

**ACTIVITIES
AND
GAME INSTRUCTIONS**

THE GREAT

ALASKA

GAME SHOW!

by

Jeff Brown
Yarrow Vaara

&

The Alaska State Museum



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Ready for some fun?

I'm Jeff Brown, the guest curator of the *Great Alaska Game Show*. The Game Show was a temporary exhibit created by the Alaska State Museum in Juneau, but people of all ages had so much fun playing and learning, we decided to make parts of it available through things like this booklet and online. Here are a variety of games, puzzles and even a little magic that will help you discover more about Alaska and its history, plus have a lot of fun at the same time! You'll find some craft projects that will help you create games. And there are plenty of other games you can play using this booklet when you're bored, stuck in the airport, or just looking for something enjoyable to do. I hope you will find the activities as much fun as we did when we created them.

Although the Great Alaska Game Show exhibit was temporary, information about the exhibit and many of the games known to Alaska can be found on the Alaska State museum's website at www.museums.state.ak.us.

And don't forget to come back to the museum to check out other great exhibits about Alaska.



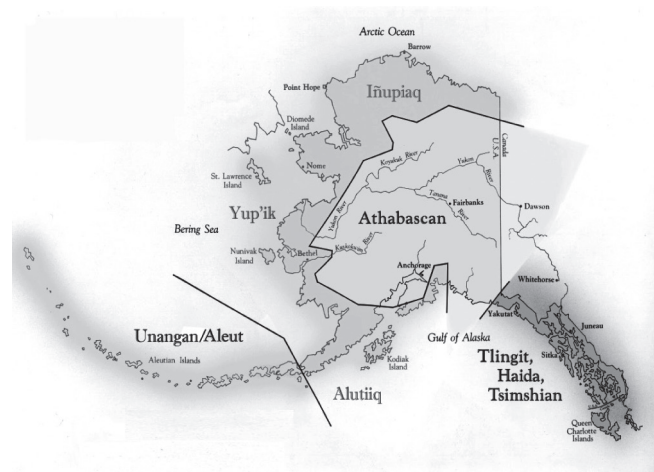
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The games in this book range from simple word puzzles to games with challenging instructions for advanced readers. Many games can be played by children in primary grades but may require adult assistance to read the instructions or assist with the making of the game pieces.

CULTURE MAP OF ALASKA

Several of the games presented in this book come from specific Native groups and regions in Alaska. Use this map to see where the people are from.



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DOUBLET

A "doublet" is a word ladder puzzle. In the doublet below change the word "dice" in the top row, one letter at a time until it becomes the word "card" on the bottom.

D	I	C	E
C	A	R	D

Roll to move

Awful

Challenge

Concern

52 in a deck

BEFORE & AFTER

This bird part was sometimes used to make a Nabatuk (stick and target game)

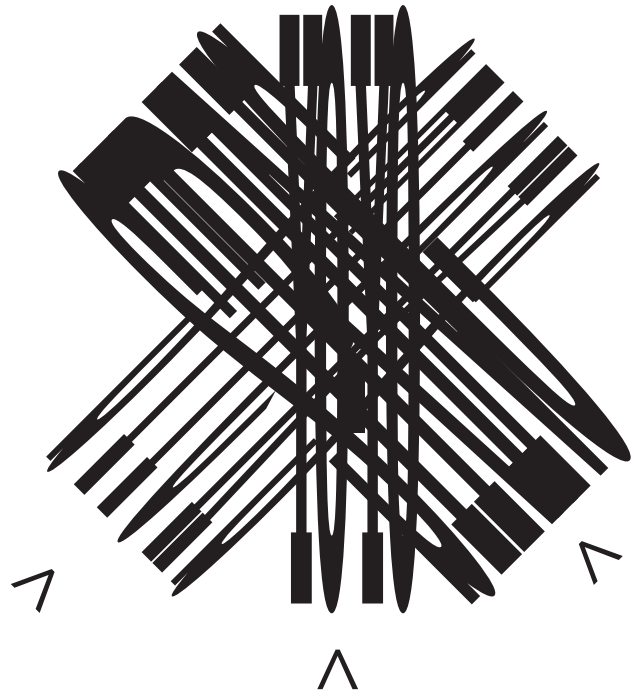
Choose a letter in the alphabet that comes before or after the code letter to solve the puzzle.

R J V M K

TALL LETTERS >>>>>>>

Solve this puzzler by tilting the page back and looking from the edge of the page in the direction of each arrow to discover three items used in great Alaska games!

