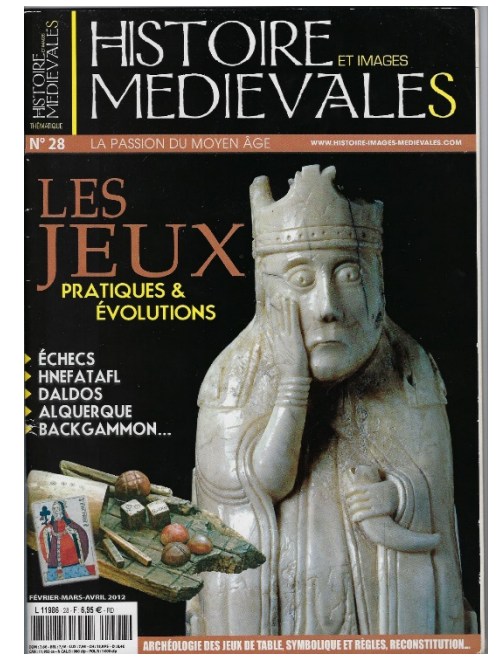
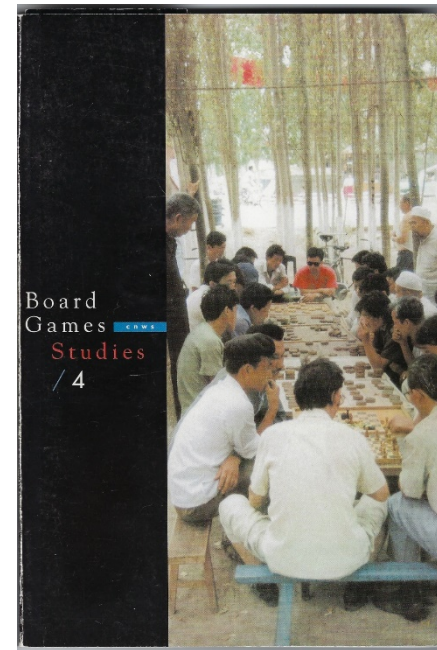
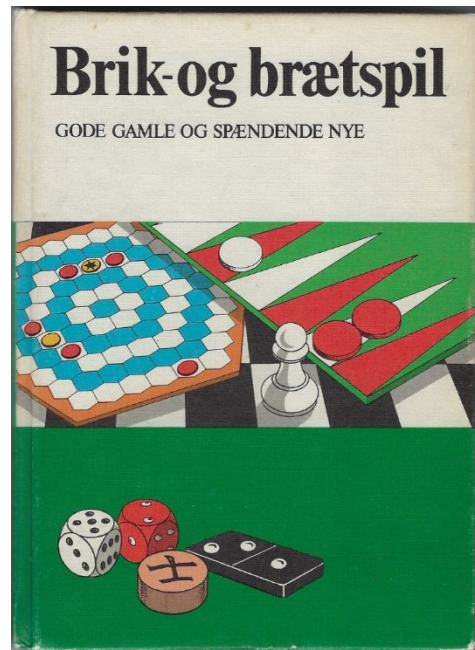


The Nordic running-fight games Daldøs and Sáhkku

Presentation by Peter Michaelsen at NORCOM 2019, August 6th,
Schæffergården, Gentofte, Copenhagen, Denmark



Books and journals on the subject



Visiting Sáhkku player Edmund Johansen in Kunes, Finnmark, July 2005



Renaissance for Sáhkku:

Edmund Johansen and Mikkel Berg-Nordlie teaching Sáhkku in Summer 2018 at Varanger Market



Some ancient race games:

Egyptian Senet and 58-holes game, two games from Jiroft in Iran, Roman Ludus duodecim scriptorum, and medieval Tabula/Tables in Carmina Burana MS + Alfonso X Codex



Tâb game in Petra, Jordan, 2009, and Sîg board (consisting of holes in the sand) from Tidikelt, Central Algeria, drawn in 1964.

