

TRADITIONAL GAMES TO PLAY

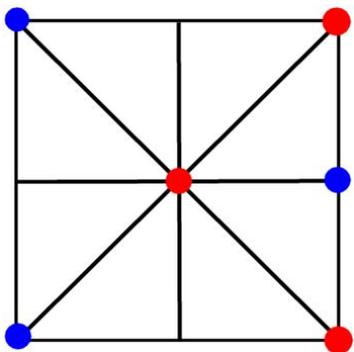
CONKERS (Seasonal) – Conkers and string.

- A hole is drilled in a large, hard conker using a nail, [gimlet](#), or small screwdriver. An electric drill such as a "Dremel" using increasing drill-bit diameters at intermittent intervals, produces less internal damage to the nut's core and is highly effective during the hardening period / process. Once ready for action, a piece of string is threaded through it about 25 cm (10 inches) long (often a [shoelace](#) is used). A large knot at one or both ends of the string secures the conker.
- The game is played between two people, each with a conker.
- They take turns hitting each other's conker using their own. One player lets the conker dangle on the full length of the string while the other player swings their conker and hits!

JACKS – jacks or stones

The players decide who goes first, usually through "flipping" (when the set of jacks is placed in cupped hands, flipped to the back of the hands, and then back to cupped hands again; the player who keeps the most from falling in his/her turn, goes first); or perhaps via [ip dip](#), (or [Eeny, meeny, miny, moe](#)), or a variant. Then the jacks are scattered loosely into the play area. The players take it in turn to bounce the ball off the ground, then pick up jacks, and then catch the ball before it bounces for a second time. The number of jacks to be picked up is pre-ordained and sequential: at first you must pick up one ("onesies"), next two ("twosies"), and so on. Depending on the total number of jacks included, the number may not divide evenly and there may be jacks left over. If the player chooses to pick up the leftover jacks first, one variation is to announce this by saying "horse before carriage" or "queens before kings." The playing area should be decided between the players since there is no official game rule about that.

BEACH GAME – 3 in a Line



Draw this blank shape in sand (or chalk if on ground) Circles are just an example of first move. Two players, each player has 3 stones of different colour. Toss coin to see who starts. Each player puts down 1 stone anywhere in turn. When all 6 stones are on (say like the diagram), next player moves his/her stone along line to next junction anywhere to try to make a row of 3 stones. Strategy is to get yours in line and block opponent's. Picture is just an example of first laying...

MARBLES - marbles

Various games can be played with marbles; any such game can itself be called 'marbles'

One game involves drawing a circle in sand, and players will take turns knocking other players' marbles out of the circle with their own marble. This game is called **ringer**. Other versions involve shooting marbles at target marbles or into holes in the ground (such as **rolly** or **rolley hole**). A larger-scale game of marbles might involve taking turns trying to hit an opponent's marble to win. A useful strategy is to throw a marble so that it lands in a protected, or difficult location if it should miss the target. As with many children's games, new rules are devised all the time, and each group is likely to have its own version, often customized to the environment. While the game of marbles was once ubiquitous and attracted widespread press to national tournaments, its popularity has dwindled in the television age.^[2]

Popular in the early 1970s was a marble game called grids. Similar to roly or rolley hole, the object was to be the first to land one's marble into a hole. However, a makeshift board was created using manhole grids. Each player would start at either end and attempt to thumb-flick their marble between the raised sections of the grid towards the removal hook holes. A player was not permitted to jump his marble over the raised sections, but only travel down the grid lines. Each player took turns until one reached the hole. In a "keepsy" game the winner would get to keep the other player's marble.

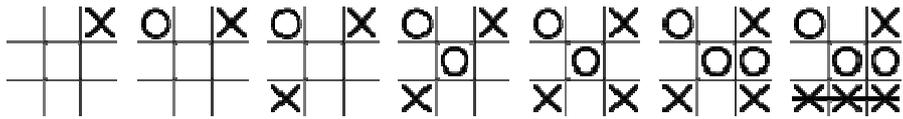
SHOVE HALF PENNY – half penny board and coins – 5 coins each

Each player shoves five coins up the board in each turn. To prepare each coin to be pushed, the player positions the Ha'penny at the front of the board with the rear of the coin just sticking over the front edge of the board. Any part of the hand can then be used to shove the coin up the board. If a coin does not actually reach the first line on the board, that coin does not count as having been played and can be shoved again.

