

# Akimel O'odham Tohono O'odham

Dice-Stick Game = Gins (geents)

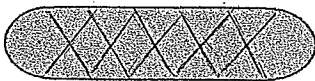
Dice-sticks are called Ginskud (geents-koot)



Two Sticks



Mountains



Braid



Thorns



2 up, 2 down = 2



Only Two sticks up = 4



3 up, 1 down = 3



Only Thorns up = 6



All face up = 5



Only Braids up = 14



All face down = 10

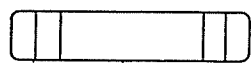


Only Mountains up = 15

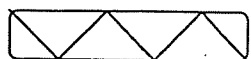
# Tohono O'odham Dice Stick Game – Gins

## Game Pieces:

4 flat sticks **ginskud** (geents-koot) made of saguaro ribs. One side of the stick is slightly rounded and the other side is flat with a design on it.



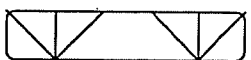
Two Sticks



Mountains



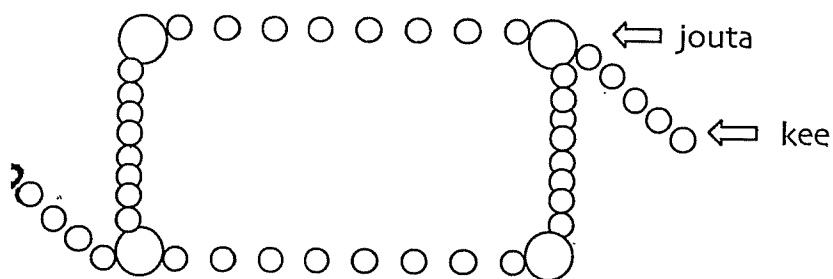
Braid



Thorns

2 horses (stones) per player

1 rectangular playing space marked with ten stones on each side. 5 additional stones are connected to each corner **jouta** (door) that make up each player's house.



## How To Play:

1. Each player places both horses in the **kee** (house).
2. The four gins are held vertically in one hand and struck from underneath with a flat rock with the other hand. Let the sticks fly through the air and land on the ground.
3. If any of the sticks are touching another stick, the hit does not count and the turn must be taken over again.
4. A player must score at least five points to get out of his/her kee at the start of the game.
5. Once out of the kee the player can move one space for each point scored.
6. If one player lands on the same space as the other player s/he defeats the first player and sends his horse back home.
7. Winning the game requires getting all of your horses around the board and back home, entering your house with the exact number.

## Scoring:

2 up, 2 down = 2 points

3 up, 1 down = 3 points

All up = 5 points

All down = 10 points

Two Sticks only = 4 points

Thorns only = 6 points

Braid only = 14 points

Mountains only = 15 points