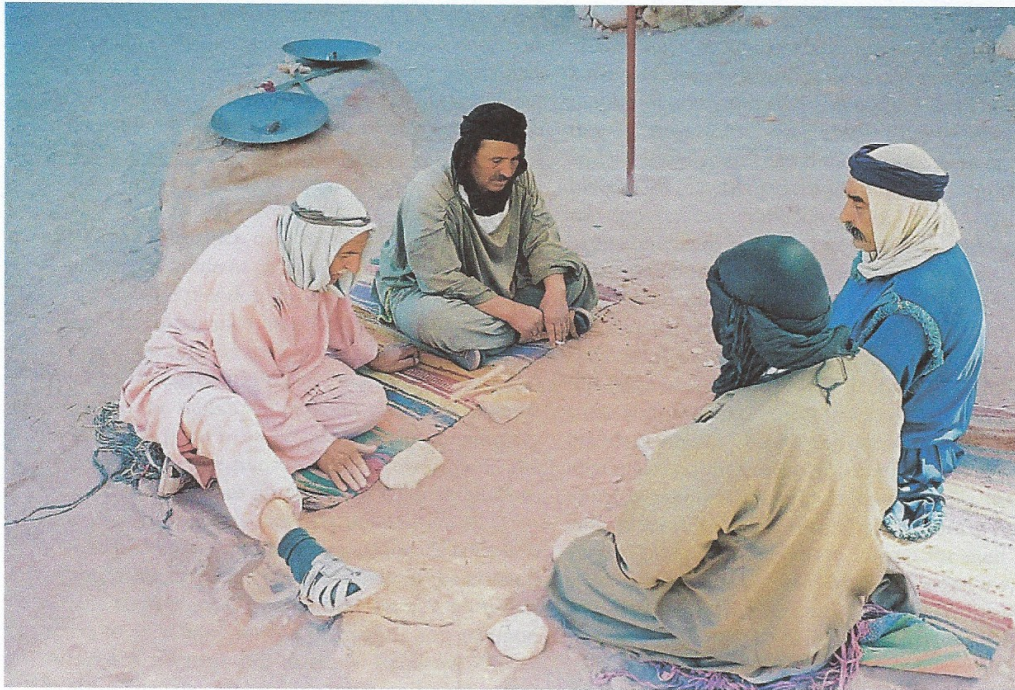
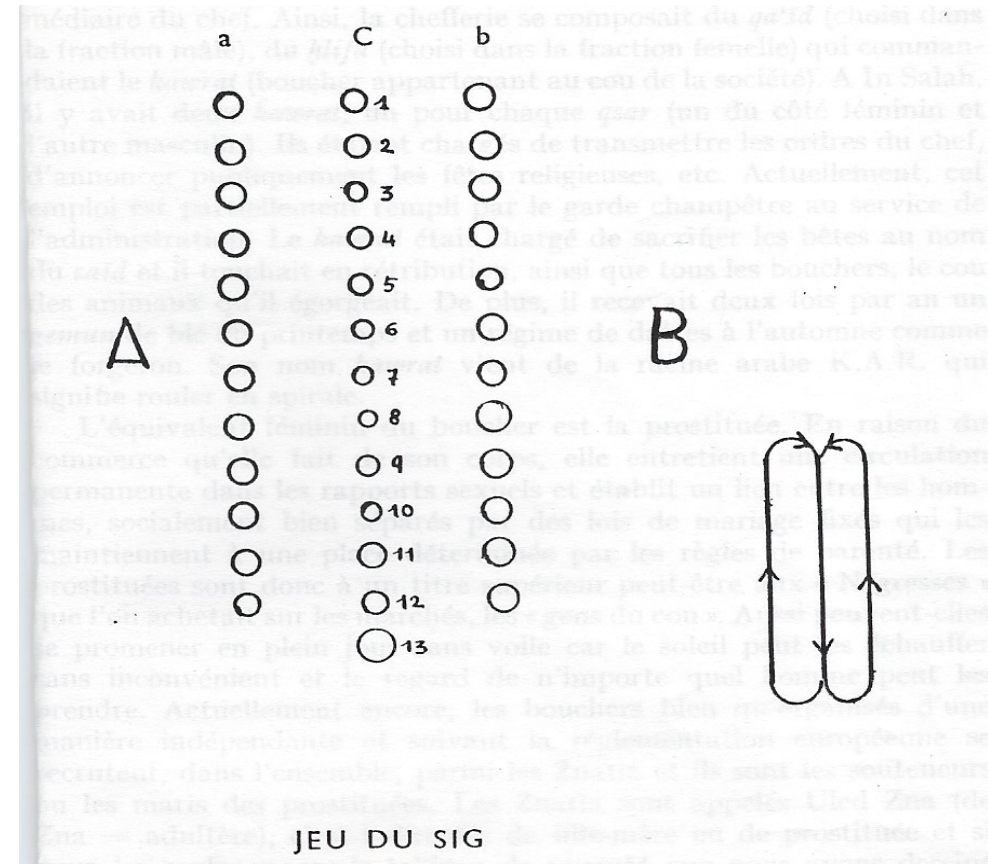
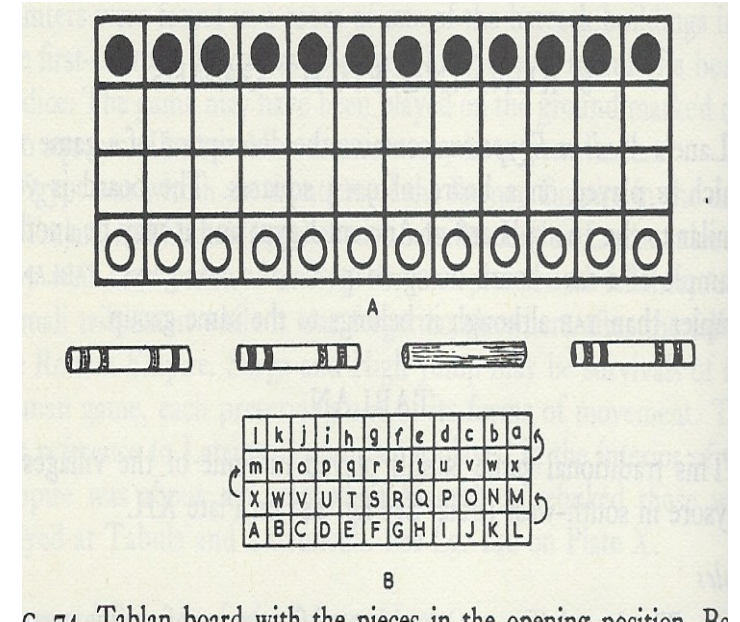
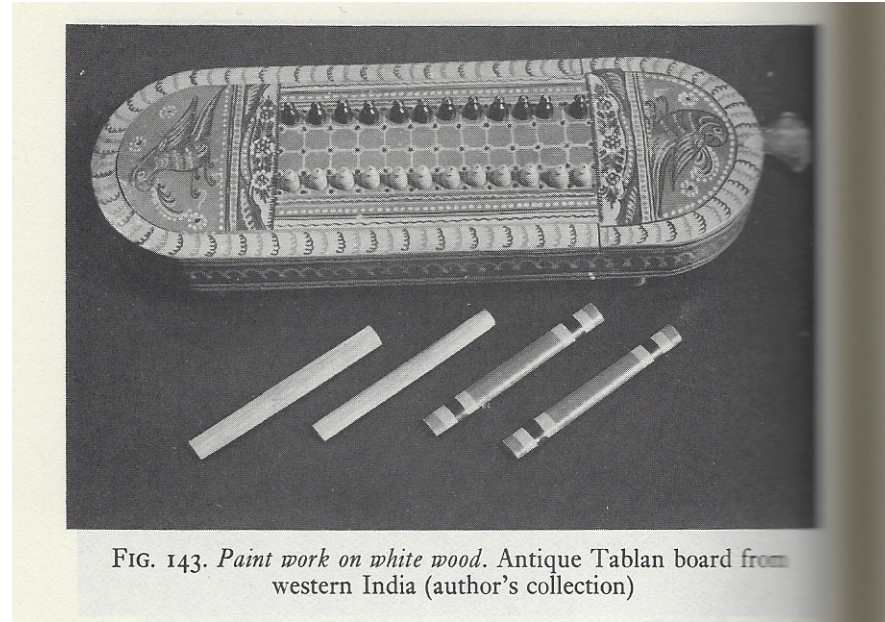


Figure 4—Four men demonstrating the game of *ṭāb* in Petra. Four stick dice are used and the board is impressed in the sand. Photograph: Alex de Voogt 2009.



Taabila games from Western India



Thomas Hyde: DE LUDIS ORIENTALIBUS, Oxford 1694, on Tâb games, including the game of Kîoz, played by Arabs in Palestine

216 CHINENSIS LUDUS
 dus Bellicus, artem reducendi ad obedientiam
 Rebelles quosvis, & patriam ac Regias partes
 tuendi & defendendi methodum docens; quod
 pueros didicisse præstat, ut adulti sciant.

Generalissimi locus est in medio, ubi Circellus
 reliquis major: & ille insigni quâdam arte fi-
 gillatim omnes circumfusos & circumpositos
 Rebelles mirâ sagacitate vel domat vel ad suas
 partes allicit. Modus Ludendi talis est. In
 medio est Dux, contra quem rebellasse supponit
 Tang-lo-su. Orbiculi seu Calculi sunt 26,
 omnes ejusdem coloris, & Dux est alterius co-
 loris, qui hoc ritu collocantur prout in appo-
 sito Schemate cernitur.

Dux utrinque habens unum, potest utrum-
 que capere, quod & semper facit sive sint ante
 sive post, si modò sint in rectâ lineâ & ille sit
 in medio utriusque situs. Sed si sit tantum
 unus ei proximus, sive à dextrâ sive à sinistra,
 tum Dux non potest eum capere. Hoc modo,
 dato spatio, movet se; & Miles unus aut alter
 subsequitur eum capturus: tum verò ille sub-
 ducit se in alium locum commodiorem, & du-
 os capit. Sed si tandem adductus sit in ex-
 tremum Angulum acutum superiorem, tum non
 potest amplius exire, sed ipse in angulo latere
 coactus capitur; quod aliàs nunquam fit, nisi
 in illo extremo angulo ubi ille non potest ca-
 pere, quia non habet juxta se in lineâ rectâ
 aliquos capiendos, & ille sit coactus in angulum
 unde nullum est effugium. Et sic finitur Lu-
 sus.

De

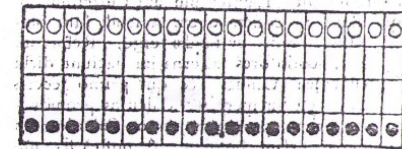
HISTORIA TABILUDII. 217

De Tâbiludio seu Ludo Tâb.

