

Possibilities for Soduva Tiles

Below are some possibilities for Soduva tiles. They'll be grouped into categories.

(1) Numbers 0-9

Ⓐ | Ⓑ Ⓒ Ⓓ ✦ Ⓔ Ⓕ Ⓖ Ⓗ

0 1 2 3 4 5 6 7 8 9

Note: Numbers above nine are simple composites (e.g. 1 + 0 = 10), except 11, 13, 17 and 19 (shown below). Their symbols will appear automatically if you type in those numbers in the Sondiv font.

(2) First Eight Primes (Plus 0 and 1)

Ⓐ | Ⓑ Ⓒ ✦ Ⓔ Ⓕ Ⓖ Ⓗ Ⓙ

0 1 2 3 5 7 11 13 17 19

(3) First Ten Letters of the Sondiv Abjad

Ⓑ Ⓒ Ⓓ ✦ Ⓔ Ⓕ Ⓖ Ⓗ Ⓙ Ⓚ

h s v p y g b d w t

Note: Outside 0 and 1, numbers in Sondiv are taken from the abjad (the writing system), so the letters above will double as numbers—specifically, 2, 3, 4, 5, 6, 7, 8, 9 11 and 13.

(4) The Four Sondiv Elements

Ⓐ Ⓑ Ⓒ Ⓓ

hovok wovon love vovos

Note: These mean (in order) coldness, heat, wetness, dryness.

(5) Atrian Beings


sed vi len dob

Note: These mean (in order) man, woman, girl, boy.

(6) Assorted Objects/Phenomena


tos kor wan wen eks won

Note: These mean (in order) tent, wall, storm, sky, knife, fire.


li re ra ku dovor kwar

Note: These mean (in order) water, air, wind, earth, peyote, fortress.

(7) Name of the Game (Long Form)


Isoduva Yabyaten

Note: The name means "Liars' Swap".

(8) Name of the Game (Short Form)


Soduva