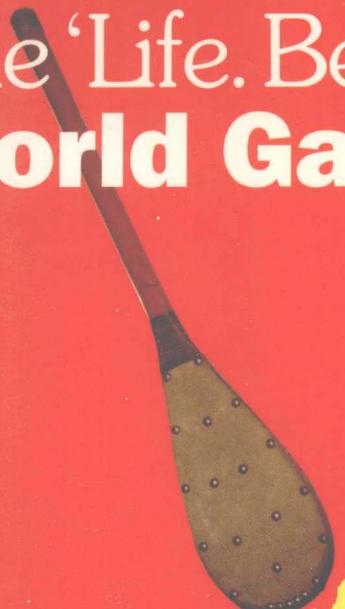
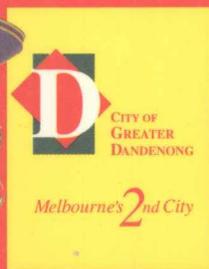


The 'Life. Be in it' Book of **World Games**

by Wilma Bedford and Jenny Robinson
Illustrated by Alex Stitt



World Games



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World
Games



**A 'Life. Be in it' Book
Published in conjunction with the
City of Greater Dandenong**



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Foreword

Welcome to the first edition of *World Games*, a unique collection of international games. This publication is the result of years of research and investigation into historical, traditional and well-loved games from around the world.

These are the games our grandparents used to play—on their own, in small groups, in teams or in larger numbers. Some involve very basic equipment; others have none at all. There are board games, street games, games played within families or communities. Whether you're from a community group, school, youth organisation, young or old, there is something for you in this book.

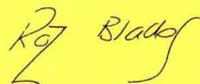
The City of Greater Dandenong—often referred to as 'a whole world in a city'—was chosen as a source for this book because ours is one of the most culturally-diverse areas in Australia. Greater Dandenong's residents, more than half of them born overseas, originate

from 140 different countries.

The City holds more than 40 cultural events and festivals every year, and was selected to host the 10th International Cultural Games Festival in 1998—a major international showcase of many of the games you'll find in this book.

World Games will provide a permanent record of some cultural sports and activities which have never been documented before. This book will enshrine and protect these games for future generations, before they become lost through time.

Our participation with 'Life. Be in it' in its publication has provided a unique opportunity to highlight the joys and benefits of living in a community as wonderfully rich and diverse as ours.



Councillor Roz Blades,
Mayor City of Greater Dandenong

Acknowledgements



Many of our readers will already have our earlier 'Life. Be in it' Games books, but this one is different.

In researching the games for *World Games*, we became historians, listening with fascination to people from many cultures telling us about the games they play or used to play.

We visited schools, migrant centres, workplaces, nursing homes, universities and community service organisations to talk to people about games. This book is full of the voices of the people we met. The games, and the countries to which the games are attributed, are recorded as they were told to us.

Games without specific attribution are described from our own research while travelling and teaching.

At the head of our list of thankyous is the City of Greater Dandenong and its residents. *World Games* could never have happened without the generous support of the

Council and the enthusiastic participation of the many Greater Dandenong people from all walks of life who contributed games, stories, and ideas for the book.

Other games came from overseas visitors and friends of 'Life. Be in it'. We thank them all.

Finally, our thanks go to Paddy Stitt and Alex Stitt, our editor and designer, who turned our collection into this very exciting book.

World Games provides fresh ideas and practical reference to well over 200 international games—family board games, chasing and racing games, field sports and court games, games for festivals and parties and more. In the true 'Life. Be in it' tradition, there are games here for everybody, no matter what age, no matter how fit.

We hope you enjoy playing the games as much as we enjoyed researching them.

Wilma Bedford
and Jenny Robinson

Contents

Traditional

Table-top Games 8–23

Games with hand-crafted timber boards 9

Family board games 14

Card games 21

Play-anywhere

Games 24–25

Casual games for two people from Bosnia, Scotland, Indonesia and Australia.

Chasing and Racing 26–41

Tag games, hidey games, pursuit games, relays, chant-and-run games, quarry games.

Hopping/balance Games 40–41

Field Games 42–49

Popular team sports from a variety of cultures.