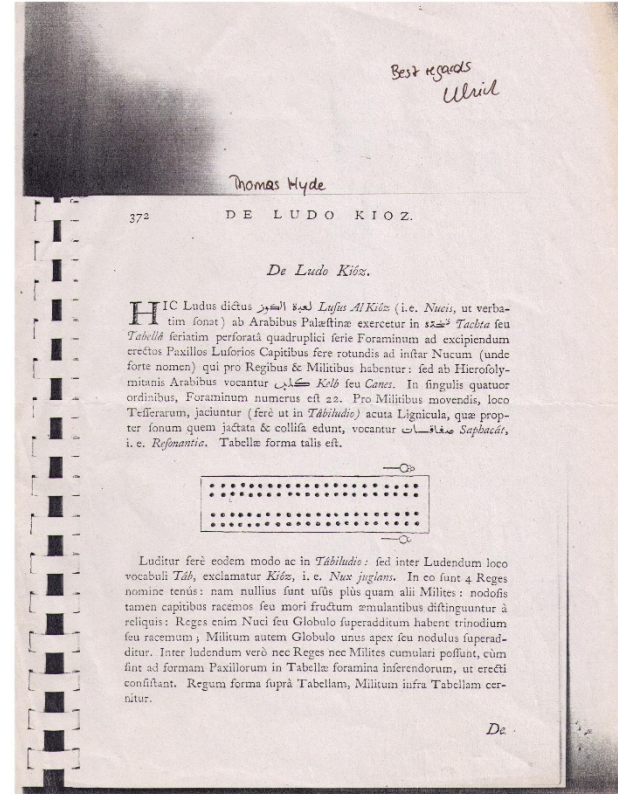
Hic Ludus est in usâ apud Arabes, præfer-
 tim eos Terrâ Sanctæ, & vocatur لعب
 الطاب القصب Ludus Tâb Akasâb, seu Lusuf
 Tâb, cum arundinibus, quibus scil. Luditur: &
 quidem Tâb voce tenus, est Jocus seu Lusuf.

Aliàs Arabicè dicitur Tâb & Dûo: Perf. باري
 قمش Bâzi Kamish, id est Ludus Cannarum seu
 arundinum; Turcicè قمش اويني Kamish ojnî,

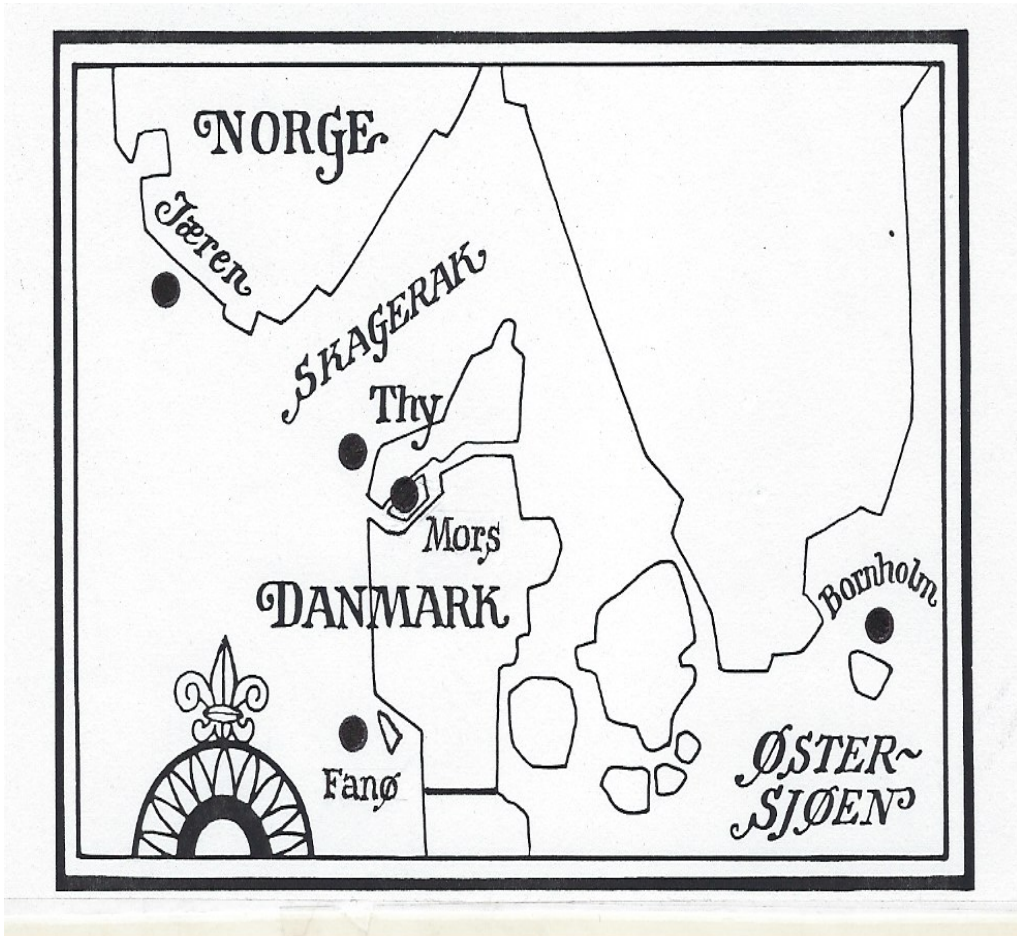
eodem sensu. Luditur in Tabellâ quæ ple-
 rumque Calamo delineari solet in Chartâ: eâ-
 que potest esse variæ longitudinis pro libitu
 ludentium, ut nempe longitudine contineat 13,
 vel 19, vel 21, vel si placet 29 Arcolas, (modò
 numerus sit impar,) hâc sequente formâ. Hic
 Ludus in Lingua Hanzoân dicitur ستر Sitta.



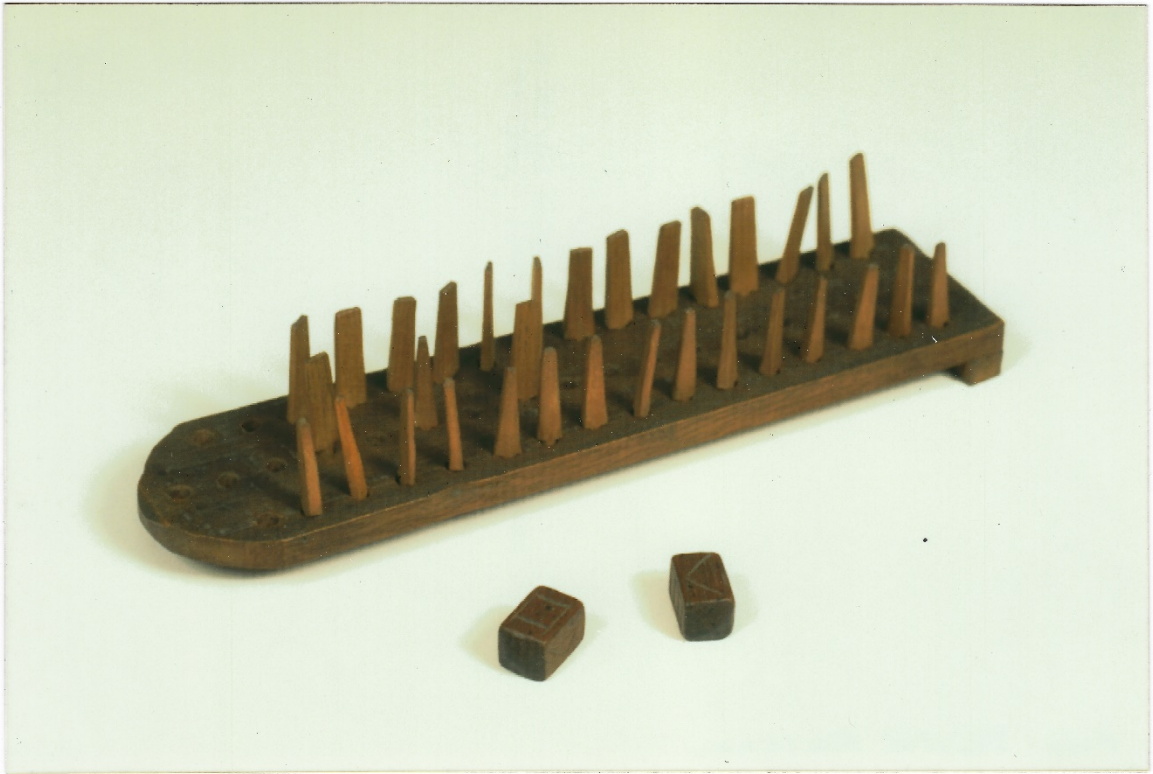
In his Arcolis collocantur tot discolors Cal-
 culi; qui movendi sunt fec. jactum quatuor
 E e Frustrulo-



