Agawang Sulok (Capture the Corner)

Number of Players: 5 players (1 tagger, 4 players in the corners)
Objective: To capture a base while other players are exchanging places.
How to Play:

1. Mark four corners (or bases) at each end of a rectangular or square area. One player will be the "tagger" and will stand in the center of the playing field.
2. The other players start at the corners of the field.
3. On the signal, the players must exchange places by running from one base to another, but the tagger tries to capture a corner by reaching it first and taking over the base while the others are in motion.
4. If the tagger manages to take over a corner while another player is running to it, that player becomes the tagger, and the game continues.

Bahay-Bahayan (From House to House)

Number of Players: 4-5 players
Objective: To pretend and act out various family roles in a play setting.
How to Play:

1. Players assign roles, which could include the father, mother, children, or even a pet (like a dog or cat).
2. Players act out different scenarios as part of a family life, such as cooking dinner, going to church, or having a family meeting.
3. This game encourages creativity and social interaction, as players have to improvise and collaborate to make the "family" scenario as realistic as possible.

Patintero (Harangang Taga or Tubigan)

Number of Players: 6 players (3 on each team, or adjust for more players)
Objective: To avoid being tagged by defenders while crossing a grid.
How to Play:

1. Draw a rectangular grid on the ground, dividing it into 4-6 equal parts. The grid should include one vertical line down the center and one or two horizontal lines that intersect the vertical line to form squares.
2. Divide the players into two teams: one team will defend, and the other will attack.
3. The defending team will stand on the lines of the grid, and their job is to tag the attacking players as they attempt to cross the grid.
4. The attacking team's goal is to get from one side of the grid to the other without getting tagged. Players

can only move in and out of the sections, and they must avoid being tagged by the defenders who stand on the "fire lines."

5. When a player gets tagged, they are out for the round. The game continues until all attackers are tagged or until a set number of points are scored by crossing the grid.

Piko (Hopscotch)

Number of Players: 2 or more players
Objective: To complete the hopscotch course without making mistakes and to retrieve the object thrown onto the grid.
How to Play:

1. Draw a grid on the ground, usually consisting of 9-12 numbered squares. The layout can vary, but it typically includes a series of squares and rectangles. The players decide on a start point and a throwing object (usually a stone or a stick).
2. The first player throws their object onto the first square. The objective is to throw the object into the squares in a way that it lands within a specific number of squares, and the player must hop through the squares, stepping on one foot at a time, without stepping on the lines or the object.
3. The player must continue hopping through the squares to the end, pick up the object, and return to the starting point. If both feet touch the ground, or

the object is knocked off, that player is out for the round.

4. Players take turns and the one who successfully completes the sequence without errors wins or advances to the next round.

Sipa (Kick the Ball)

Number of Players: 2 or more players
Objective: To keep the sipa (ball) in the air by kicking it without letting it touch the ground, while also keeping track of successful kicks.
How to Play:

1. The game uses a small ball called sipa, which is often made from straw or plastic and decorated with colorful threads. Alternatively, a rattan ball or any small, makeshift ball can also be used.
2. Players take turns kicking the sipa into the air, aiming to keep it from touching the ground.
3. The player who kicks the sipa must keep it in the air as long as possible, using their feet, thighs, or other parts of their body except their hands.
4. Players continue hitting the ball back and forth. The person with the most successful kicks wins.
5. The game can be played with one or more players, and rules can vary depending on the number of people or the area available.

Tiyakad or Kadang Kadang (Bamboo Stilt Game)

Number of Players: 2 or more players
Objective: To race using bamboo stilts or coconut shells, moving quickly without falling or losing balance.
How to Play:

1. In Tiyakad or Kadang Kadang, players use stilts made of bamboo or other materials. Alternatively, kadang kadang can also refer to makeshift shoes made from coconut shells, with ropes tied to them, to lift the player and allow them to walk.
2. Players compete to walk or race to the finish line while balancing on the stilts or coconut shells.
3. The goal is to maintain balance and walk as fast as possible without falling. The player who reaches the finish line first wins.
4. If a player falls or loses balance, they must start over or lose their turn.