

WORLD TOUR WITH TRADADITIONAL GAMES



Unite Through Play:
Exploring Traditions, Sharing Cultures

MAY 2024

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From the Editor

It is with great pleasure that I welcome you to immerse yourselves in the pages of this magazine. I am proud to present to you this special publication crafted within the scope of the "World Tour with Traditional Games" project.

This project has been an adventure for all of us who have come together to strengthen cross-cultural ties and explore traditional games. With each of your contributions, we've created a platform to discover and share traditional games from around the globe. It has not only been about having fun but also about understanding each other's cultures and ways of life.

Within these pages, you will find colorful and fascinating introductions to various games. Each game tells a story, not only about its origins, history, and cultural significance but also about how it's played and why it's beloved. I hope that as you flip through these pages, you'll find yourself captivated by the enchanting world of games.

Yet, this magazine isn't just about games; it also celebrates how we've come together to form a fantastic team. Through collaboration, forging new friendships, and learning from one another, we've truly had an unforgettable experience.

Lastly, I want to extend my heartfelt thanks to everyone who has contributed to the success of this project. I know that without you, this magazine and project wouldn't have been as successful as they are. Thank you for the time we've spent together, and I hope to join forces again in future projects.

With warmest regards,

Okan EROL

EDITOR-IN-CHIEF



*"Connecting Cultures
Through Play:
A Global Journey
Begins"*

BY GÜLNUR



"Yağ satarım bal satarım" is an absurd and fun game of wit where players try to outdo each other with nonsensical responses.

WE

will tell you the game. I sell oil, I sell honey (Yağ Satırım Bal Satırım). It is played with at least three people.

Everyone is in a circle.

'It' takes a handkerchief and starts singing the song 'I sell oil, I sell honey' until the song is over.

When the song is over, 'it' puts the handkerchief behind one of the sitting people. Everyone looks behind, and chases 'it'. Whoever has the handkerchief, if 'it' can sit in her place without being caught, the person who is not caught becomes the 'it'.

"I Sell Oil, I Sell Honey" is an engaging and interactive game played with at least three participants. Players form a circle and one person, designated as 'it', takes a handkerchief and begins singing the song "I sell oil, I sell honey." As the song progresses, 'it' moves around the circle, holding the handkerchief, and when the song concludes, 'it' discreetly places the handkerchief behind one of the seated players.

Once the song ends, everyone checks behind them to see if the handkerchief has been placed behind them. If they discover the handkerchief, they must quickly stand up and chase 'it' around the circle. Meanwhile, 'it' tries to reclaim their spot without being tagged by the person holding the handkerchief. If 'it' successfully sits in the vacant spot without being caught, the person who was unable to catch 'it' becomes the new 'it' for the next round.

"I Sell Oil, I Sell Honey" encourages quick thinking, agility, and camaraderie among players, making it a fun and lively game for groups of all ages to enjoy.





BY ELANUR, NISA NUR & NIMETNUR

The 'it' leans her head against a wall, tree, or another object, closes her eyes, usually with the help of her arm, and counts one by one to a number decided by the players, while others hide in places where the 'it' cannot see them.

The Classic Game of Hide-and-Seek: The 'it' assumes her position, pressing her head against a sturdy surface like a wall or a tree, before shutting her eyes tightly, often aided by the crook of her arm. With eager anticipation, she begins to count, each number echoing softly as she waits to uncover her hidden companions.

Meanwhile, the other players scatter like autumn leaves, seeking refuge in nooks and crannies, behind bushes, or under the cover of shadows. Their hearts race with excitement as they stealthily position themselves, plotting their evasion from the 'it's' searching gaze.

As the counting draws to a close, tension mounts, and the thrill of the hunt electrifies the air. With a triumphant cry of 'Ready or not, here I come!', the 'it' sets off on a quest to seek out her concealed playmates, navigating the terrain with determination and cunning.

Whether played in the dappled sunlight of a backyard or the sprawling expanse of a park, the game of Hide-and-Seek transcends generations, uniting players young and old in a timeless pursuit of fun and camaraderie.

Hide and seek: Where the thrill of evasion meets the joy of discovery.



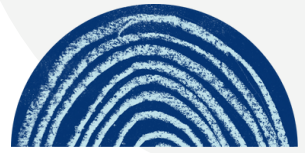
9

STONES

BY ESMA

Topple the Towers, Triumph in Nine: Play the Timeless Game of Nine Stones!





The aim of the game is for the group to knock down the stacked stones without hiding, targeting the person who is hit by ones stacked on top of each other properly; once hit, they're out, and the remaining players continue until the end of the game. To keep track of scores and determine the winner, players take a pen and paper to record each round's outcomes.