Court Games 50–53

An international selection of favourites, including variations on bowls games.

Games for Festivals, Fairs and Parties 54–68

Games for groups, indoors and out, involving jumping, bowling, teasing, guessing, learning, remembering and questing for prizes.

Street and Schoolyard 69–105

Games played by children all over the world: some energetic, some imaginative; some competitive, some cooperative.

Shuttlecocks 88–89

Hopscotch 90–95

Games with Small Sticks 96–98

Marbles 98–100

Rubber Bands Games 101–102

Jacks 102–105

Some Toys to Make 106–107

Ideas from Chile, Australia, Malta and Zimbabwe.

Index 108–112

Table-top Games

Beautifully crafted timber games boards are treasured family possessions in many parts of the world. Some games which go back for generations in their countries of origin are now available in Australia through specialty shops or local craft markets.



1 m

Carroms

India

Dating back to the eighteenth century, Carroms is still one of India's most popular family games. Carrom boards come in various sizes, with smaller ones for children. They are available in many shops which sell merchandise from India. There are different versions of the game, so when you buy a board be sure to ask for printed instructions.

Equipment Carrom board and set of discs.

The playing surface is a highly polished ply board about 80 cm square. It is like a miniature billiard table, with a small netted pocket at each corner. Traditionally the board is sprinkled with talcum powder to enhance the discs' sliding capacity. Marked on the board are a circle with a centre spot and four rectangles, which are the 'boxes' from which players make their strikes.

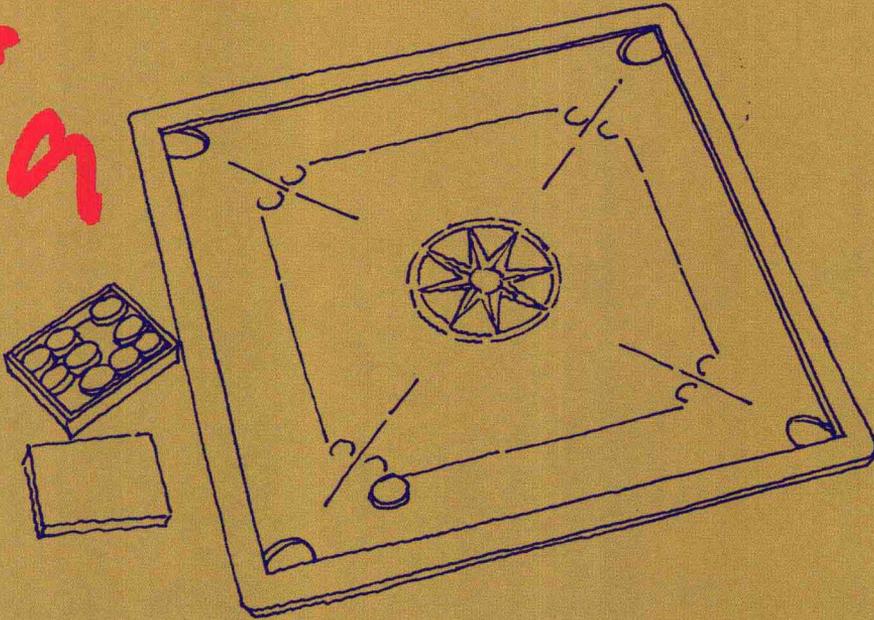
A Carroms set has 9 dark (black)

and 9 light (white) wooden discs about the size of draught discs. There is also one red or queen disc and one striker disc.

Description Carroms is a game for two or for two pairs of players. One side has black discs; the other has white. Opposing players face each other across the board. The objective of the game is for each player (or pair) to pocket their discs by knocking them with the striker disc, which is flicked with the middle finger. All players also attempt to pocket the red Queen disc. This earns extra points. Each shot must be played from the correct box, and a player's turn ends when they:

- (a) fail to pocket one of their discs;
- (b) pocket one of their opponent's discs;
- (c) fail to flick the striker disc across the front line of their box; or
- (d) pocket the striker disc.

Source Maryann Shulie—Scott Street Adult Day Centre, Dandenong.



