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A GAME LITERATURE OF SELECTED TRADITIONAL FILIPINO GAMES

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ABSTRACT

This game literature of selected Traditional Filipino Games covers the history, objectives, mechanics, and equipment used by players. It also explains how to determine the winning team and the consequences or punishments for the losing team. The term "variation" in the game's mechanics signifies the differences in how the game is played across various places and regions. Additionally, it highlights the cultural significance and community values embedded in these traditional games.

KEYWORDS: *traditional Filipino games, game literature, traditional games*

INTRODUCTION

The Philippines is known for its rich and diversified culture and traditions, particularly its games, which have been passed down from generation to generation. Traditional Philippine games are a vital aspect of Filipino culture, enjoyed by many generations. These games demonstrate how Filipinos creatively use available resources in their surroundings. Furthermore, playing these games fosters friendship, deepens connections, and enjoyment among individuals.

Based on existing game literature from different sources, the Traditional Filipino games also known as Laro ng Lahi have varied mechanics based on the places where it is played. The mechanics of the game evolved from its source of origin. The following related studies supported this claim. Santos et al. (2020) study explores the adaptation of traditional Filipino games to various regional contexts. They identify differences in game mechanics influenced by local customs and materials. For instance, the game "Sipa" uses a woven ball in rural areas, while urban versions might use modern materials. These variations reflect the cultural and resource differences between regions. Despite these changes, the fundamental aspects of the games remain intact, preserving cultural heritage. The study shows how traditional games foster community engagement and cultural expression.

Reyes and Martinez (2019) examine the geographical diversity of Laro ng Lahi across the Philippine archipelago. They analyze how these traditional games vary regionally due to environmental and historical factors. The study shows that local environments influence the materials and mechanics of the games. Historical influences shape the way the games evolve and are passed down through generations. Despite regional differences, the essential elements of these games are preserved, maintaining cultural heritage. The research underscores the importance of these games in fostering community spirit and regional identity. Likewise, Gomez (2021) examines the dynamics and mechanics of selected Filipino games, focusing on how their rules and playstyles have evolved regionally. The study includes detailed case studies of games such as "Tumbang Preso" and "Patintero," showcasing specific regional adaptations. Local innovations contribute to these variations as communities tailor the games to their unique environments and preferences. Cultural exchanges between regions also play a significant role in shaping the development of these games. Despite these changes, the core elements of the games are preserved, maintaining their traditional essence. The research underscores the importance of these games in fostering community interaction and cultural expression.

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Rivera (2018), on the other hand, explores the social functions of traditional Filipino games, focusing on their communal nature. The study examines how these activities encourage bonding and unity within communities. It finds that the rules and mechanics of these games are often adapted to reflect local customs and preferences. This adaptability allows communities to express their unique cultural identities through play. Traditional games also facilitate connections between generations, enabling the transfer of knowledge and skills. These games are commonly integrated into local festivals and gatherings, strengthening community bonds.

Meanwhile, Lopez and Torres (2022) explore the significance of traditional Filipino games in today's society. They discuss how globalization and modernization shape the preservation and evolution of these games. The study emphasizes the role of cultural education in maintaining the traditional aspects of Laro ng Lahi while allowing for modern adaptations. It finds that these games still hold substantial cultural value. Globalization introduces new elements that contribute to their transformation. People actively work to retain the core aspects of these games, ensuring their traditional roots are preserved despite modern influences.

The difference between students' accustomed methods of play and the procedures outlined in the reference material has led to confusion regarding scoring and gameplay. In response, this instructional materials aims to alleviate such confusion by serving as a comprehensive guide, providing clarity on game mechanics and scoring systems. By doing so, it not only enhances students' understanding of these traditional games but also ensures their continued significance and preservation for future generations.

This resource material features traditional Filipino games such as Kadang-Kadang, Luksong Baka, Luksong Tinik, Patintero, Shatong, and Sipa Takyang. It includes the history, mechanics, and equipment utilized by the selected traditional games.