In the game of 9 Stones, players aim to skillfully topple a meticulously arranged stack of stones without any concealment, with the objective of striking the designated target standing beneath the falling stones. As the stones cascade down, each player strategically aims to hit the person below with precision, ensuring that each stone lands squarely atop the other, thus eliminating the unfortunate recipient from the ongoing game. The game continues with the remaining players engaging in a test of agility and accuracy, as they navigate the challenge of avoiding being hit while attempting to topple the stack themselves. Amidst the excitement and tension, players meticulously keep track of the results, noting down each round's outcomes with pen and paper to determine the ultimate victor of this thrilling and dynamic game.

BLINDFOLD GAME

A Timeless Tradition from Türkiye

A magazine is a periodical publication, which can either be printed or published electronically. It is issued regularly, usually every week or every month, and it contains a variety of content. This can include articles, stories, photographs, and advertisements.

To create your own, choose a topic that interests you. It can be anything from fashion and beauty to travel and the news. Once you have your overall theme, you can start brainstorming the content. Just starting? Design a memorable masthead with an equally memorable name. This goes on the cover and sets up the branding for your entire magazine. What style are you going for? Is it playful? Classic? Bold? A good masthead captures the essence of your magazine, so it needs to be flexible, meaningful, and consistent enough for future issues.

KÖREBE OYUNU

BY SENA, MERYEM, NEHİR & YAĞMUR

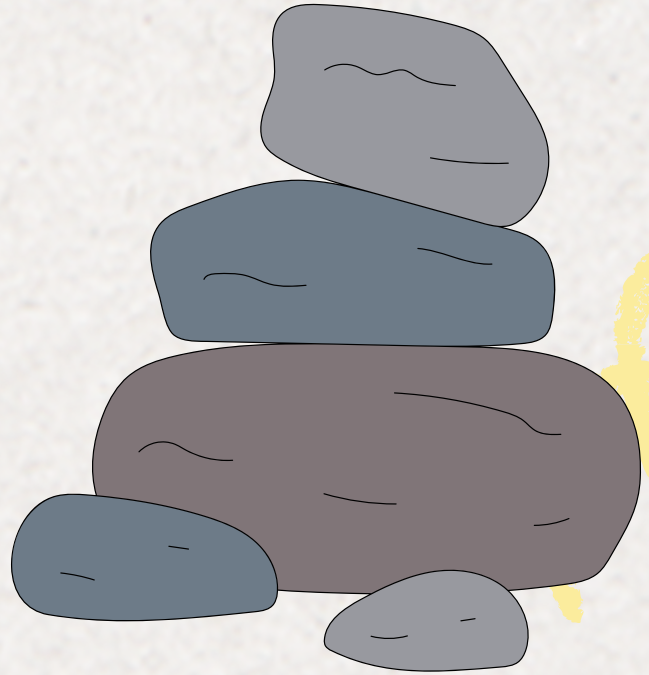
BLINDFOLD GAME



FIVE STONES

A CLASSIC CHILDREN'S GAME

BY ELVAN, YASEMİN & ÖMER EGEMEN



5 STONES

Discover the Timeless Delight of Five Stones

In the enchanting world of childhood games, few hold the same charm and simplicity as Five Stones. Originating from a bygone era, this beloved game has transcended generations, captivating the hearts of children and adults alike with its timeless appeal. At its core, Five Stones is a game of skill and dexterity, played with nothing more than five small stones and boundless imagination. Gathered in the company of friends or family, players embark on a journey of laughter and camaraderie as they immerse themselves in the joyous pursuit of mastering this delightful pastime.

The rules of Five Stones are refreshingly simple, yet they offer endless opportunities for creativity and fun. With at least two players required, each participant takes turns showcasing their agility and precision as they attempt to maneuver the stones with finesse. The stones, small enough to fit comfortably in the palm of your hand, become the focal point of the game, their smooth surfaces inviting players to explore the limits of their capabilities.

As the game unfolds, players are challenged to maintain their composure and focus, lest they falter and succumb to the whims of chance. Should a player falter and drop a stone or fail to retrieve it from the ground during their turn, they graciously bow out, leaving the stage open for their fellow competitors to shine.

Yet, amidst the friendly competition and lighthearted banter, Five Stones is more than just a game—it is a journey of discovery and self-expression. Players find themselves transported to a world where imagination knows no bounds, where the simple act of sitting on the ground becomes a portal to adventure and possibility.

With each toss of the stone and every nimble maneuver, bonds are strengthened, memories are forged, and laughter echoes through the air. Whether played in the cozy confines of a living room or the sun-drenched expanse of a backyard, Five Stones is a testament to the enduring power of play to unite, inspire, and delight.