The Netherlands

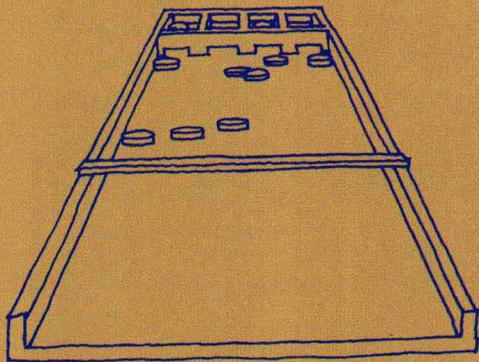
Sjoelbak (Sliding Box)

The Netherlands

Sjoelbak is a centuries-old family game which originated in the Friesian Province. It is played indoors and outdoors, by people of all ages, at community gatherings and festivals as well as in the home.

Equipment The *Sjoelbak* (sliding box) is a long, narrow box with low sides and a slippery surface, along which 30 wooden discs are slid. The *Sjoelbak* is placed horizontally on top of a table.

Description Any number of people can play this game; it just depends on how much time is available. The game starts with the first player placing the discs at the end of the board, then sliding them from under the cross bar along the board towards the numbered slots at the other end. Some games allow each player to have 3 rounds before the next player has their turn. (After the first 30 discs have been slid, any that have missed the end slots are collected and used in the second round.) The disc must pass all the



way through the numbered opening before it is considered to be in the slot. The simplest way to score is for the player with the highest number of points to be the winner.

Safety The cross bar could be wrapped with foam rubber to prevent any hand bruising when sliding the discs.

Source Ype De Bruin—The Associated Netherlands Societies in Victoria Inc.

Tafel Kegel Spel

(Table Skittle Game)

The Netherlands

Making a family table-skittles set would be a good do-it-yourself project.

Equipment Table-skittles set.

Description This very old game is played on a table between two people. The equipment involves a flat board 40 cm x 30 cm with a border 6 cm high around all sides. A short pole 30 cm high is positioned at one end of the board. A small ball, suspended on a cord, is attached to it. Nine small wooden standing skittles are spread out over the base. Players take it in turn to swing the ball so it knocks down as many skittles as possible. This same game is popular in English pubs where it is often set up and played at the end of the bar. It is a great community game as people mill around and place bets on the players.

Source Cindy Rongen—Dutch Exchange Student.

Wip

The Netherlands

Equipment A box about 1 metre long with a smooth surface and seven small compartments, numbered 0, 4, 2, 3, 1, 5, 0, at the end. Small wooden balls.

Description This game can be adapted to a variety of surfaces and the equipment can be made by using plyboard and other timber. Players take it in turn to flick the small wooden balls with their finger, aiming for the small compartments. Players are only allowed to have two balls in each compartment, so if a third ball goes in, the turn passes to the next player. The aim is to score the highest.

Source Cindy Rongen—Dutch Exchange Student.

Europe

Nine Men's Morris

Europe

One of the oldest board games in the world. In Germany it is called *Mühle* (mill), in France it is known as *Jeu de Moulin* (game of mill) and across the world there are several versions of the game.

