



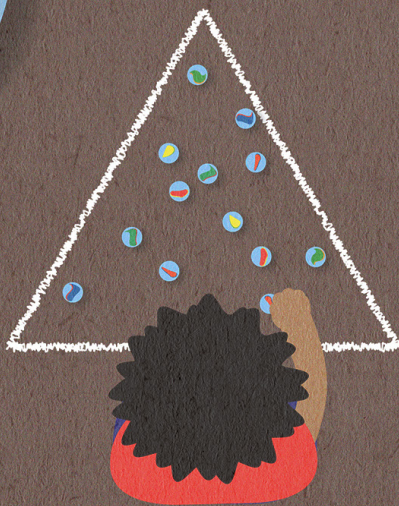
UNBOUND

# games around the world

Ready, set, play!  
5 children's games  
you can learn today



# Cincos



**Where it's played:** Guatemala

**Number of players:** 2+

**What you need:** Lots of marbles, chalk

# SETUP

To decide who goes first in Cincos, draw a line on the ground. This line is also called “mica.” Stand six steps away and then throw a marble toward the line. The player with the marble closest to the mica shoots first.

Draw a triangle on the ground approximately six steps from the mica. Have each player place a marble inside the triangle. The objective of the game is to knock all of the marbles out of the triangle.

# HOW TO PLAY

The players will try to knock out the marbles shooting from the “mica” on their first turn. Following turns are made from the spot where the shooter marble stopped on the previous shot.

If a player knocks a marble out of the triangle and their shooter marble stays inside the triangle, they take another turn.

If a player knocks another marble outside the triangle and the shooter marble rolls outside the triangle, their turn is over and the next player goes.

If a player misses, and the shooter marble is still inside the triangle, the marble stays in the triangle until the player’s next turn. The shooter marble then becomes a target for the other players. If the marble is still in the triangle on the player’s next turn, they can then remove the shooter marble.

Players get to keep the marbles they knock out of the triangle.

**HOW TO WIN:** Cincos is played until all of the marbles are knocked out of the triangle and the player with the most marbles at the end wins.



# Kho Kho

**Where it's played:** India

**Number of players:** 18, divided into 2 teams

**What you need:** A stop watch and plenty of room

# HOW TO PLAY

Kho Kho is played in two innings. One team defends and the other chases. Each inning lasts 9 minutes or until every person from the defending team is tagged out, whichever comes first.

To start, the chasing team puts nine players on the field, sitting in or crouching in a line side by side, leaving space for people to pass between them. The players should face the opposite direction from the person next to them. One of the players on either end of the line will be designated as the first chaser.

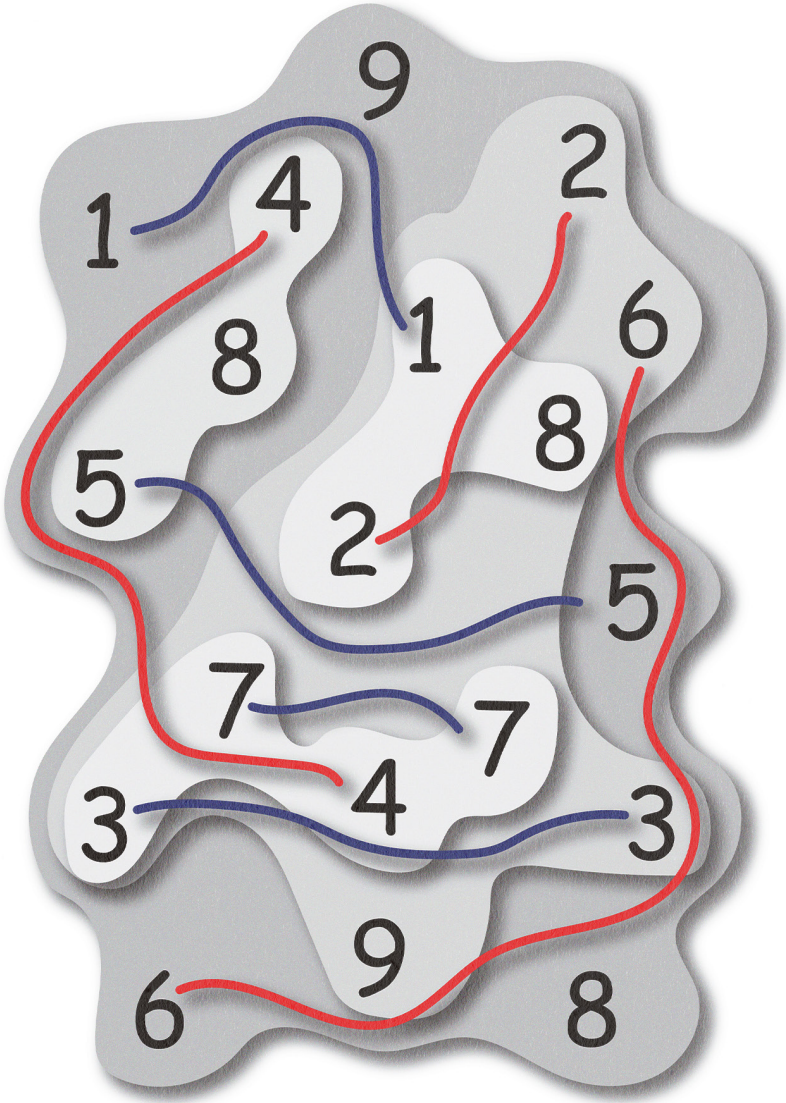
Set the timer to 9 minutes. When the defenders join the game, start the time. Defenders join the game in three groups of three. When the first group of three is tagged out, the next group of three joins the game, and the third group when the second group is tagged out. The defenders can run on either side of the line, dodging back and forth between crouching chasers to avoid being tagged.