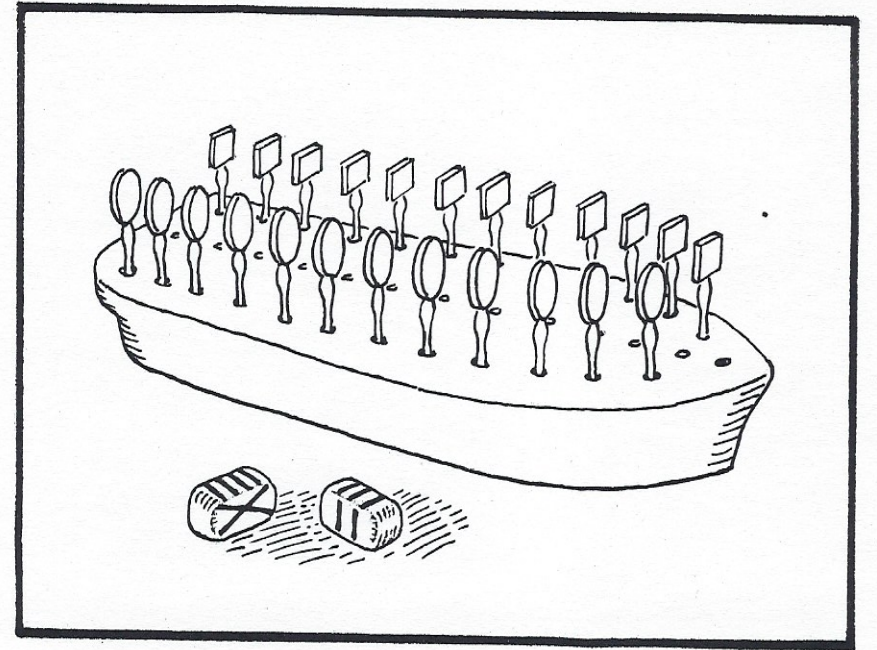
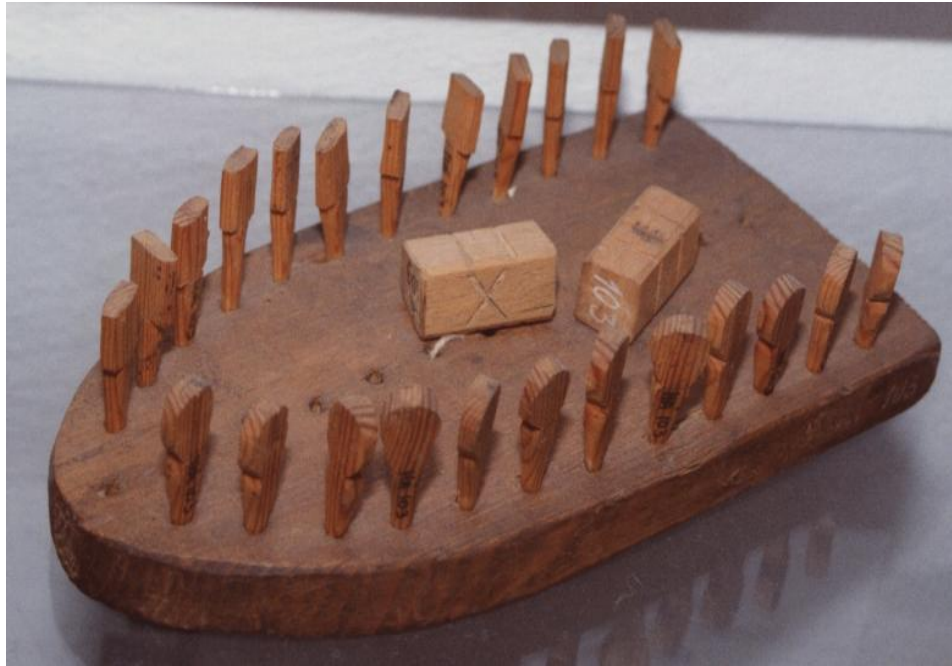
Map of Daldøs and Daldøsa sites, drawn by Alf Næsheim, and Daldøs game from the isle of Mors in the Danish National Museum



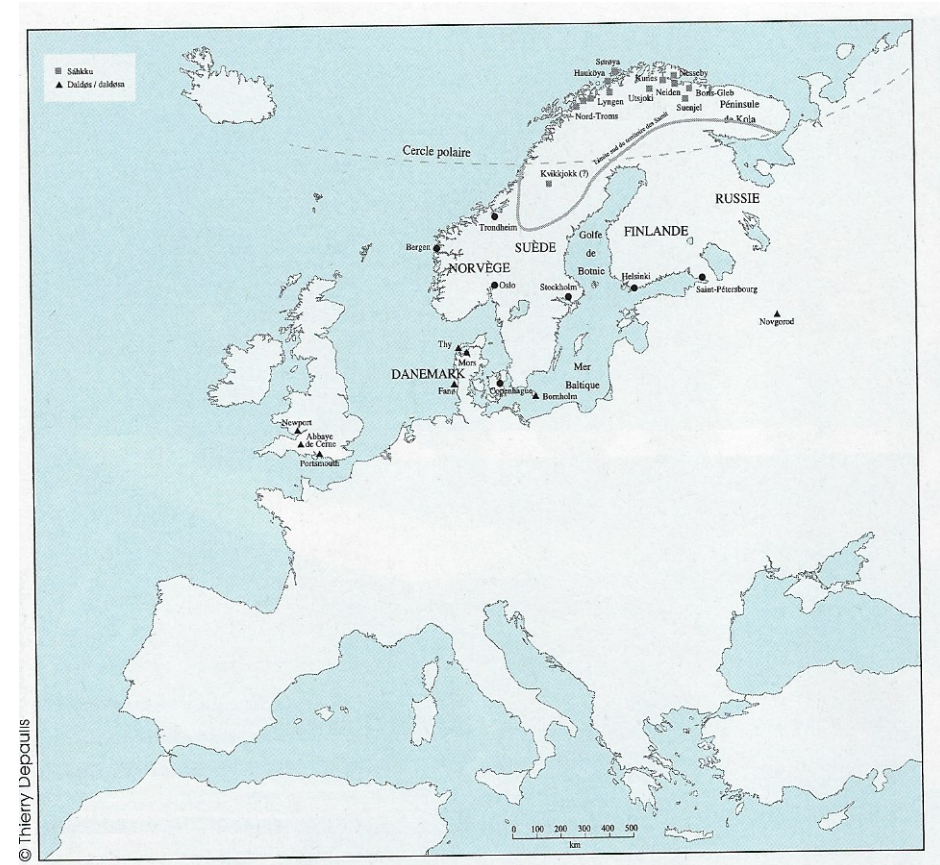
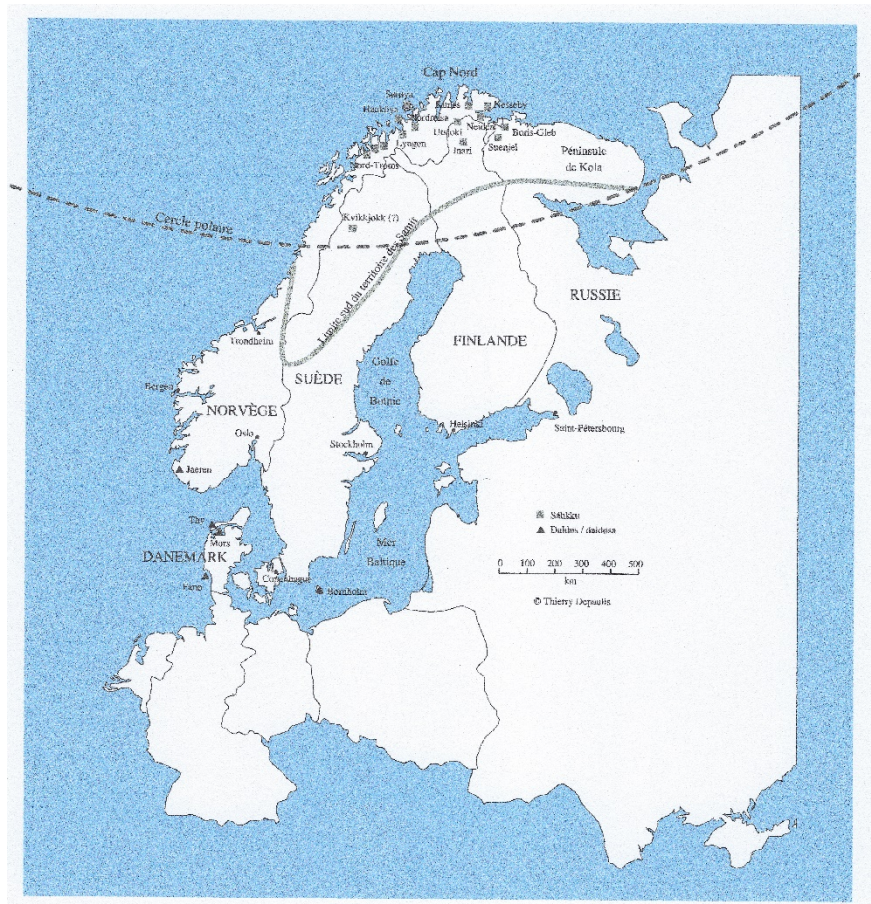
Daldøs game from c.1850-60 from "Ferry Farm", Vang parish, preserved at Thisted Museum, and museum copy of the same game