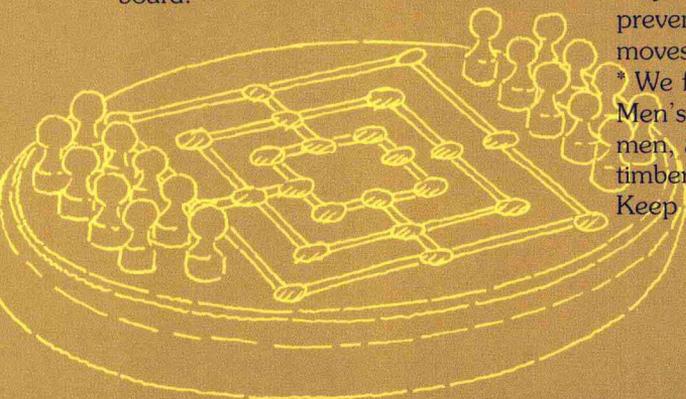
Equipment Nine Men's Morris board.*

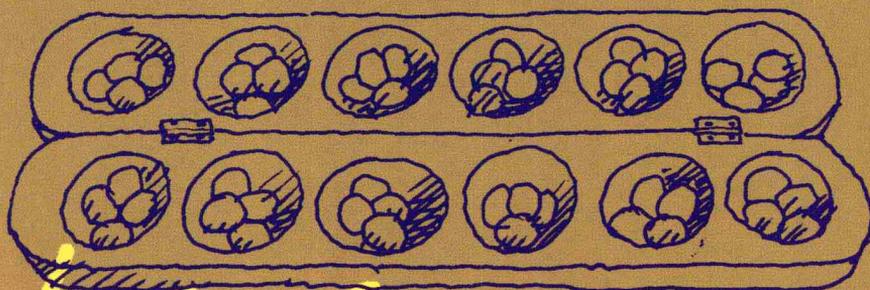
Description Nine Men's Morris is a game for two players, who each have nine men of one colour. Men may be played in any of the 24 points on the board at the corners and half-way marks of three concentric squares. Players take it in turn to put a man on any empty point on the board, attempting to move their men to form a row of three pieces on one line or 'mill', while simultaneously preventing their opponent from forming a mill. When a player makes a mill they can remove one of their opponent's men. Pieces cannot be removed from an opponent's mill unless there are no other pieces to take. Once a piece is removed from the board, it does not return into play. If a player has a mill in place, they can break it in one move and remake it in the



next move, thus claiming another opposing piece. The first player to be reduced to two men is the loser. Players can also lose by being prevented from making any further moves.

* We found a locally produced Nine Men's Morris board, complete with men, all superbly crafted from native timbers, in north-eastern Victoria. Keep an eye out at craft markets.





Ghana

Oware

Ghana

Oware is truly one of the world's great games. Different forms and versions are played across Africa, Asia, South America and other countries. It's a classical and ancient game played by kings on magnificent ivory boards embellished with gold, and by children in holes dug in the ground. Check out local African shops for nice, chunky wooden sets for family use.

Equipment An *Oware* board and 48 counters (seeds, pebbles, beads).

Description This game for two players can be played on the *Oware* board or in holes scooped out of the earth. The board consists of two rows with six holes in each row. Four seeds are placed in each hole. Each player 'owns' the six cups on their side of the board. Each time a player has a turn, they must scoop all of the seeds from any hole on their side and sow one seed in each cup, starting with the cup immediately to the right, and continuing counter clockwise right around the board. When all the seeds are sown, it is the other player's turn, and they repeat the pattern. A player wins seeds when the last seed they sow lands in an opponent's cup containing only one

or two seeds. Those seeds are captured, along with those from any adjacent cups which contain two or three seeds. Players may capture any number of holes containing two or three seeds, providing the holes occur in an unbroken sequence on their opponent's side. Captured seeds are kept aside. When an opponent's holes are empty, the other player must feed the holes so that the player has seeds to play with. If they cannot do this, they capture all the remaining seeds on their own side. A player must not place seeds back into the original hole from where they left if that hole held more than twelve seeds. The game ends when a player has no seeds left on their side and their opponent is not able to provide them with any more. The winner is the player with at least 25 seeds.

Source Funmi Adegola, Nigeria.

Sri Lanka

Pandy

Southern India and Sri Lanka

A variation on *Oware*, traditionally played by women and young boys.

Equipment *Pandy* board and 60 glass beads.

Description This game is for two players and can be played on a home-made *Pandy* board or on the ground. The *Pandy* board has two rows of six small holes. In each hole are five glass beads (or small nuts, seeds or beans). Players have their own side of the board, that is, their own six holes. The first player starts by taking all five beads out of one of the holes on their side of the board and proceeds to drop off one bead in every hole as they move anti-clockwise around the board. Depending on where they start from, some of the beads may be dropped on their opponent's side of the board, some on their own. Soon it becomes obvious that the seeds are no longer evenly distributed around the board. The aim of each player is to capture pieces in their opponent's holes. This happens when the last seed put down falls in a hole where there are only one or two seeds. With the dropped seed, the total is then two or three seeds. These are captured and put aside. If there is an empty hole it is always skipped over, and it remains empty until the next round. The aim of each player is to capture pieces in their opponent's holes. The game is over when all holes on one player's side are empty. The game of *Pandy* varies from village to village, with slight differences in rules and form.