The chaser is only able to run along the side of the line they were facing when they first became the chaser. To switch chasers during the game, the current chaser taps a teammate on the back and shouts “kho.”

The teams then switch sides for the second inning, and the whole process starts again.

**HOW TO WIN:** The team that tags out the most opponents in the shortest amount of time wins.

# Tripa Chuca



Where it's played: El Salvador

Number of players: 2

What you need: Paper and pen or pencil

# SETUP

Tripa Chuca, or Dirty Guts, is a game that's easy to set up and learn but hard to master! This is a great indoor game and takes very little to start.

On a piece of paper, write two sets of numbers, 1-20, in random order and placement.

# HOW TO PLAY

Flip a coin to determine who will go first.

Player 1 draws a line from number 1 to the other number 1 without touching any other numbers.

Player 2 will then draw a line from number 2 to the other number 2 without touching any other numbers or the line between the numbers 1.

**HOW TO WIN:** The game continues with each player taking a turn to connect the numbers in ascending order, without touching the number or lines on the board. It may sound easy at first, but once you get to numbers 4 and 5, lines are everywhere. Thus the name, Dirty Guts! The first person who is unable to draw a line loses the game.

# Fuchi



**Where it's played:** Colombia

**Number of players:** 1+

**What you need:** A fuchi or hacky sack and open space.



# HOW TO PLAY

Fuchi is a popular, freestyle sport in which children use their feet to perform tricks with a fuchi, or footbag, which is similar to a hacky sack, without letting it touch the ground.

Tricks can only be performed using your feet.

The fuchi cannot touch the ground during a trick.

**HOW TO WIN:** There is no set winner for freestyle fuchi. Players may determine a winner according to who completed the best tricks. Have fun and be creative!



**Where it's played:** Kenya

**Number of players:** 2+

**What you need:** Two marbles per player.

**Setup:** Dig a small, deep hole in the ground.

# HOW TO PLAY

Each player places one of their marbles on the ground, four spread-finger widths away from the hole. The other marble is kept in hand and used as a shooter.

The players take turns trying to hit their marble with the shooter marble. Each player may shoot once per turn to try to hit their marble into the hole.

A player scores a point when their marble is hit into the hole. The marble is then removed from play. Once a player has hit their own marble into the hole, they may try to hit another player's marble into the hole on the next turn.

The more marbles a player can hit into the hole, the higher the chance of becoming the overall winner.

**HOW TO WIN:** Once all the marbles are hit into the hole, the player with the most points at the end of the game is the winner.

**Let the  
games begin!**



**UNBOUND**

[unbound.org](http://unbound.org)