

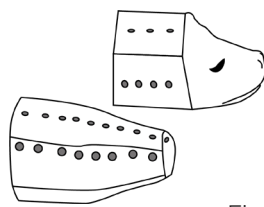
# Maqaq – Dice Game

Dice games are very common across North America. Native societies from New England to the Pacific Northwest enjoy tossing small objects in games of chance. Russian traders recorded an Alutiiq dice game where players tossed a small figurine carved of bone and scored points based on how it landed. Archaeological finds illustrate that these dice were about an inch long and roughly bullet-shaped with a flat bottom. Some were also decorated. A die carved from fossilized ivory features rows of drilled holes. A wooden die features the head of a bear.

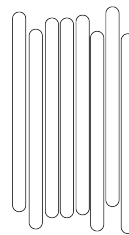
In maqaq players use a five-sided piece of wood or bone as a die. Each side has a different point value. Points are based on how the piece lands, and the score is kept with small tally sticks. Players toss the game piece, trying to make the die land on the smallest side, which is worth the most points.

## Supplies:

---



Five-sided dice



16 tally sticks – use toothpicks, stir sticks, popsicle sticks, or something similar.

## Play:

- Competitors sit in a circle, either two people or two teams.
- 16 tally sticks are placed in the center of the circle.
- Players/teams take turns rolling the maqaq.

## Score:

- Each player/team scores the points earned for each roll, placing tally sticks in a pile in front of them.
- Once the tally sticks from the center pile are gone, players take points from their opponents.
- The first player/team to collect all 16 points twice in a row wins.

The rules and instructions shared here were passed down through generations by numerous Alutiiq community members. Other communities may have different variations of these games.