

Hide-and-seek

Hide-and-seek is a popular children's game in which any number of players (ideally at least three) conceal themselves in the environment, to be found by one or more seekers. The game is played by one player chosen (designated as being «it») closing their eyes and counting to a predetermined number while the other players hide. After reaching this number, the player who is «it» calls «Ready or not, here I come!» and then attempts to locate all concealed players.

The game can end in one of several ways. In the most common variation of the game, the

player chosen as «it» locates all players as the players are not allowed to move; the player found last is the winner and is chosen to be «it» in the next game.

The same way you play tag; another common variation has the seeker counting at «home base»; the hiders can either remain hidden or they can come out of hiding to race to home base; once they touch it, they are «safe» and cannot be tagged.

This game can be played in large groups as well.





Playing with stones

Sangchilik-bozi refers to a game played with set of small riverbed rocks. It is a game played during the warm seasons in the streets, gardens on in homes by girls of 6 to 15 years old. The game is played with up to 5 or 6 small round and smooth rocks of same size.

The game is played in 6 rounds and each round has its own specific names such as one-by-one, two-by-two etc. or *kappa*, *kulfak*, *arus*, *kaychi*, *boron*, *barf* and *zhola*. The names basically refer to the style of how the game should be played.

Sangchilik game is played with one or two hand. It is played on the flat surface e.g. ground, table etc. The players either team as a group or individually play against each other. The player depending on which round it is will through the rocks on the air and tries to collect the rocks on the ground and also catch the rock she throws on air before it heats the ground. In one-by-one round one rock is thrown and the player has

to collect the remaining four rocks one by one before the main rock, which she throw on air heats the ground.

When playing with two hands, with one hand the player makes obstacles and tries to throw one rock on air and collect the other rocks and put them through the obstacle. For example, in «gate» mode the player holds her two fingers on the ground making it the same of arched gate and than by throwing one rock on the air tries to collect the remaining rocks one by one and push them through the «gate». Although she won't lose the game until the rock falls on the ground, but in this mode she has 3 chances only to attempt to get the rocks through the «gate».

When the rock that was thrown on air heats the ground and the player did not manage to collect the rocks on the ground she loses and the turn goes to the next player.

It is a game concentrating on speed, reflex and reaction.