



Classic Games
from around the World

Totolospì™

A strategy game for
two players, ages 6+



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Totolospì™

A game played by the Moki and Hopi of Southwestern North America, and also found as far north as Comanche territory in Oklahoma. There are several variations of the game boards - some in a cross shape for four players - and also other games that are known by the same name. The origins of the game are unknown, but playing boards found carved into stones may be several centuries old.

The number of spaces and size of the layouts vary widely. The rules vary from region to region, and the rules given here are a hybrid of several accounts. The movement is traditionally determined by casting three flat-sided seeds, casting sticks, or stones painted on one side.

For modern purposes, use three coins. Shake the three coins and toss them into the box top. For each heads-up coin, you will move one space. If all three coins are tails, move backward one space.

Each player uses one peg, and they race to the far

end (the opponent's home space) and back again. Start with the token on one's own start circle, and randomly determine a starting player to cast the sticks first.

Players may share spaces side-by-side as they move along the track, except that only one player may occupy the center space at a time. This effectively blocks the other player from continuing on.

There is a bit of a "push your luck" element that makes the game interesting. Either player continues to toss and move until a backward move is made or a forward move cannot be made because the way is blocked. This ends the casting player's turn without moving.

A player cannot willfully stay in the center space - he or she must move on the next turn if the result of the coin toss is favorable.