At the end of the turn each coin that is completely within a 'bed' (between two horizontal lines and within the bordering vertical lines) scores a point for that player in that bed. The points are scored with chalk marks in the squares at either end of the bed on the edge of the board, one player owning the right side, the other, the left. The aim is to get three chalk marks in each of the squares - three scores in each of the nine beds. However, once three scores have been made in a bed, any further scores in that bed will be given to the opponent instead, unless the opponent already has three scores in the bed. The one exception to this is the winning point which must be scored properly by the winning player, not given away.

Good players will attempt to cause a coin to knock onto one or more previously pushed ha'pennies in an effort to improve their position as well as trying to make a score with the Ha'penny being played. A little thought is also required - it is not usually a good move to score the third coin in a bed until towards the end of a game....

TIC TAC TOE – pencil and paper



Draw the double cross on paper, sand etc, then each of the two players draw one nought or cross (each player chooses whether he is a CROSS or NOUGHT). First one to get 3 in a line wins.

HOPSCOTCH – just chalk on floor, and 1 stone per player

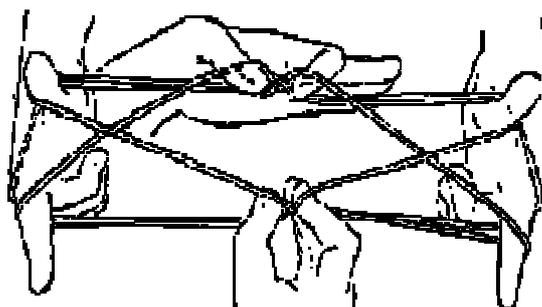


Each player chooses a marker, (a small stone or bean bag). The first player tosses their marker onto base 1. Player hops over base 1 and lands onto bases 2 and 3 with one foot on each base, making sure not to step into base 1. Player then jumps onto base 4 on one foot, then into bases 5 and 6 with one foot on each base. The player then hops onto base 7 on one foot, then bases 8 and 9 with one foot on each base. Player proceeds onto base 10 on one foot and turns around balancing on the same foot. Player returns in reverse order to bases 2 and 3, bends forward to collect their stone from base 1, then jumps over base 1 and off the Hopscotch court. The player then tosses their stone onto base 2 and continues their turn, unless they miss, in which case the next player takes their turn. Players begin each subsequent turn where they left off. Players never jump onto the base where their stone has been tossed. The game continues like this with players advancing one base each time, then reaching base 10 and returning successfully in reverse order to base #1. (When a player has tossed to base 10, they hop to bases 8 and 9, bend forward to collect their stone from base 10, and return in reverse order.)

If a player throws their marker on a line, it is the next player's turn. If a player hops on a line, that player's turn is over, next player takes their turn.

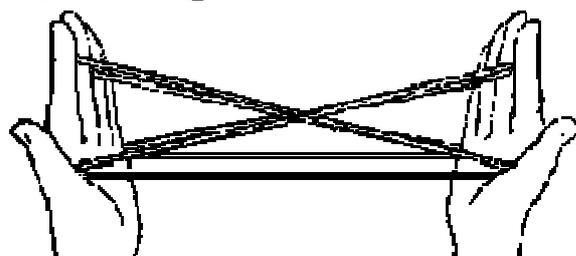
How To Win: The first player to successfully land their markers into each base, and hop according to the directions, is the winner!

Cat's Cradle



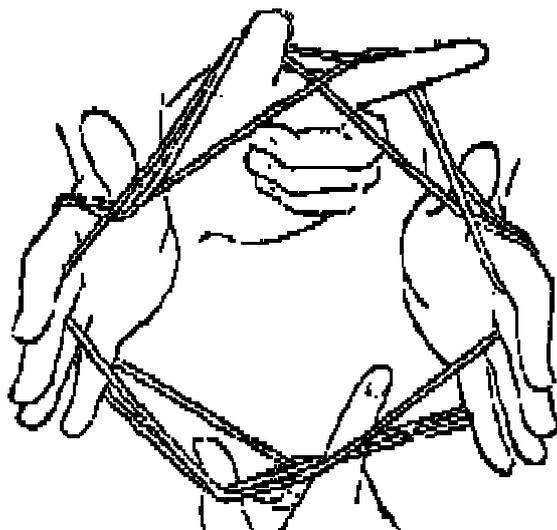
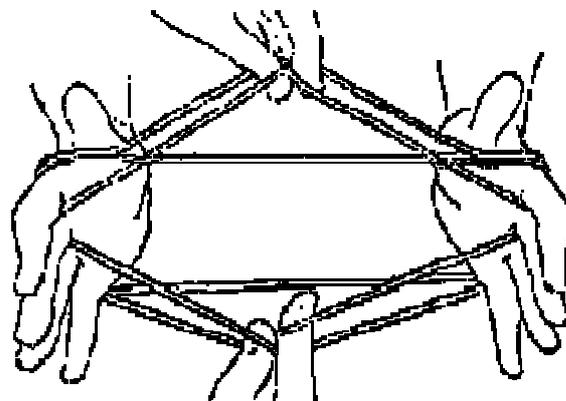
Cat's Cradle – just string