_____ , _____ , _____



+



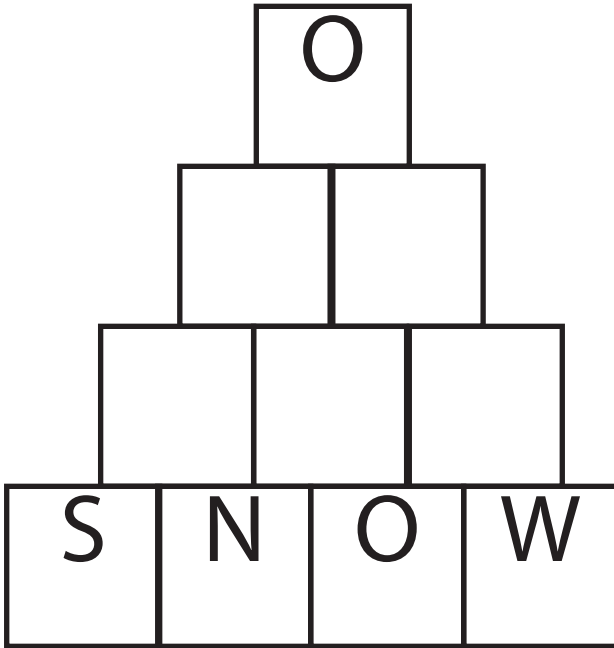
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REBUS: a puzzle using pictures for words.

The Unangan people of the Aleutain Chain believe if you played the game *Imaqludax'* in the summer, a cold autumn would follow. Solve this rebus to find the English word for this popular string game.

WORD PYRAMID

Make words by adding one letter at a time to the top letter until you make the word on the bottom.



The code comes from the inner wheel. The answer letters are on the outer wheel.

MORE FISHY HUMOR

What do Alaskans use for bait when ice fishing?
(two words)

N G O

M K D W P

FISHY ALASKA HUMOR

What does Santa shout as he flies over Alaska to deliver games and toys to good girls and boys?

___ - ___ - ___ - ___ - ___
G K X K X K
(Use the secret letter wheel to get the answer)

BEFORE & AFTER

Find the name of a card game that uses a walrus tusk for a scoreboard!
For each code letter given, choose a letter in the alphabet that comes before or after it to solve the puzzle.

___ - ___ - ___ - ___ - ___ - ___ - ___
B S H A C B F D

ALPHABET ORDER

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

Choose the letter that corresponds to its number place in the alphabet to solve these word puzzles.