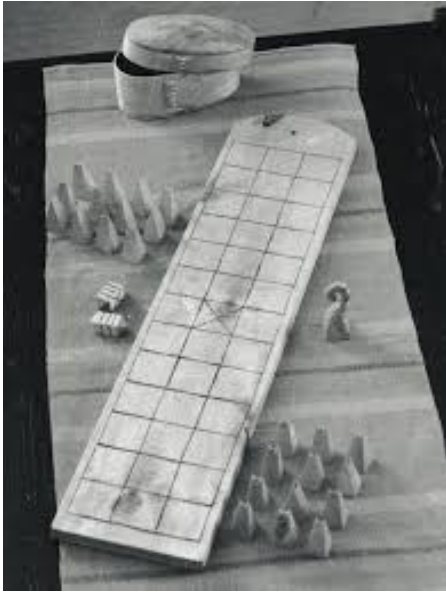
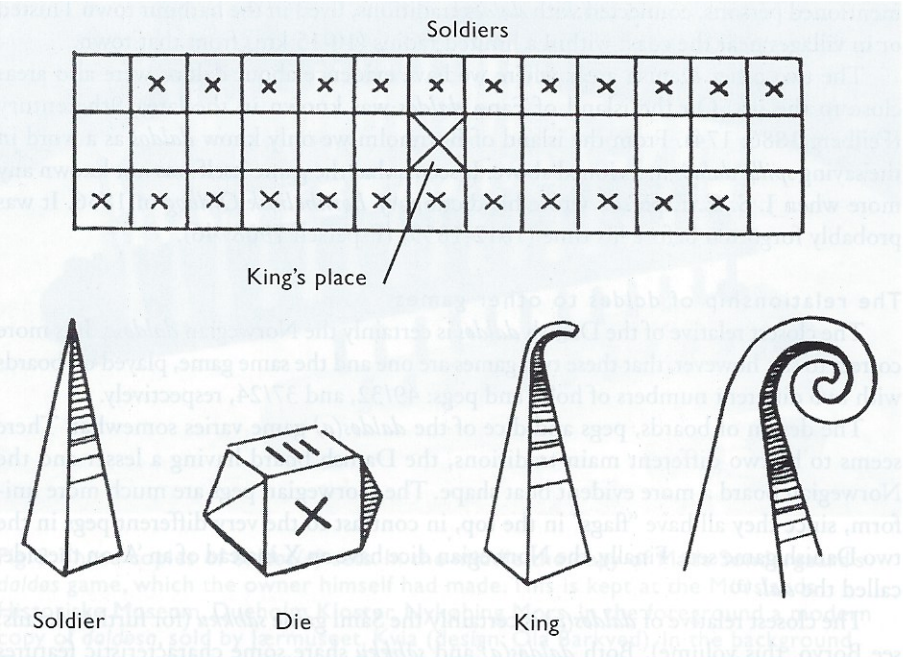
Daldøsa games from Jæren, Rogaland, South Western Norway



Maps showing Nordic and North European "running-fight game" sites, drawn by Thierry Depaulis



Sáhkku game from Nordreisa/Raissa and from Laksefjord/Lágesvuotna



Skolt Sámi Per'tsaloudi and Inari Sámi Bir'co (Pir'ccu), now at the National Museum of Finland, Helsinki

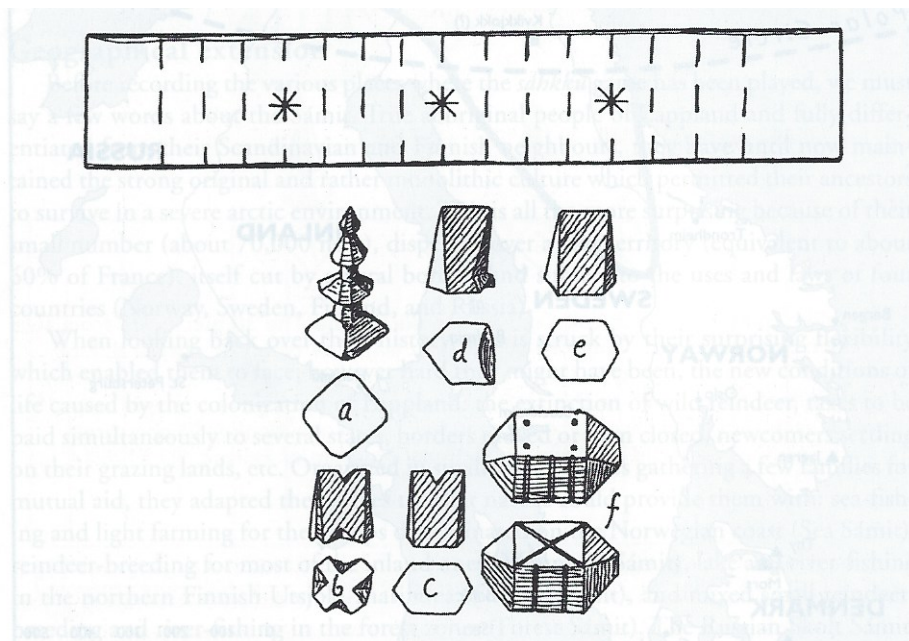


Fig. 7. Gameboard, pieces and dice from the same coastal Skolt community of Paatsjoki (Petsamo territory, Russia) as in fig. 3. The board measures 75 x 14 cm and shows 15 transverse lines. The pieces are of five types: 1 of type a (king), 1 of type b, 14 of type c ('women'), 1 of type d and 14 of type e ('men'). Types b and d seem to correspond to the 'king's sons'. The three 4-sided dice (f) are marked II, III, :: (=4) and X (National Museum of Finland, SU 4922:190, in Itkonen 1941).

