

Ten sticks on a board

The favorite game of my childhood was "Ten sticks on a board". It is a bit difficult to think from game design pattern point of view since the patterns are mostly for the video games. The patterns I was able to find from the game are listed below and explained how it affects the game.

Game world: At the beginning of the game session the area of play is defined and agreed by the players. The area can be changed specifically for each game and is affected by the number of players.

Objects: There can be natural objects such as bushes and trees to make it easier to hide. Also, the board and the sticks are objects which may create an event.

Events: Each game starts with the event that someone slams the board and flies the sticks in the air. This event ends when the tag gathers all the sticks back on the board. This event may be triggered again within the same game if someone sneaks/runs for the board and slams the sticks in the air without being seen by the tag.

Locations: There is only one location in the game, usually in the center of the game area where the board and the sticks are.

Competition: The players compete with the tag who tries to see all the other players and catch them by yelling their name while standing near the board.

Stimulated social interaction: Players may create a strategy and say that one lures the tag away from the board while others try to free players who are already been caught.

Goals: The goal for the tag is to catch all the other players while they are trying to avoid to be seen by the tag.

Evaluation: There is no evaluation between the players.