Person A: Pick up the string noose on your forefingers, middle, ring, and little fingers so the string goes between thumbs and forefingers and around the back of your hands. Turn palms towards you and grab the near hand string with your forefingers, middle, ring, and little fingers. Turn palms away from you and pick up the near string onto your forefingers, middle, ring, and little fingers. There are now two strings across the back of your hands and one across the palms. Right middle finger now picks up the left palm string, then left middle finger goes between right middle finger noose and picks up the right palm string similar to Opening A. This is **The Cradle**. You can make it look more like the cat's cradle by temporarily inverting your hands with fingers pointing down.



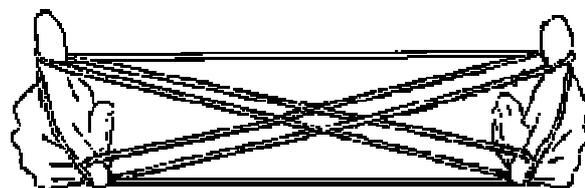
Soldier's Bed

Person B: With thumbs and forefingers, move from above and grab the two crossed strings, pulling them out away from the centre of the figure.



Person B: Move thumbs and forefingers under the near and far straight strings on Person A's hands and pick them up.

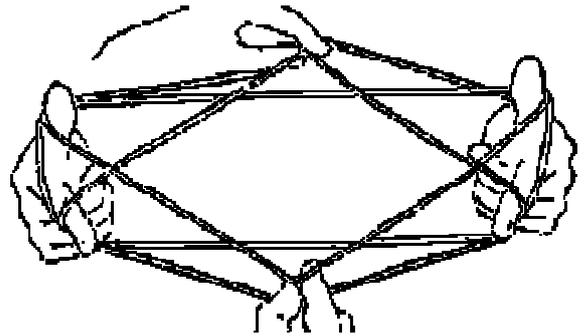
Note: Soldier's Bed also known as Chess Board (Korea), Church Window (England), A Mountain Cat (Japan), and A Pond (parts of USA)



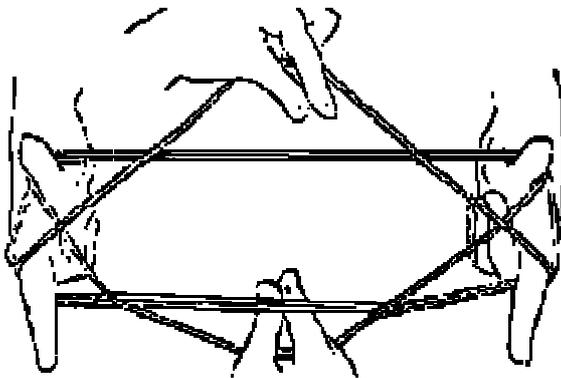
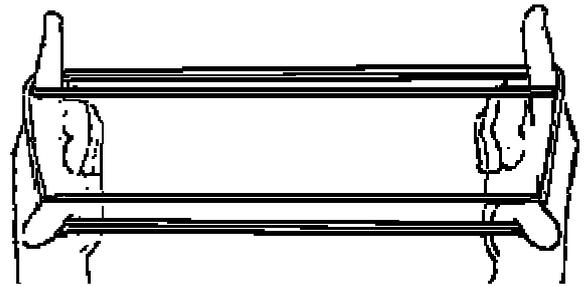
Person B: Extend thumb and forefingers up, removing the strings from Person A's hands to make the **Soldier's Bed**.

Candles

Person A: With thumbs and forefingers, move down from above into the narrow thumb and little finger nooses and grab the crossed strings, pulling them out away from the centre of the figure.



Person A: With thumbs and forefingers, move under and pick up the near and far straight strings to make the **Candles**. Also known as Chopsticks (Korea), and the Mirror (Denmark).