KADANG-KADANG (KARANG)



Photo courtesy from Arturo De Vera Jr. (2013)

– Bisaya
Cebu, in the central Philippines

History
Kadang-kadang was first performed in public in 1969. A team game was introduced at the Laro ng Lahi (Game of the Races). The Laro ng Lahi was a traditional sporting event hosted by the Bureau of Physical Education and School Sports (BPESS).

This game was believed to be popular before it was included in the Laro ng Lahi. At the time, the elders claimed to have played it when they were younger. They claimed to walk on kadang for enjoyment, especially when doing housework. Similarly, kadang-kadang was played without the regulations enforced at the Laro ng Lahi.

Outside the Laro ng Lahi, the informal kadang-kadang was played without regulations. It certainly wasn't a team sport. Instead, the majority of the guys fashioned their own stilts. They walked in any direction at random on it. What mattered was the satisfaction and "glory" of keeping a long-term balance on it.

The males lend their stilts to their female playmates occasionally. Parents, on the other hand, were vehemently opposed. It was too unsafe for the smaller children or the girls to ride on stilts. So, to appease our elders, we altered the kadang-kadang. Instead of bamboo poles, we went around on coconut shells.
The authentic kadang-kadang is conducted in this manner. The organizers of Laro ng Lahi adopted these guidelines.

Regional Names
Tiyakad - Tagalog
Kadang-Kadang – Cebuano
Bamboo Stilts – English

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Objectives
The objective of this game is to help individuals improve their mobility and balance.

Players
The game requires eight players. These individuals are divided into two groups. Each squad is made up of four members.

Setting
This game is usually played outdoors mostly in the afternoon.

Equipment
Four bamboo poles (or two sets). The poles are of the same height, which is eight feet tall, and the ladder is one foot tall from the ground.

Ground Preparation
This is a 100-meter course and divided into four stations.

Mechanics
1. The primary aim is for both teams to finish a 100-meter course successfully. On each course, every 25th meter is marked.
2. The first member on each team stands behind the starting point. The second player is standing on the 25th meter at the same time. The third player is stationed 50 meters away. The final player is in the 75th position.
3. The first players line up behind the starting line when the signal "Get set" is issued, they're now standing on stilts.
4. The players mount their stilts and continue to the 25-meter mark when the "Go" signal is given. They then separate from the stilts, allowing the second players to finish the route all the way to the 50th mark. This is done until the fourth participant reaches the finish line (or the 100th-meter).
5. Each player is limited to two mistakes. A player's team is eliminated from the game if he falls off the stilts more than twice.

Declaration of the Winner
The team that finishes the course first is the winner.

Consequence of the Losing Team
The losing team will crawl between the legs (su-ong) of the members who won the game.

LUKSONG BAKA





wikipedia.com

– Tagalog
Bulacan, in the Central Region of the Philippines

History
The English translation of Luksong Baka is "Jump over the Cow." It is a traditional Filipino game from the province of Bulacan. At the start of the game, there should be one player named "Taya" (It), also known as the "bakang lala" in this game (Cow).

Objectives
To jump over the Baka or Taya ("it") without collapsing. It also tests the players' strength and assesses their agility, stability, and strength.

Players
This game is not a team game. Boys mostly play it but it can also be played by girls with a minimum of three and a maximum of ten participants.

Setting
This game is usually played outdoors during daytime.

Equipment
There is no equipment needed in this game however, the body will be utilize as Baka.

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Pre-Game
To select the first "baka," all players must sing a rhyme of "*hopiang makulob mahayang"*. While singing, they must synchronously release their hands, palms down or up. The player with a different hand position than the player with a different hand position than the others should be the first "baka" or "it." The players will decide on what consequences should be implied.

