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**Richard Pulskamp\*** (pulskamp@xavier.edu), Dept. of Mathematics & Computer Science, Cincinnati, OH 45207-4441, and **Daniel E. Otero** (otero@xavier.edu), Dept. of Mathematics & Computer Science, Cincinnati, OH 45207-4441. *The Ludus Regularis of Wibold.*

In around the year 965, Wibold, archdeacon of Noyon, created a dice game known as the *Ludus Regularis* for the benefit of the clerics under his control. Players acquired “virtues” based on the rolls of dice, and may have moved around a game board — as in modern-day *Monopoly*. The rules, in the words of Wibold himself, appear in the *Chronicle of Arras and Cambrai*. This game is mathematically interesting for its combinatorial aspects and for the construction of the dice themselves. Wibold’s text ends with a puzzle that hides the author’s name. (Received August 12, 2013)