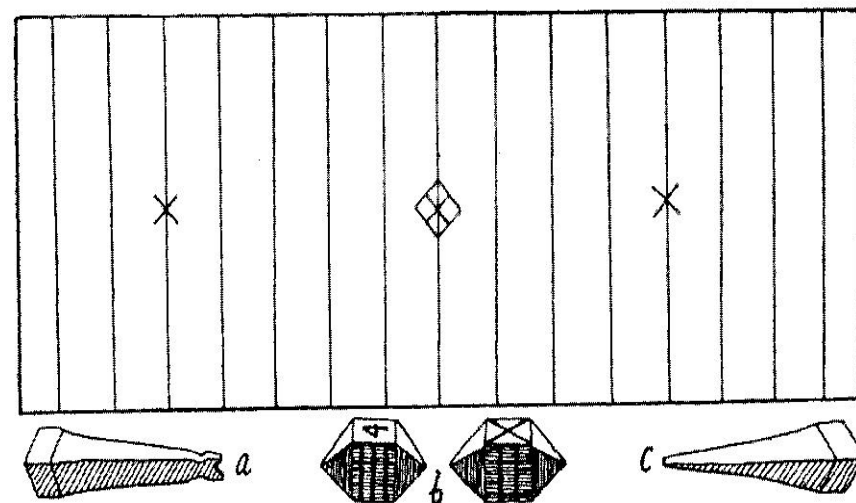
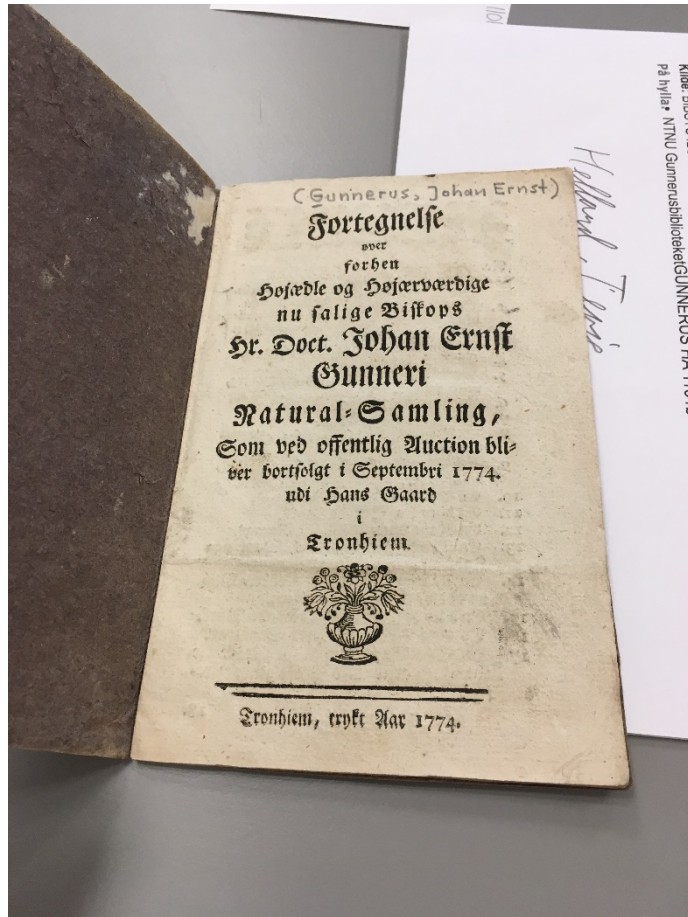
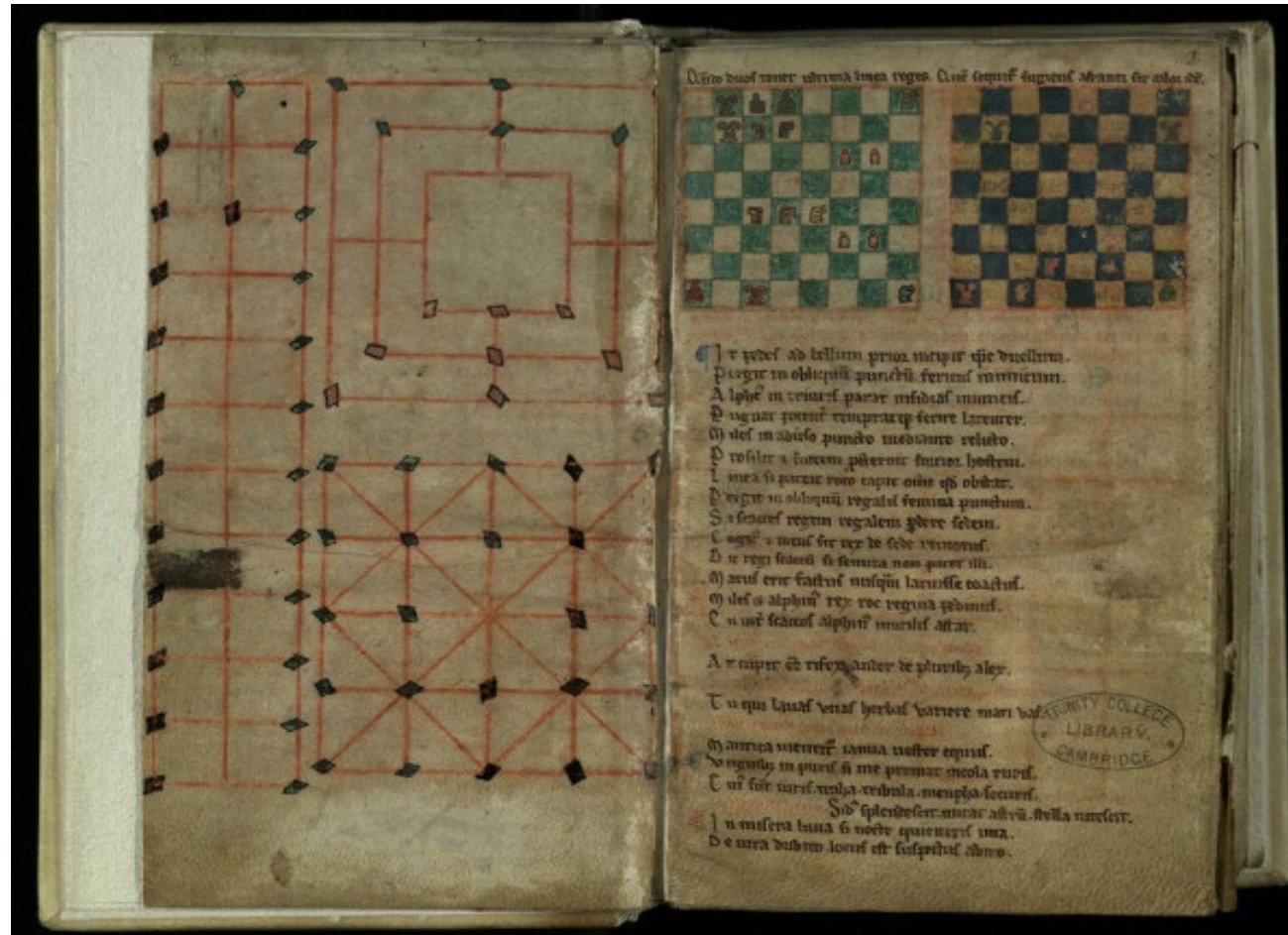


Fig. 4. Gameboard, pieces and dice made by an Inari Sámi in 1876. The board measures 36.5 x 13.5 cm and shows 15 transverse lines. The pieces are: 15 'women' (a) and 15 'men' (c). There are crosses on the board marking the places of the king and the two 'king's sons'. Three 4-sided dice were used, marked II, III, 4 and X (National Museum of Finland, SU 1826:6, in Itkonen 1941).