Source Pakiam-Tamil Women's Group, Australian Red Cross (ASAS), Dandenong.

Yote

Africa

Another ancient game which is widely played throughout West Africa, either on a wooden board or in shallow holes in the ground.

Equipment *Yote* board and pebbles or small sticks.

Description *Yote* is a very old game for two players. The board has five rows with six holes in each row. Each player has twelve pieces, either short bits of stick or pebbles. The game starts with one of the players putting one of their pieces into a hole. The other player does likewise into another hole. Only one piece may be played in each turn. A player can decide how many pieces to put out, and how many to hold in reserve. Pieces can only be moved one space in a straight line, but not diagonally. They can only move to a vacant hole. A player captures an opponent's piece by jumping over and removing it. As a bonus, the player is then allowed to select another of the opponent's pieces from anywhere on the board and remove it. The aim of the game is to take all of the other pieces. The first person who does this is the winner. It is possible, however, for a game to end in a tie, when each player has three pieces or less left on the board.

Africa

Family Board Games

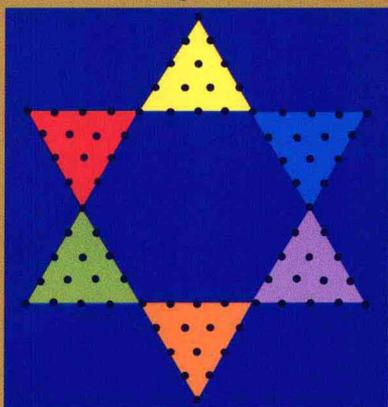
China

Chinese Chequers

China

This well-known favourite can be played outdoors and indoors and is an ideal travelling game.

Equipment A games board in the shape of a 6-pointed star, with a different colour for each point. Six differently coloured sets of 10 pegs or marbles. (The game can also be played on an outside court following the diagram of the board.)



Description Chinese chequers can be played by a minimum of two and maximum of six people. The object of the game is to get all your 10 pegs or marbles from your point of the star to the point directly opposite. A player may move only one peg or marble at a time in any direction except backwards. You can jump along over one or more pegs or marbles—your own or another player's—as long as they are in the same straight line and there is a gap



into which to jump. A series of jumps can be made in one go if spaces allow—in fact, a player can set up a 'ladder' to allow them to jump all the way across the board in one go.

Source Katrina Giang—Wallarano Primary School, Noble Park.

