The amount paid into the pot is decided before the game begins and is agreed upon by all parties. **Example of Odd Scores:**

**1111, 3333, 6111=9, 6443=17, 6641=17 etc.**

The game and pot is won by the person who rolls the highest even value cast in one full rotation of players. Once the winner gathers his pot the game may be reset and commence as long as there are two willing participants.

**Game 15: Par Tali (Matched Knucklebones) (MJS)**: Matching Game with Possible Gambling.

Type: Turn based Matching game.

Difficulty: Easy

Goal: Match the Original cast first.

Number of players: 4

**Rules and Description:** This game uses numerical face value. The game begins with deciding whether or not to wage and who goes first, after that each player takes one of four tali and rolls, it the resulting tali is then noted as the numbers that need to be matched.

**Example:**

**Player 1: 4 | Player 2: 3 | Player 3: 6 | Player 4: 3**

**Score that needs to be matched: 6433**

Each player now must attempt to score what all four players rolled in this case a 6433. Players take turns casting 4 tali clock wise and the game ends, and any possible pot is taken, when one player matches the group cast resulting in a win. This game can be played as long as there are four willing players.

**Game 16: Pentelitha (Five Stones) Quatuor Tali (Four Knucklebones) (HBS)**

Type: Single Player Challenge.

Difficulty: Medium

Goal: Catch the tali on the top of your hand.

Number of players: 1

**Rules and Description:** This is a simple of challenging game the player must take four or five tali in hand and flick them up into the air. The player must then proceed to catch as many tali as they can on the top off their hand caught tali are placed between the fingers and the game is continued till all tali are caught. In one variation one tali is kept in the hand and the other three or four tali that are left on the ground. The player must flick the tali up in the air grab a tali off the ground and catch the thrown tali as it is coming down. The player continues to do this till all tali are collected. This gaming is trick and requires sharp reflexes.

Note to the Reader:

   By now you will have realized most of the games that were comprised in this section were modifications of modern games as well as games that sprung from my mind. The reason for this is the lack of historical information in regards to Ancient Roman and Greek games especially any knuckle bone games. So I took it upon myself to create and comprise a series of games that use the same rules and point values as set by the Greeks and the Romans in order to give a sense of what could be played using tali, knucklebones.

   I did this because no one else has taken it upon themselves to come up with such a compilation. I feel that a lot of these games may have and could even been played by Ancient Romans and Greeks, however we will never know. I hope my games and the historical games I listed above will spark your interest in not only knucklebone gaming but in the Roman and Greek Culture.

   In my next part I will be covering Mongolian Knucklebone Games, Shagai.This next part will feature far more historical and traditional knucklebone games due to their cultural preservation, you will likely not see any games of my creation in the next section I hope you enjoyed the games and will join me in the next part.

-MJS