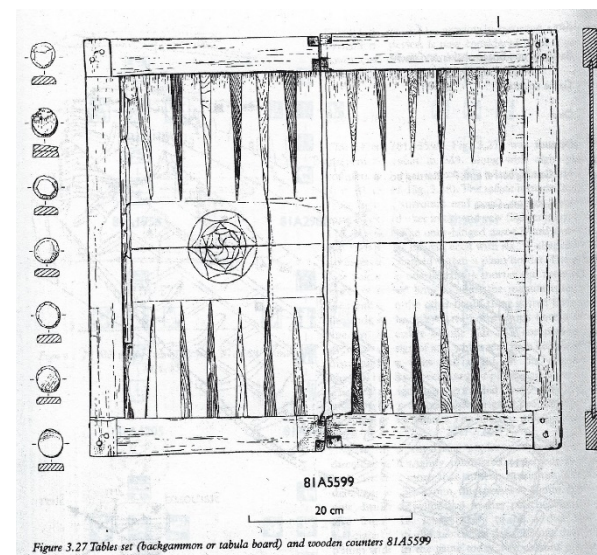
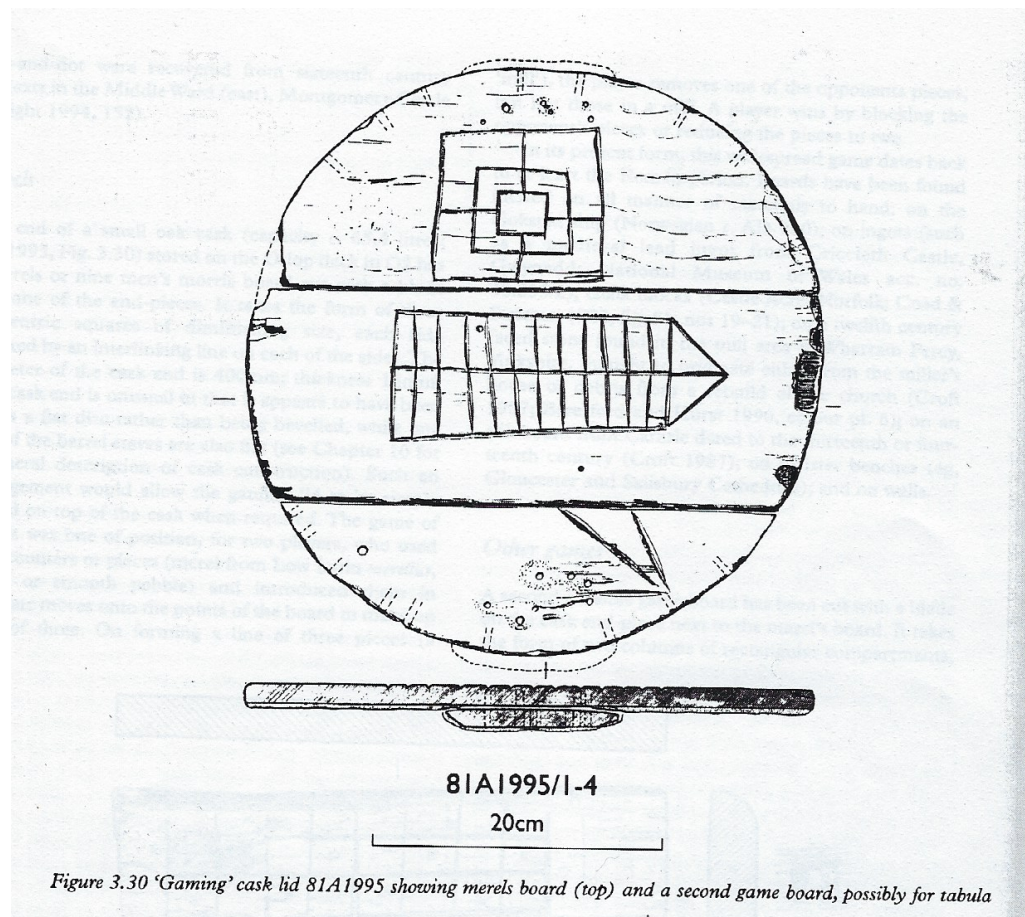
The probably oldest preserved die of the Sáhkku type in Scandinavia in the collection of NTNU University Museum, Trondheim



Three game diagrams in MS O.2.45 (folio 2v and 3r) from Cerney Abbey, Dorset, England, c.1275 A.D. – to the left a possible proto-Daldøs game



