

### FURTHER INFORMATION

Horseshoe is further described, under its different names, in the following books:

Bell, R. C. *Board and Table Games from Many Civilizations*, vol. 2, p. 56. New York: Dover Publications, Inc, 1979.

Murray, H. J. R. *A History of Board-Games Other than Chess*, p. 92. Oxford: Oxford University Press, 1952.

Parlett, D. *The Oxford History of Board Games*, p. 160. Oxford: Oxford University Press, 1999.

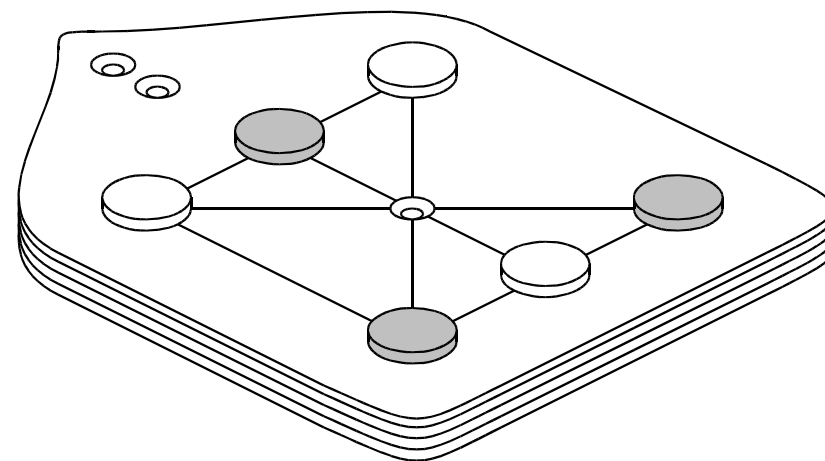
Information on madelinette is scant, but interested readers can find another description of the game in the following book:

Loader, J & Loader, J. *Making Board, Peg & Dice Games*, pp. 35-38. Lewes: Guild of Master Craftsman Publications, Ltd., 1993.

Copyright © Damian Walker 2011 - <http://boardgames.cynningstan.org.uk/>

## HORSESHOE & MADELINETTE

by Damian Walker



## INTRODUCTION & HISTORY

In many games, a player is awarded an incidental victory by trapping his opponent such that the opponent has no legal move. There are a few games in which this is the primary aim, two of which are *horseshoe* and *madelinette*. In these two games there is no capture, but one must win by trapping one's opponent instead.

Horseshoe has played in India as *do-guti*, China as *pong hau k'i*, Thailand as *sua tok tong*, and Korea as *on-moul-ko-no*. It was not

played in Europe until modern times, and it has been given the English name of horseshoe, due to the shape of its board.

In Europe, a slightly larger game with the same rules was devised, called *madelinette*. Little information has been recorded about this game, and so its history is sketchy, but a board in the Hull & East Riding Museum shows that the game was played in medieval England.

## HOW TO PLAY

Most of the rules of these games are common to the pair. Only the starting layout is different.

### Beginning the Game of Horseshoe

1. Horseshoe is played on a simple board of five points, being a crossed square with one side missing, as shown in Illustration 1.

2. The game is played by two players, each having two pieces, which start the game on the corners, again as

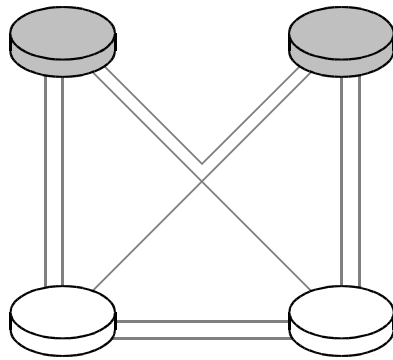


Illustration 1: horseshoe set out for play.

in Illustration 1.

### Beginning the Game of Madelinette

Madelinette is played on a board of seven points, joined by lines as shown in Illustration 2.

1. The game is played by two players, each having three pieces, which start the game on the edges, again as in Illustration 2.

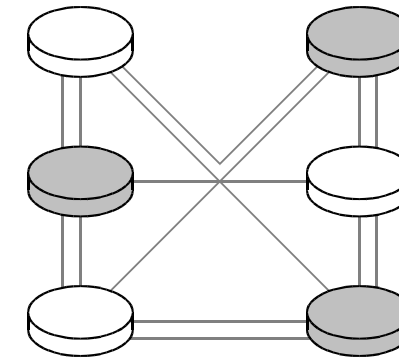


Illustration 2: madelinette set out for play.

## Moving the Pieces

2. Players decide between themselves, at random or by agreement, who will move first.

3. Each player in his turn moves a piece from its point, along a marked line, to an adjacent empty point.

4. There is no jumping as found in other games, nor is there capture.

## Ending the Game

5. The game is over when one of the players is trapped and cannot

move. His opponent is declared the winner.

## An Alternative Method of Play

It has been suggested for both games, that instead of adopting the prescribed positions at the start of the game, the board may start empty. In this case, players take turns to place one of their pieces at a point of their choice. Once the pieces have been so placed, the game proceeds as per rules 3 onwards.