Germany

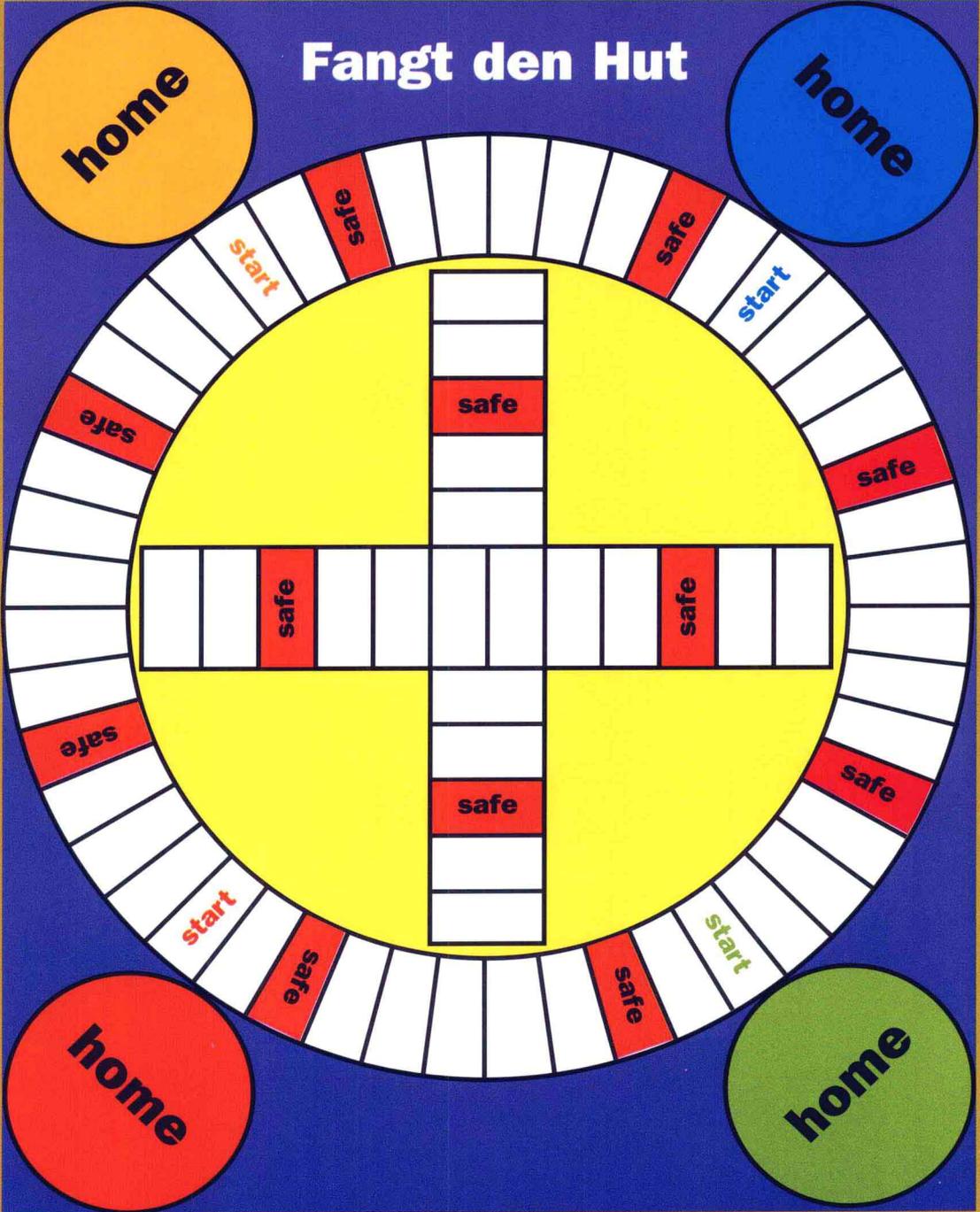
Fangt den Hut

(Catch the Hat)

Germany

This game originated at least 80 years ago and has been played by families

Fangt den Hut





ever since. All of the equipment including board and 'hats' can be made by the players.

Equipment Game board, 10 hats in each of 4 colours, dice.

Description A maximum of four players can play this game. Each player receives ten hats, either blue, red, green or yellow. (Alternatively, use buttons or coloured counters.) A player has to throw a six to start from their home base. When you throw a six you then have another throw, moving around the board. A six must be thrown before every hat that comes out from home base. The hats can move in any direction: forward, backward or cross-wise. If a space is already occupied by an enemy hat and you land on it with your hat and 'capture' it, you have to bring that catch back to your home base, without being caught by any of the opposition, including the enemy who owns the hat you've captured. The safe spots are where you cannot be caught. In bringing an enemy's hat home, it is necessary to throw the exact number to get back to home base. That is, if there are four spaces plus your home base, you need to throw a five to get in. The winner



is the player who captures the most hats, and brings them safely home.

Source Gertrude Bode—Scott Street Adult Day Centre, Dandenong.

Game of Goose

Italy

Originally from Italy, the game of Goose is now played in many European countries. This game can take unexpected turns, and requires patience.

Equipment Goose Board, 2 dice and a counter for each player.

Description Goose is a board game of varying complexity. The rules of the simplified version are as follows. Each player is given a counter of a particular colour. Players take turns to throw the dice and advance their counters that number of squares. If a player's counter lands on a square marked with a double dice, the player gets a double 'go' by having another turn and moving again.

If the player lands on a square with an arrow pointing backwards, the turn is virtually cancelled as the player must return their counter back to the square from which they started at the beginning of that turn. If the player is lucky enough to land their counter on a square