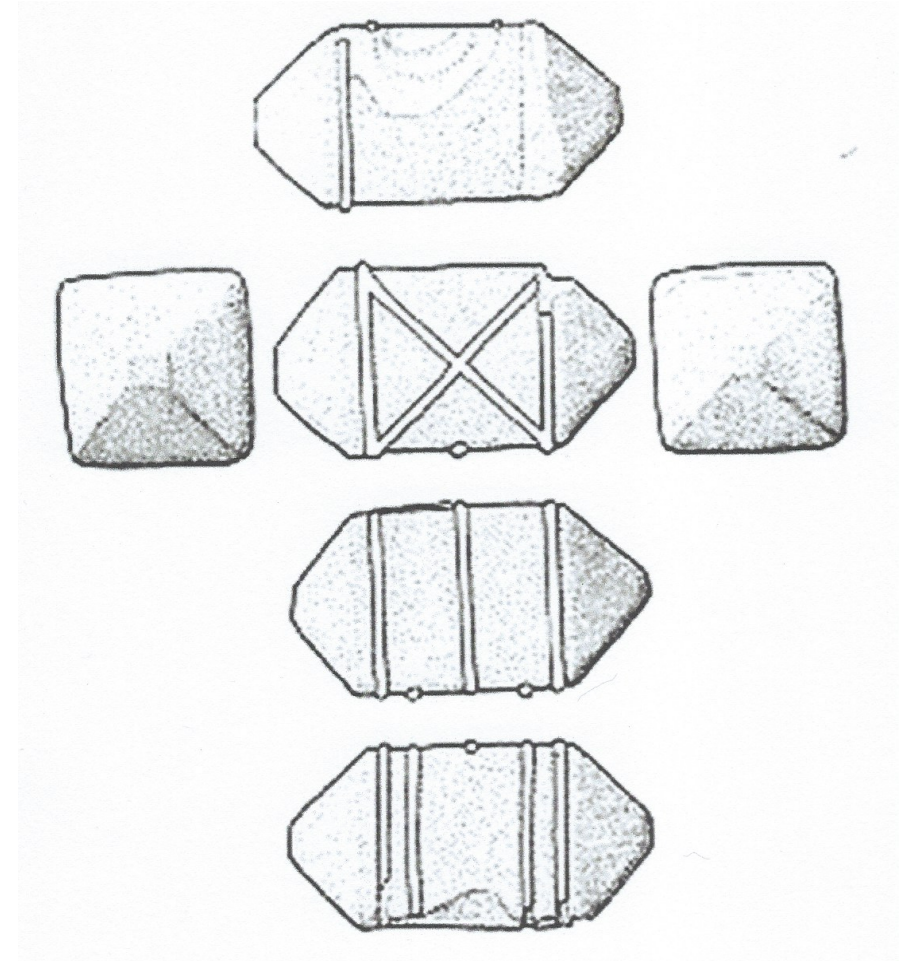
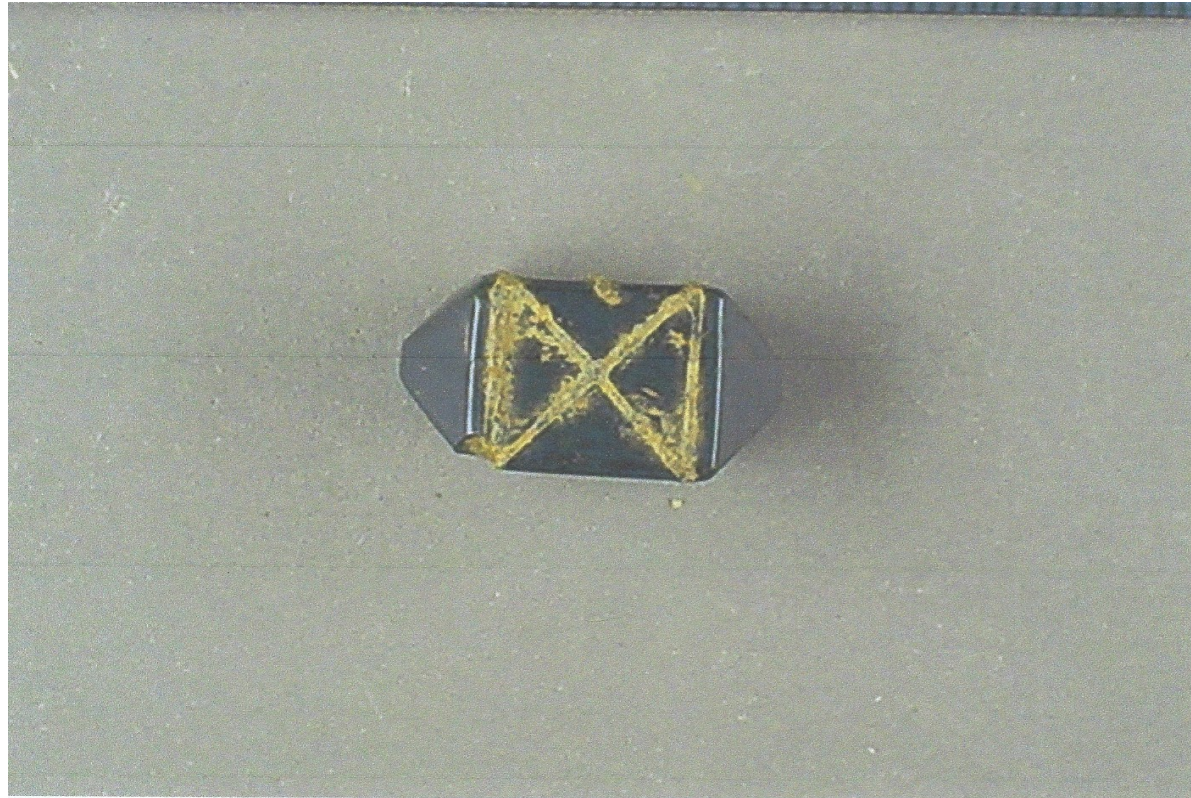
Game diagrams from the 16th c. ship the "Mary Rose", merels,
proto-daldøs? and tables,
+ tables (brädspel) from the 17th c. ship "Gustav Wasa"



Game board from the 15th c. Newport ship



Medieval die of the Sáhkku type, found in West Halton, Lincolnshire, England



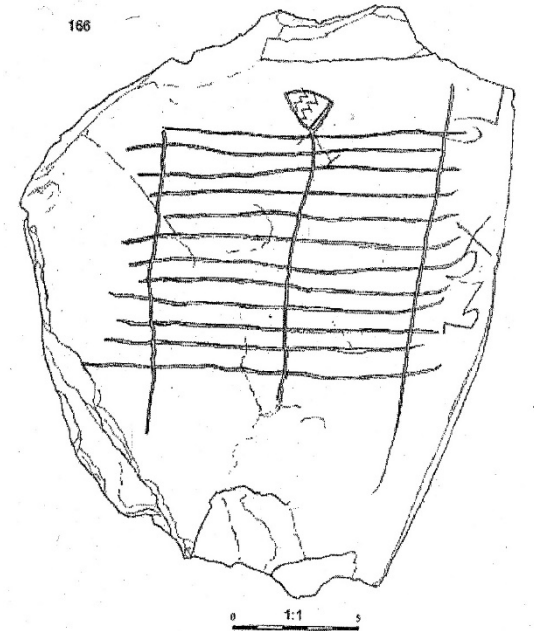
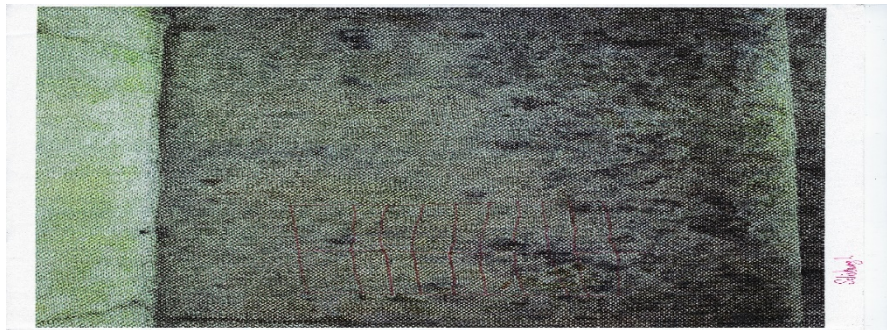
Medieval graffiti game boards found in Mont Saint-Michel, Normandy



Daldos?-grafitti on stones of stairs of military barracks, built in the 18th c.
in the main street of Christiansø, Denmark (east of Bornholm)



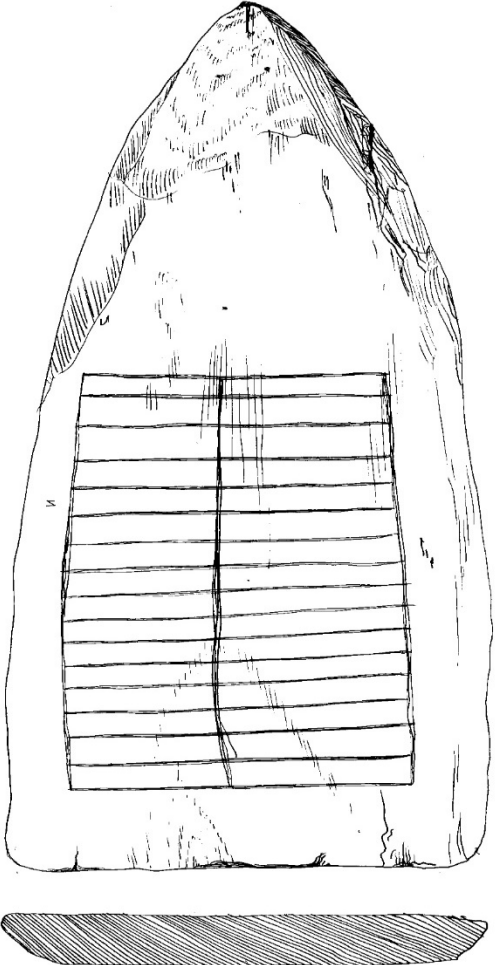
Proto-daldøs? grafitti from Lincoln Cathedral and Salisbury Cathedral, England, and Carmarthen Priory, Wales



Game board from the 14th c., found in Novgorod, Russia



Game board from the 13th c. found in Novgorod, Russia



Nivkhs playing *Chong* ("King") in Eastern Siberia 1898