Mechanics
1. The "baka" takes his place at a preset "jump over" location. On the first level, he crouches and the rest of the players jump over him; on the second level, he elevates his position slightly higher. He repeats this technique until the jumper reaches the standing posture or until he falls.
2. When jumping, the jumpers must stretch their legs wide apart to prevent colliding with the "baka."
3. The jumper who touches the "baka" replaces the "baka," and the "baka" is now a jumper.
4. When the level increases, the jumper may utilize his hands for balance by bringing them together over the "baka."

Declaration of the Winner
The winner will be the jumper/s who successfully complete all levels without touching the "baka" or falling. This game, however, might have one or multiple winners.

Consequence of the Losing Player/s
It depends on the agreement of the competing players if there will be a consequence or punishment to the losing players.

LUKSONG TINIK



Pilipinas EN. (2017). Luksong Tinik

– Tagalog
Cabanatuan City
Nueva Ecija

History
Luksong Tinik is a popular game in the Philippines. It is originated in Cabanatuan City, Philippines, played by two teams with equal numbers of players. Each team designates a leader, the nanay, while the rest of the players are called anak.

Objectives
The base players must progressively create a hurdle with their hands and feet; the jumpers must strive to hurdle each section of the obstacle as it is being formed, without touching it with any part of their body or garments.

Players
This game is played in two teams of four to eight players each. Girls play with other girls, and boys play with other boys.

Setting
This game is played outdoors, preferably on a grassy area and during daytime.

Equipment
None, but the players uses their hands and feet as material in playing the game.

Pre-Game
Assignment of roles – The players are divided into two equal groups, and each group selects a leader, whom they refer to as "Nanay" (Mother) for girls and "Tatay" (Father) for boys. The remaining players are referred to as "anak" (children). The "Nanay" or "Tatay" is believed to be the group's finest high jumper.

Deciding turns – Two leaders take a step back and toss a slipper.
Formation – Two members of the pre-game losing team sit on the ground, facing each other. A line is drawn around 6-10 meters away from them, and the team that will jump first falls in line.

Mechanics
1. On base in sitting position, the two players extend their right foot and press their soles against each other. Members of the opposing team hop over the right foot of the players on base one by one, then return behind the line.
2. The two sitting players raise their left foot soles together and place them on top of the two right feet. The jumpers alternate between jumping and returning behind the line.

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3. One of the seated players stretches the right hand and places it over the left foot's toes. Each opposing team member leaps over the hand.
4. The other player seated adds his/her left hand to the "hurdle." The opponents take turns jumping one after the other. (Note: The two sitting players continue to add hands until the "hurdle thorns" is complete with four hands placed on top of four feet, at which point the opponents leap.)
5. If any parts of the body including their clothes is in contact with the base players, they will automatically be removed from the game.
6. If all the players of the team did not successfully leap the hurdle thorns, they will become the base and the base players will now be the jumpers.

Variation of the game

The Luksong Tinik is higher in older players.

1. On base in sitting position, the two players extend their right foot and press their soles against each other. Members of the opposing team hop over the right foot of the players on base one by one, then return behind the line.
2. The two sitting players raise their left foot soles together and place them on top of the two right feet. The jumpers alternate between jumping and returning behind the line.
3. One of the seated players stretches the right hand and places it over the left foot's toes. Each opposing team member leaps over the hand.
4. The other player seated adds his/her left hand to the "hurdle." The opponents take turns jumping one after the other. (Note: The two sitting players continue to add hands until the "hurdle thorns" is complete with four hands placed on top of four feet, at which point the opponents leap.)
5. If any parts of the body including their clothes is in contact with the base players, they will automatically be removed from the game.
6. On the base, a third player joins the two sitting players. She stands or kneels behind one of the sitting players, then puts another hand to the hurdle's top. The opposite team jumps.
7. If all the players of the team did not successfully leap the hurdle thorns, they will become the base and the base players will now be the jumpers.

Declaration of the Winner

The game is won by the side that successfully leaps up to the last hand. When no one is touched among the jumpers, the game restarts with the same team playing the same positions.

Consequence of the Losing Player/s

The losing team will crawl in between the legs (su-ong) of the members who won the game.