So, gather your stones, summon your friends, and embark on a journey back to childhood, where the magic of Five Stones awaits to enchant and delight.

FOOT WOOD



BY GÖRKEM, ENES & EYMEN TAHA

The name of our game is "FOOT WOOD." The equipment for our game includes a rope and two rectangular pieces of wood. We have to tie the rope tightly to the edges of each piece. The rules of the game are as follows:

- 1. A maximum of three people can play on each piece of wood.*
- 2. At the start of the game, players hold the ropes on their right and left sides.*
- 3. Teams must step together as a unit to reach the goal.*
- 4. There can be between two to five teams competing in the game.*
- 5. The first three teams to reach the target will advance to the final round.*

Our game promotes teamwork, unity, and togetherness.

Unearth the Joy: Explore Traditional Games and Rediscover Playtime Pleasures!



discover





Chase the Handkerchief

"Chase the Handkerchief" is a lively game of tag where children try to steal each other's handkerchiefs. Played in a large area with at least six players, it encourages physical activity and social interaction.

BY SARE NUR, CEREN, UYGFAR ALP, İSRANUR

Chase the Handkerchief is an energetic and fun game typically played among a large group of children. The objective of the game is for one player to steal the handkerchief of another player, while the other players attempt to retrieve it.

Rules:

The game is usually played with a group of at least six players, although more players can join.

Players typically play within designated boundaries in an area.

One player roams among the others and steals someone's handkerchief.

When a handkerchief is stolen, the player shouts "Chase the Handkerchief" and starts running.

Other players quickly start chasing to retrieve the stolen handkerchief.

The player who retrieves the handkerchief continues the game and becomes the one whose handkerchief is stolen next.

Number of Players and Playing Area:

Chase the Handkerchief is typically played in a large area, such as a spacious garden or park.

The game is played with at least six players, but the more players, the merrier the game becomes.

Songs Sung During the Game:

During Chase the Handkerchief, children often sing songs to enhance the rhythm and fun of the game.

Some commonly sung songs include traditional Turkish children's songs like "Ali Baba's Farm," "The Thinness of My Handkerchief," "The Mountains Are Swaying," among others.

Chase the Handkerchief is a fantastic game where children can expend their energy, interact with each other, and develop their physical skills. It fosters social skills, camaraderie, and the ability to have fun together.



*Chase the Handkerchief:
Where fun and friendship
intertwine!*

BY MUHAMMED, YUSUF EREN & ATA

STEEL STICK



ŞELİK ÇOMAK

"Steel Stick: Where teamwork, skill, and the joy of play intertwine, bouncing you into a world of outdoor fun and camaraderie!"

STEEL STICK ÇELİK ÇOMAK

Steel Stick is a traditional Turkish children's game usually played outdoors.

It's a competitive and skill-based game that involves the use of a steel stick and a wooden stick.