1. The name of a fun tossing game!

___ & ___
6 15 24 7 5 5 19 5

2. A traditional Alaskan name for pick-up sticks!

14 1 26 1 11



BLANKET TOSS

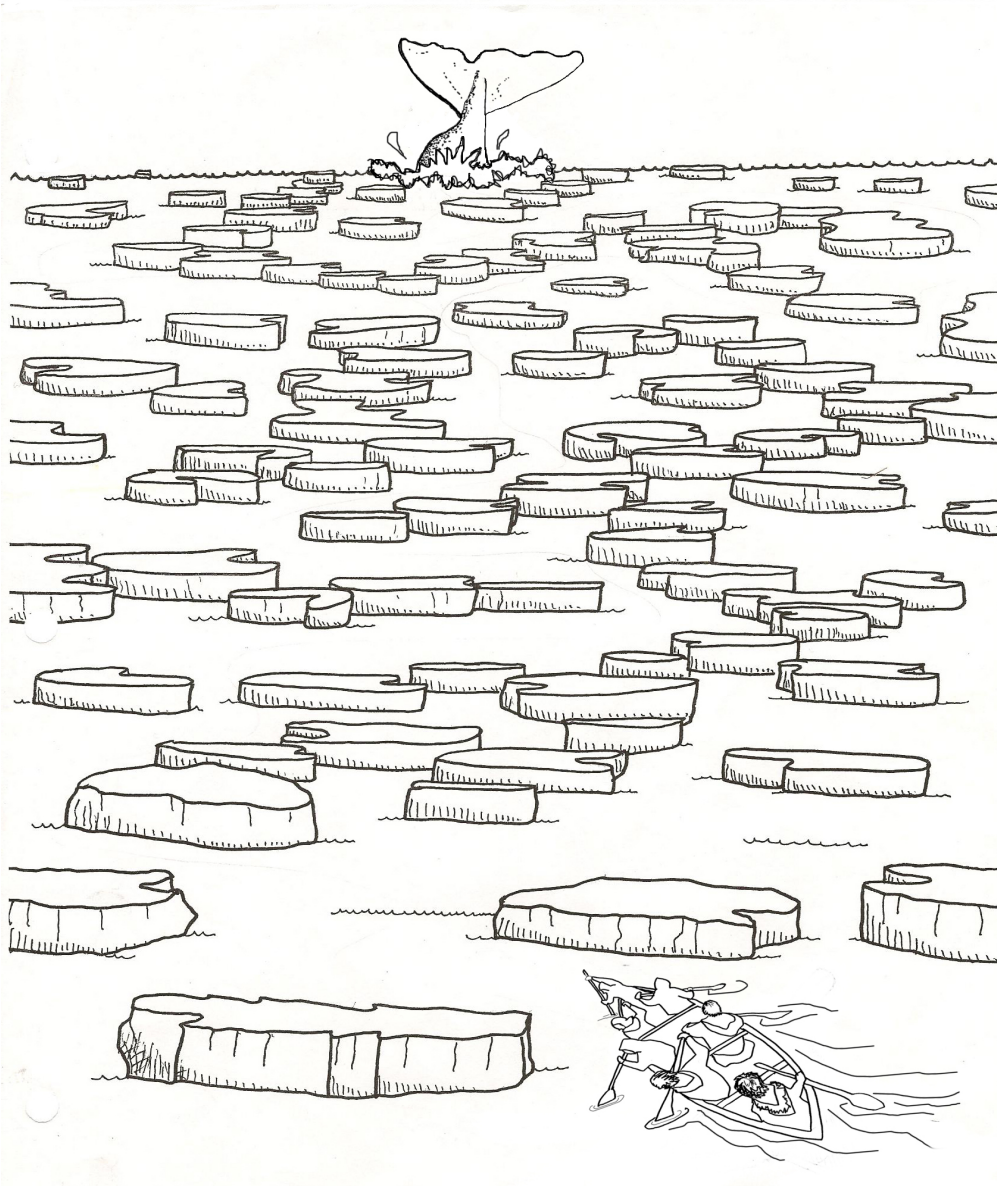
HISTORY: *Nalukataq* (the Iñupiaq word for blanket toss)

The Iñupiat, the people of the far northern Arctic region of Alaska, made huge blankets out of walrus hides that they used to toss a person high into the air. There are two views on the original purpose of the blanket toss. One belief is that it developed as a way of spotting whales and other animals on the horizon. Another traditional view holds that it is actually for the benefit of the whale - so that the whale will see the villagers seeking it and it can then choose to offer itself for harvest.

As a game, one player stands on a "blanket" made of walrus hide while the other players grab the handles around the blanket and pull as hard as they can, in unison, tightening the blanket and sending the player flying into the air.

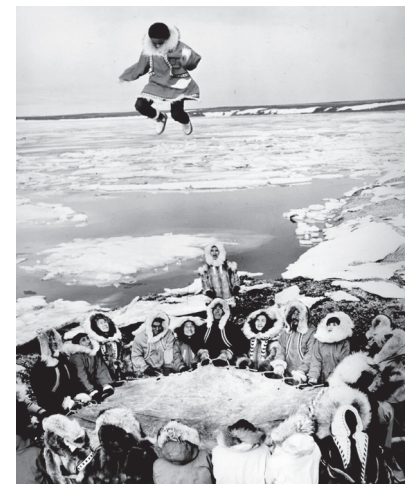


Blanket Toss Figurine
Ivory, moose horn, seal skin, felt,
caribou fur.
Made by Lydia Milligrock Gerton,
Diomed Island ASM II-A-5825



MAZE:

Pretend that you are the individual being tossed up from the blanket and help the hunters in the umiak find their way through the ice to the whale.



Blanket Toss, Kotzebue 1970's
Photographer Frank Whaley
Anchorage Museum at Rasmuson
Center Wein Collection,
AMRC B85.27.2344



OUTDOOR PLAY

SQUIRREL AND DOG (A TAG GAME)

You will need at least 2 groups of three players and two more for this game. Choose one player to be the dog and another to be the squirrel. Divide the rest of the players into groups of three. Two of these players face each other, hold hands and are the "trees" while the third one stands between them and is a "treed squirrel." The dog chases the free squirrel until the squirrel runs to two trees where he or she is safe. The squirrel who is already there must leave and be chased by the dog. If a squirrel is caught, he or she becomes the dog, and the dog replaces one of the "tree" players who then becomes a squirrel.

STONE GAMES

The Aleuts played a game with 4 small smooth stones. The way to win is to toss all four stones into the air with one hand and catch them with the same hand before they hit the ground. That's not so easy!