PATINTERO (JIM-JIM)



wikipedia.com

– Tagalog
Manila

History

Also known as harangang-taga or tubigan, is a traditional Filipino children's game. Furthermore, it is derived from Spanish word tinte which means “tint" or "ink" in reference to the drawn lines. Another name for it is tubigan, tubiganay, or tubig-tubig ("water [game]"), because the grid lines are also commonly drawn by wetting the ground with water. It is also known as harangang-taga or harang-taga which means "block and catch", referring to the game mechanics. It is also the most popular indigenous game in the Philippines. Because the game requires no equipment to play, but for an official game, bring chalk to create lines on the ground and maybe a whistle and a stopwatch to set a time limit. Patintero and a starry night are inseparable. A beautiful night, whether on the streets or in the countryside, draws youngsters out of their homes, eager to play tag. Patintero is popular among youngsters throughout the islands, in both the north and south, in great cities and little villages, in the past and in the present.

Regional Names

Harangang Taga – Tagalog (Nueva Ecija)

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Lumplumpas – Igorot (Bontoc)
Sabatan – Kapampangan (Bacolor, Pampanga)
Sampiloan – Pangasinan (San Carlos, Pangasinan)
Sinibon – Ilokano (San Jose, Nueva Ecija)
Tadlas-Tadlas (for four players), Birus-Birus (for six players) – Visayan (Ormoc, Leyte)
Tubigan – Tagalog (Quezon City)
Tubig-Tubig – Visayan (Cebu)

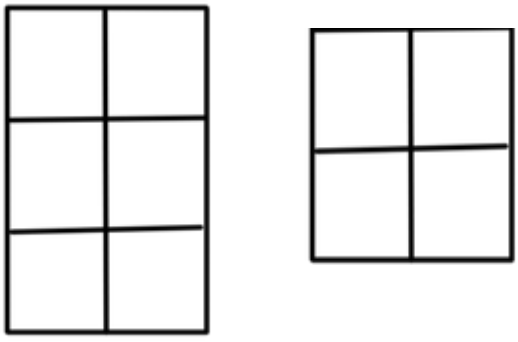
Objectives
The runners' objective is to pass through all of the lines (1,2,3) and return without being tagged; the taggers strive to obstruct or harang and tag the runners when they draw close to them or cross their lines.
The players' agility, speed, coordination, and teamwork will be tested in this game.

Players
Divided into two teams, each team will have 3-4 players and will be made up of a mix of boys and girls.

Setting
The game is best suited to be played outdoors anytime of the day but most preferably done at night.
Equipment
Chalk or charcoal to be used in drawing the lines.

Pre-Game
In choosing sides, participants will do the Jack en Poy to select who will be their teammates (rock-paper-scissors). All losers will be on the same team, and the winners will do the same. Each side will select a leader, and the leaders will toss a coin to determine who will be the passer and who will be the taggers.

Line Formation



For 8 players
6 meters long and 4 meters wide
For 6 players;
4meters long and 4 meters wide

Mechanics
1. The game may be played 3v3 or 4v4. Offense and Defense will be divided into two teams. Offense players are referred to as Passers. Taggers are the defense players.
2. The Taggers will be restricted to the Playcourt's black lane. Regular Taggers are only permitted on the lane to which they have been allocated. A Head Tagger will be present. The Head Tagger is free to roam the Playcourt as long as he stays on the black lane.
3. The game will be played in three alternating rounds of Offense and Defense for each side, for a total of six rounds. Each round will last five minutes. A coin toss will be used to select which team will play offense and defense.
4. The winner of the coin toss chooses whether to play Offense or Defense first. The team with the most points, that is, the most Passers who can make a Full Run, is the victor of the game.
5. In the event of a tie, the team with the most accumulated lane crossings wins.
6. The game will begin with the Taggers positioned on the Playcourt, with the Defense coming first. The Passers will then take their place at the starting line, executing a pre-planned offense against a certain defense.
7. The official will give the signal to begin the 5-minute round. During a round, the Passers must execute their offensive strategy in order to score. If a Passer completes a Full Run, the round does not terminate. The other Passers can also attempt a Full Run until the 5-minute run timer runs out.
8. If no Passer completes a Full Run in a round, the teams trade roles and another round begins. If a Passer is Moved Out or Tagged Out, the other Passers can still try to score until the round is over.
9. Taggers must stay in the lane given to them. Taggers who intentionally or unintentionally leave their designated lane will be penalized with an Out of Lane penalty, which will add 15 seconds to the game clock. Passers must also be in the prescribed areas of the Playcourt, with the exception of the Lane Crossings. If the Passer fails to be in these locations, a Run Out will be called, and 15 seconds will be subtracted from the game clock.