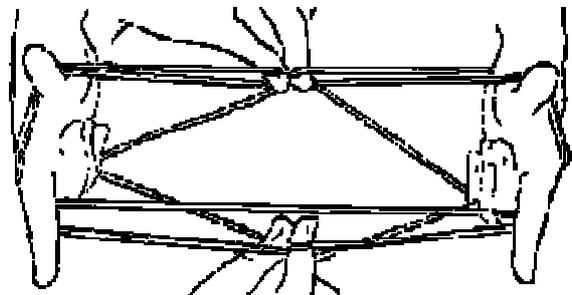
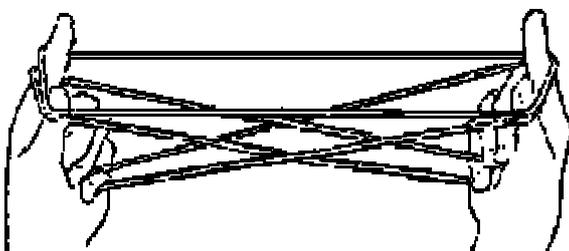


The Manger

Person B: With the little finger on Person A's forefinger side, reach over the forefinger strings and grab Person A's far thumb string, then pull it out over the forefinger strings. With the other little finger grab and pull out the near forefinger string.

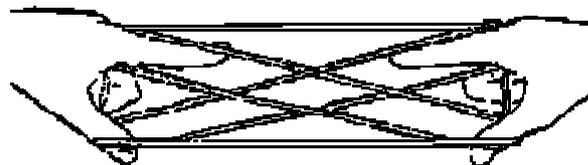
Person B: Move thumbs and forefingers under the near and far straight strings on Person A's hands and pick them up to make **The Manger**, an inverted **Cradle**.

Diamonds



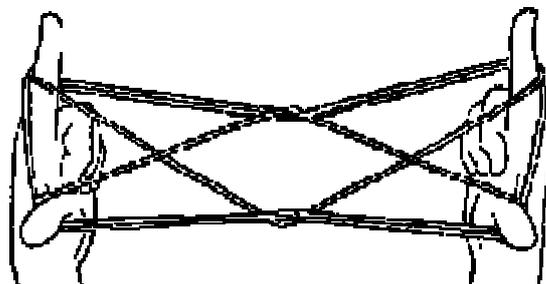
Person A: With thumbs and forefingers, move from below and grab the two crossed strings, pulling them out away from the centre of the figure.

Person A: Move thumbs and forefingers over the near and far straight strings on Person B's hands and pick them up, removing the strings from Person B's hands to make **Diamonds**, an upside down **Soldier's Bed**.



Cat's Eye

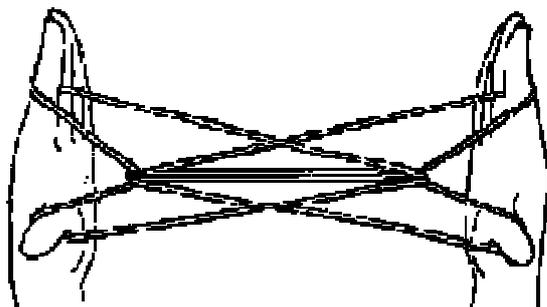
Person B: Do the same steps as you did to make **Candles** to make **Cat's Eye** also known as Cow's Eyeball (Korea), and Horse Eye (Japan).



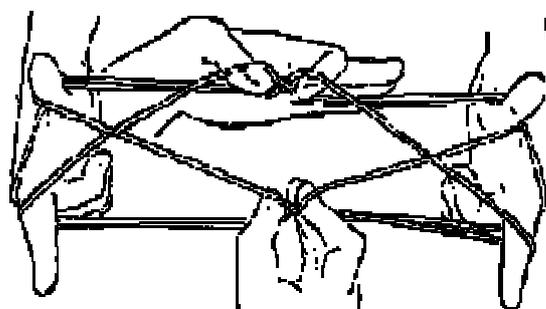
You, Person A, can go back to **The Manger** by pulling out the diagonal strings where they cross through the centre of the paired near thumb and far forefinger strings, then transfer them to your little fingers and pull them out away from the centre of the figure. Next go down and through your little finger nooses and pick up the centre straight strings on thumbs and forefingers, removing the strings from Person B's hands.

Fish in a Dish

Person A: With thumbs and forefingers, move down from above and grab the crossed strings and then pick up the diagonal strings.



