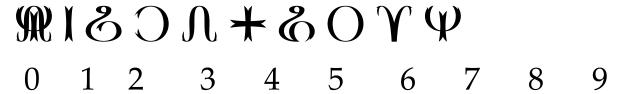
Possibilities for Soduva Tiles

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

(1) Numbers 0-9



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)



(3) First Ten Letters of the Sondiv Abjad



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



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

(5) Atrian Beings



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

(6) Assorted Objects/Phenomena



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



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

(7) Name of the Game (Long Form)



Note: The name means "Liars' Swap".

(8) Name of the Game (Short Form)