Determining the Winner
The winner will be determined by how many rounds they have won. To determine the winner per round, one of the players made a full run within the time allotted.

Punishment of the losing team
Bantilan or pitikan (flicking knuckles or in the ears) which is done five times.

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SHATO



Photo courtesy from Sid (2012).

– Visayan
Cebu

History
Shato is a traditional Cebuano game. Although no one knows for certain when it began. The game was so popular in the 1970s and 1980s that children in nearby rural and suburban regions rapidly adopted it. And, sooner than planned, shato's fame spread throughout Mindanao and Luzon.

Objectives
Shato began as a children's game. Adults and the young at heart can also participate. After all, it's a game that everyone can enjoy. Nonetheless, shato is more than just a recreational activity. It teaches children the importance of taking turns and working as a team. Furthermore, because shato incorporates counting, young children acquire or improve their mathematics skills.

Players
Divided into two teams with at least 4 members.

Setting
The game is played outdoors during daytime. Wide space and preferably the area is on solid earth as they need to dig a little furrow in the dirt.

Equipment
Two pieces of stick; the other one is longer called "*Pamonal"* (28 inches in length) and the other stick should be shorter called "*Pamato*" (6 inches in length).

Pregame
The two teams now play a jack-en-poy (rock-paper-scissors) game to determine the beginning 'hitters.' Whoever wins becomes the first batter. They take up position behind the furrow or at the bottom. While the fetchers take up positions a few meters away from the base. The first player for the hitters now begins the game's first level.

Mechanics
First Level
The batter strikes the furrow with a short stick, or 'hit.' Then he launches it into the air as far as he can. He must ensure that the 'hit' lands as far away as possible. The striker ensures that a fetcher does not catch the stick.

When the hitter's launch is successful, a fetcher is required to recover the short stick from where it fell. The batter now rests the larger stick, or 'bat,' just before the furrow and waits for the fetcher to return the short stick to the base.

If the hitter fails to launch and a fetcher catches the stick in mid-air, his team loses its chance to play hitters. They must now take on the duty of fetchers.
The fetcher's goal, on the other hand, is to strike the long stick with the small one. When he hits the long stick, his teammates take on the role of batters. If he does not hit it, the batter advances to the Second Level.

Second Level
The batter suspends and drops the short stick in the air. However, he must move swiftly and whack the stick as hard as he can when it is in mid-air. He makes certain that the small stick lands in the longest distance possible. Simultaneously, he hopes no fetcher catches it. However, if the other team catches the short stick, the hitter's team forfeits its turn to play. The two teams must now switch places.

If the stick is not intercepted, the fetcher returns it to the batter. This time, though, the batter intends to knock the stick back as hard and as far as he can.

When the batter successfully strikes back the stick, his team gains points.

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The distance between the drop point of the short stick and the furrow is measured by the batters to determine their score. The long stick serves as a measuring rod.

Finally, the batter reaches the Third Level.
However, if the batter fails to strike back, his teammate has his turn. The second player starts on First Level.

Third Level
The batter angles the short stick 45 degrees against the furrow. He ensures that a good portion of the stick protrudes sufficiently for an easy strike.