ALASKA WINTER SPORTS TRIVIA

Use the secret letter wheel to discover some winter game sports played in Alaska.

1. University of Alaska Fairbanks ice hockey team name (it means master polar bear.)

V J V K K R P

2. Eaglecrest and Alyeska are great places in Alaska to do this winter sport.

P R N N V Z

3. Alaska's official state sport.

U K Z W Y P X N V Z

CHUKI-CHUKI

This Yup'ik rhyming game involves speed and coordination. A pair of girls face each other and hold hands. As they chant, "chu-ki, chu-ki, e-mak-o-chuk, ta-le-o-chuk," they move their linked hands and arms in the following ways:

To the word "*chu-ki*," the girls push their hands and arms forward and back so that when the players say "chu-" their right hands push forward and their right arms straighten, at the same time as their left hands pull back and the left arms bend back towards their bodies. When the players say, "-ki," the position of their hands and arms reverses with the left hands pushing forward and the right hands pulling back. The word "Chu-ki" and these movements are repeated.

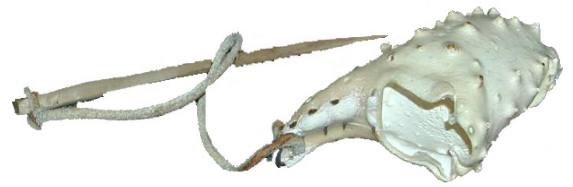
Then the players say, "e-mak-o-chuk," and cross one pair of arms over the other while still holding hands. To "ta-le-o-chuk," the players cross their second pair of arms over the first. The players attempt to do this faster and faster, testing both verbal fluency and physical coordination.



The code comes from the inner wheel. The answer letters are on the outer wheel.



STICK & TARGET CATCH GAMES



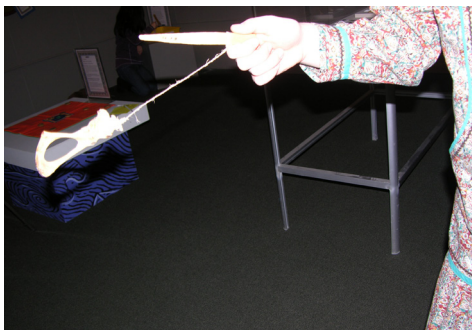
AJEGAUNG

Catch game with a king crab claw
from Cold Bay, Alaska ASM II-A-6254

These catch games have the same objective, to teach hand-eye coordination. A hole is drilled off center through one end of a target object in order to attach a sinew cord. The other end of the cord is attached to a long pointed peg. By swinging the target in the air, the player attempts to catch it on the point of the peg.

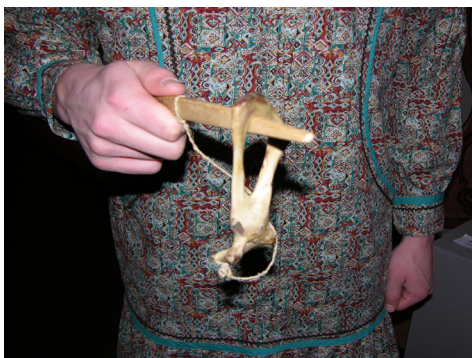
Variations of this game are played all over Alaska and around the world. An Iñupiaq game from the northern regions of Alaska, called *nabatuk*, is often made of a seal humerus bone attached by a hide cord to a peg or spear made from the ankle tendon of a moose. Carvers sometimes used musk ox horn or even bird skulls as a target.

Other versions of this game are found world-wide and are often referred to by the French word *bilboquet*.



NABATUK

(Spear the Whale game). These images show the player swinging the target of the *nabatuk* through the air and then catching it on the tethered peg that represents the spear. This very *nabatuk* is in the museum's hands-on collection and can be played at the museum.



ULACXADAX'

The Unangan people of the Aleutian Chain played a stick and board game with seven holes in the target board.

MAKE YOUR OWN ULACXADAX'

Turn to the back page to find a pattern and instructions on how to make the *ulacxadax'* stick and board game with string, cardboard, and a pencil or a chopstick.

CARD GAMES





ESKIMO SOLITAIRE

A 2 3 4 5 6 7 8 9 10 J Q K

One player plays alone. The entire deck (minus Jokers) is laid out in 13 stacks of four cards each. Lay out the cards from left to right face down to create the row of 13 cards. The last card to be put down is turned face up and placed at the bottom of the stack with which it corresponds. The first stack is for Aces, the second is for 2s; the 3rd for 3s; etc.; and the last for Kings. If, for example, the last card put down is a 7, it will be placed face up at the bottom of the seventh stack of cards. Then the top card of the seventh stack is turned up and placed at the bottom of its corresponding stack. If it is a Jack, for example, it is placed face up at the bottom of the 11th stack. This sorting process continues until you are unable to make any more moves. If you are able to sort all the cards into their appropriate stacks, you win the game.

