

Ten sticks on a board

My favorite game as a child was not a video game. We used to play a lot outside and my favorite game was "Ten sticks on a board" (kymmenen tikkua laudalla) where the main idea is hide and seek and also rescuing others is important. This game is played quite a lot in Finland in schools and clubs for kids.

Game components according the framework

Boundary components

Rules: The rules for the game can be changed in every game differently. E.g. the area of the game must be defined and also what happens if one goes outside the area. The main rule for the game is that when the tag sees someone he/she must run back to the board and shout names of those players he/she has seen. Others may rescue the caught players by stepping on the board and flying the ten sticks from it in the air.

Modes of play: This is always a multiplayer game and usually gets better the more there is players. The amount of tags may be raised if there are a lot of players.

Goals and subgoals: There are different goals depending if you are the tag or if you're hiding. The tag has the goal to see and shout every player who are hiding and therefore finish the game round. The players has the goal to be unseen as long as they can and subgoal is to free the others.

Holistic components

Game instance: Game instance starts when you have gathered all the players to play area. The instance ends when players decide to end the game and leave.

Game session: The session starts by choosing the first tag/tags and ends when players agree that the game ends.

Play session: The play session starts when the sticks are placed to the board and someone kicks the sticks in the air and the tag starts gathering them back. Meanwhile the tag is gathering the sticks the other players hide. When tag has found everyone the play session ends and new tag is chosen and a new play session may start.

Temporal components

Actions: The players have different actions depending on what is their role. The tag can run/walk around and seek the hiding players. When someone is seen the tag goes back to the stick and shouts the names of the players seen. The hiding players can hide, move (change hiding place) and free other players.

Events: Free others/start the game (slamming the board and flying the sticks in the air) can be done by any hiding player and the tag has to gather the sticks.

Closures: The event ends when the tag has gathered all the sticks back to the board and starts seeking again.

End conditions: The play session ends when the tag finds everyone

Evaluation functions: There are no evaluation conditions

Structural components

Game facilitator: Players sets up the game by setting the board and the sticks and choosing the tag.

Players: Multiplayer game

Interfaces: No special interface

Game elements: Sticks and the board

Game time: Real time game