When he's ready, he slams the projecting section of the short stick into the air. And, while in mid-air, he immediately hits it to the greatest distance, ensuring that no fetcher catches it.

The hitter has just three attempts to launch the 'hit.' If he fails, his colleague takes his place, beginning with the First Level.

If the batter's launch is successful, they double their score. The count begins when the 'hit' is dropped to the base. They add their score from this Level to their score from the Second Level.

However, if the batter does not strike or an opponent catches the 'hit,' the batter's team loses a turn.

If a batter completes all levels without having the 'hit' intercepted, he hands the game on to his teammates. The process is repeated by the next player until everyone has a chance to swing the bat and hit.

Note: The Mechanics of the game is flexible and it depends on the agreement of the competing players.

Declaration of Winner
Actually, there are no set rules for shato play time. Players always change the rules and experiment with other variants just for fun. However, both teams agree on when the game should be called. In most situations, similar to what we used to do, we set a particular score to achieve. For example, the predetermined score is 100. The team with the highest score is proclaimed the winner.

The participants may also employ a set number of rounds to play. This frequently occurs when they merely want a brief game. For instance, they may settle on a two-round shato. This implies that each squad has one opportunity to play hitters and one opportunity to serve as fetchers.

Consequences of the losing team
Now, this is an added fun! The winning team selects one of its members to accomplish the following:
He launches the 'hit' in the same manner as in the First Level. This time, though, no fetcher tries to intercept it in mid-air.
The player hits the 'hit' forward to the furthest distance from the drop location (like what is done in the Second Level). Again, no fetcher is permitted to catch the'hit.'

Finally, a member of the losing side picks up the 'hit.' He races towards the base, holding his breath, yelling, "Shaaatooooooong!"

SIPA TAKYANG



historyofsoccer.info/sipa

– Visayan
Ormoc, Leyte

History
Before Spain colonized the Philippines, Filipinos began playing Sipa in the 15th century. Sipa was even regarded the national sport of the Philippines until Arnis supplanted it in 2009, under the government of former President Gloria Macapagal Arroyo.

Sipa, which means "kick" in Filipino, also refers to the game's ball, which comes in a variety of sizes and is frequently created by the players themselves. The lead washer and rattan ball are the two most common forms of sipa balls. The lead washer sipa is made up of a coin-like item with fabric or plastic straw strips connected to it. The rattan ball is comprised of rattan strips that have been molded into a hollow ball at least 4 inches in diameter.

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Regional Versions
Tsapa/Sipa – Tagalog (Cabanatuan City, Nueva Ecija)
Takyan – Tagalog (Marikina, Rizal)

Objectives: To continuously kick the takyang without dropping it on the ground.

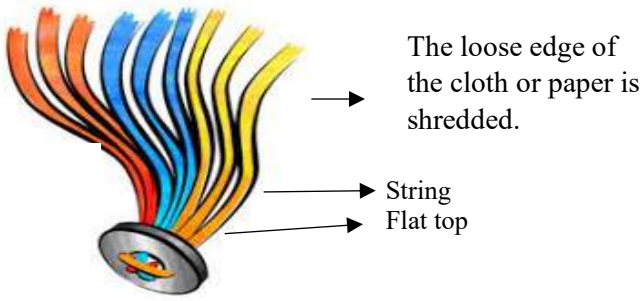
Players
Anyone can join the game.

Setting
The game is played outdoors during daytime.

Equipment



steemit.com



evlearners.com

Pre-Game
Any method can be used in choosing an *It.*

Mechanics
BOY VERSION
- The player will throw his takyang into the air and kick it repeatedly till he drops it.
- Players will count the number of kicks.

GIRL VERSION
- Girls kick their takyang sideways with the outside edge of their right foot's sole.
- Players will count the number of kicks.

Variation of the game
The game can also be played using the forearm or depending on the agreement of the players. Players will count the number of hits.

How to determine the winner
The player with the most number of kicks will be the winner.

Consequence of the loser
The consequence depends on decision of the win.

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