Person hands, make a (Korea),



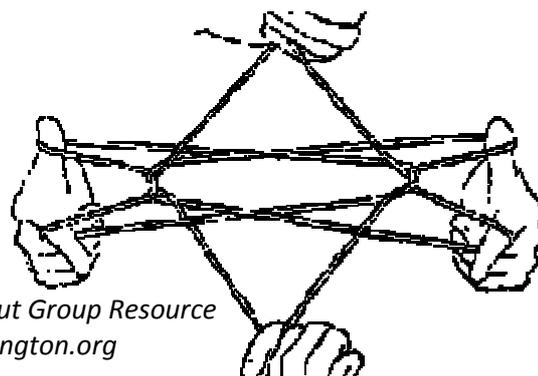
A: Remove the strings from Person B's and extend thumbs and forefingers apart to **Fish in a Dish** also known as Rice-mill and Musical Instrument (Japan)

From here you can do the Clock, which ends the game of Cat's Cradle, or you can go back to an inverted **Soldier's Bed** that leads to **Candles** and so on. To go back, Person B grabs the crossed strings from above, then separates the two centre strings by forcing their thumbs and forefingers to go down between them, then spreading thumbs and forefingers, and removing the strings from Person A's hands. If Person B comes up from below and through the two centre strings, instead of down, the **Cat's Eye** is formed.

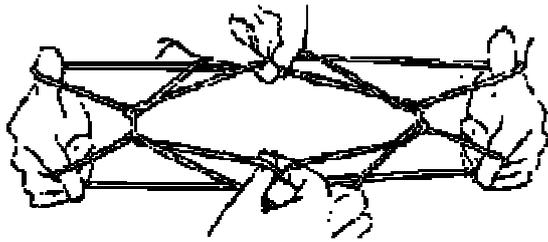
To go back to **The Manger**, Person B separates the paired centre strings and transfers them to their little fingers that then pull them out. Thumbs and forefingers then move down through Person B's little finger nooses and grab the crossed strings from above, thumbs and forefingers then rotate up into the centre of the figure removing the strings from Person A's hands.

Clock

Person B: Grab the crossed strings and pull them out to separate the two centre straight strings so they do not cross. With your little fingers grab the separated centre straight



strings. Pull them out over the crossed strings away from the centre of the figure.



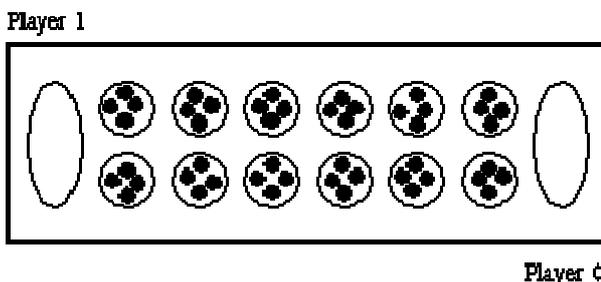
Person B: While still holding the string in your little fingers, grab from above the crossed strings, then pick up the diagonal strings with your thumbs and forefingers by rotating them up through the centre of the figure.

Person B: Extend thumb and forefingers up, removing the strings from Person A's hands to make the **Clock**. Held vertically this figure represents a tall grandfather type clock (slightly). Do this figure only if you want to end the game.



There are many variations on **Cat's Cradle**. Try doing something different occasionally. You may come up with a new figure that terminates the game, or you may be surprised to find you have jumped to one of the other figures from which you can continue the game. For example you can go from **Soldier's Bed** to an inverted **Cat's Eye** by picking up the crossed strings from below, instead of above, and then picking up the straight strings from above.

Mancala (Arabic for 'to move') – Board which you can make yourself + 48 'stones'



Each player starts out with 4 stones in their player buckets. Each has a GOAL BUCKET on their right.

- Player selects one of their buckets, picks the stones up out of it, and **distributes them counter-clockwise** around the board, placing one in each successive bucket, **including goal bucket**.
- If the last stone is placed in a **player's own goal bucket** (the right-hand goal bucket) then they get to go again.
- If the last stone is placed in a **player's own empty player bucket** then they put that stone into their goal bucket along with any stones in the player bucket directly across from that bucket.
- The game ends when one side **runs out of stones in their player buckets**. The opponent then adds their remaining stones to their goal bucket
- The opponent then adds their remaining stones to their goal bucket. **The player with the most stones in their goal bucket is the winner.**