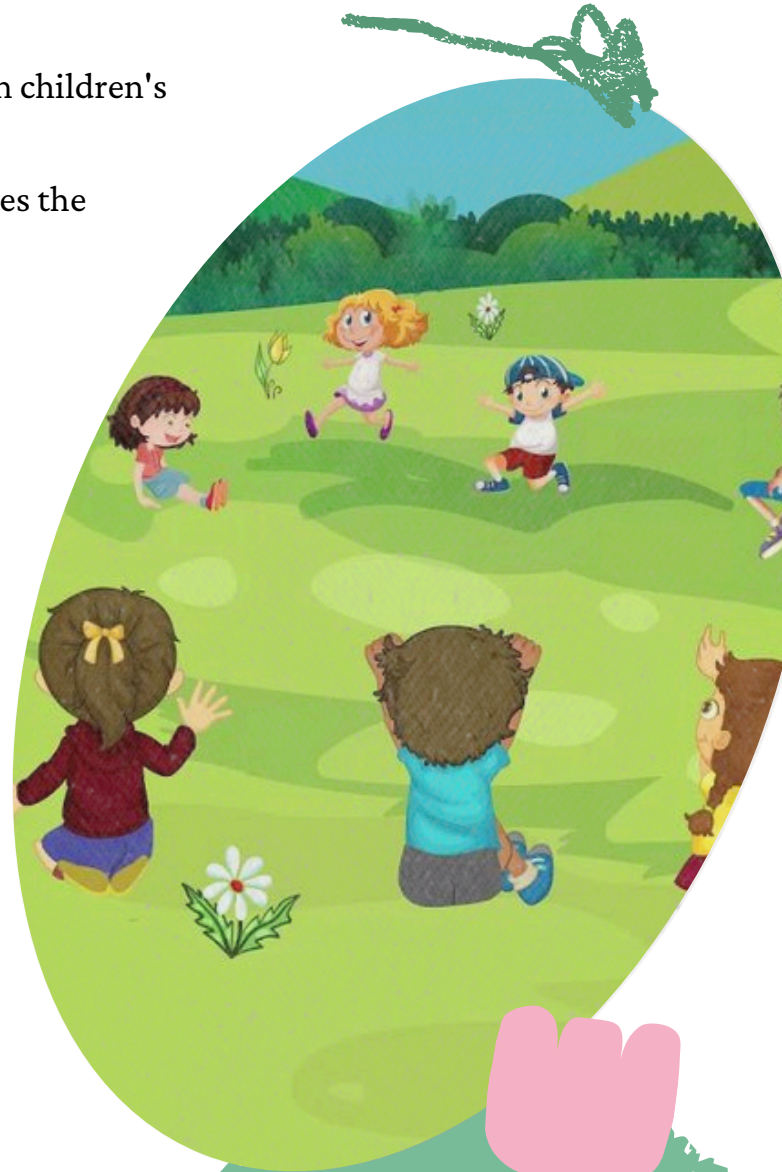
- Rules:
1. Players typically play in teams of two.
 2. One player throws a steel stick upwards.
 3. The other player, using a wooden stick, hits the steel stick while it's in the air to make it bounce.
 4. The opposing player, as the steel stick bounces, tries to hit it again with the wooden stick to keep it in the air.
 5. Players take turns trying to keep the steel stick bouncing in the air for as long as possible.
 6. The objective of the game is to keep the steel stick bouncing in the air for the longest duration.

Number of Players and Playing Area:

- Steel Stick is usually played in teams of two, but it can accommodate more players.
- The game is played in a wide outdoor area or park where players have ample space to move around comfortably.

Songs Sung During the Game:

- There are typically no specific songs sung during Steel Stick, but players may engage in banter or cheers among themselves during the game. Steel Stick is an enjoyable game that enhances hand-eye coordination, speed, and reflexes. Additionally, it fosters camaraderie and teamwork among players while providing a fun and engaging outdoor activity.



Maiden's Tower

BY ERVA EYLÜL, HİKMET EFE & BEYZANUR

Maiden's Tower, a popular hide-and-seek game among Turkish children, is named after the historic tower located in the Bosphorus Strait in Istanbul. In this game, players gather together to play a thrilling game of hiding and seeking, where one player tries to find the others while they attempt to hide and evade capture.

Rules

- 1. Players are typically divided into two groups: the seeker (or the wolf) and the others (rabbits or sheep). The seeker attempts to find the other players while they try to escape and hide.*
 - 2. The game is usually played in an open area. The playing field is predetermined and boundaries are drawn or specified.*
 - 3. While the seeker tries to find the other players, the others utilize various hiding spots to evade capture or attempt to deceive the seeker.*
 - 4. Hiding spots can include trees, large rocks, buildings, or other hiding locations.*
 - 5. When the seeker finds or touches another player, that player becomes the next seeker or is eliminated from the game.*
 - 6. The game continues until all players are found or until a predetermined time or round limit is reached.*
- Maiden's Tower is typically played among a group of children. The number of players usually depends on the size of the playing area and the number of participants.*
 - The game is often played in an open area, such as parks, gardens, or playgrounds.*



HOT & COLD

COLD CLUES, HOT FINDS

BY CANSU, ECRİN & ÖMER BURAK



HOT!

COLD

HOT & COLD

Hot or Cold? Find It!

In this game, at least two players are involved. One player hides a small object in a designated area. During the hiding process, the other player closes their eyes or waits in another room. Once the object is hidden, the player who hid it says "start."

As the searching player begins to look for the object, the hiding player provides clues. If the searcher gets closer to the object, the hider says "hot." If the searcher moves away from the object, the hider says "cold." When the searcher is very close to the object, the hider might say "very hot" or "burning." Conversely, if the searcher is very far from the object, the hider might say "freezing."

These clues help the searcher navigate towards the hidden object. The search continues until the object is found. Once the object is discovered, the game ends, and the players can switch roles and play again.

To adjust the difficulty level of the game, the object can be hidden in more challenging or easier places. The searcher listens carefully to the clues and uses their knowledge of the area to locate the object. Meanwhile, the hider must give timely and accurate hints to guide the searcher.

This game is enjoyable and educational for both children and adults. It helps develop attention, patience, and communication skills.

Additionally, it encourages cooperation and competition among the players.

World Tour with Traditional Games



Games



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