WORD UNSCRAMBLE

Unscramble the words in the left column to learn the names of playing card "suits" and "face cards," then match them to the symbols on the right. (Example: "cea" unscrambles to "ACE" and matches the "A" on a face card.)

cea	ACE	Face Cards
ngik	_____	J
akjc	_____	Q
enucq	_____	K
areth	_____	A
mandido	_____	Card Suits
depas	_____	
ulcb	_____	
		
		

CRIBBAGE

Library of Congress. Drilling Ivory, Edward Curtis, King Island, Alaska, 1928.



Cribbage is believed to have been introduced to Alaskans by Yankee whalers whaling in Alaska waters during the mid-nineteenth century.



Library of Congress. H.G. Kaiser, Nome, Alaska, 1912.

Iñupiaq and Yup'ik carvers used their traditional ivory carving skills to make cribbage boards from walrus tusks. Ivory cribbage boards have been commercial tourist souvenirs since the late 1800's.

CRIBBAGE IS A REALLY GREAT GAME

with fun and challenging rules.

Check out the museum website to find a link to cribbage rules at www.museums.state.ak



Ivory cribbage board, Nunivak Island ASM II-A-6473
Alaska-Yukon Railroad playing cards used on Attu Island during World War II ASM III-O-617





An old set of Tlingit game sticks in leather pouch, Sitka. ASM II-B-1329

STICK GAMES

In most regions of Alaska, small carved and decorated sticks of the same size were used for gaming. The game sticks used by the Tlingit and Haida people of Southeast Alaska were painted or inlaid with bands of color. All of the sets included either a special devil fish or octopus stick, called a *náakw* (*naq*) by the Tlingits; or a plain unmarked *djil* (bait) stick in the Haida game sets.

HAIDA GUESSING GAME:

Players sit across from each other with 5 variously marked sticks and 1 unmarked stick per player. Player 1 shuffles their 6 sticks and puts three in each hand concealed behind their back. Player 2 then has to guess which hand contains the unmarked *djil* (bait) and gets 1 point for a correct guess. Players then switch roles and Player 1 must guess. Play several rounds until one player reaches 20 points.



JDHS students playing stick game, 2011.

HAL HAI JAO (HAIDA TURN AROUND):

Any number of players in groups of two can play this game. Twenty to forty sticks are taken in the hand, thrown up into the air, and caught on the back of the hand. They are then thrown up again but this time caught in the palm of the hand. If an odd number - one, three, five, or seven - is caught, one stick is kept by the player and he or she plays again. If none or an even number is caught, the opposite player takes a turn. The player who takes the last stick wins all his opponent's sticks and takes them all up and the game starts again. Long ago boys and girls both played this game.

MAKE YOUR OWN GAME STICKS

Cut wooden pencils, dowels, or skewers into 4-inch lengths. Use markers to make colored bands of varying widths around the sticks. The number of bands should range from 0 to 10. Make 24 sticks for your set. You also need a storage bag - if you have a cloth bag great, if not, use a paper bag or a Ziploc bag.



These gambling sticks were made for the Sheldon Jackson Museum hands-on collection and are loaned out to schools. Ask your teacher if your class can borrow them and play the games with your class.



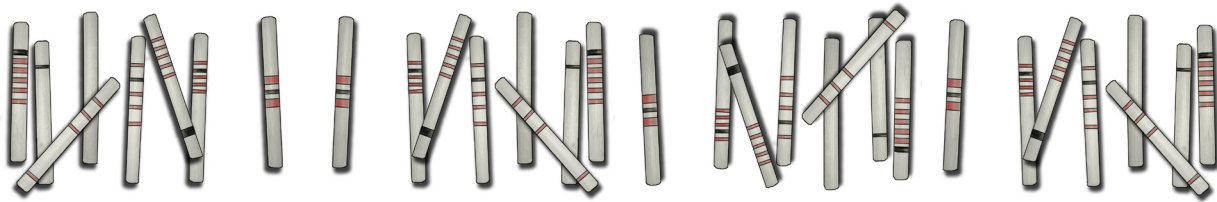
TWO MORE STICK GAMES

YAKUTAT TLINGIT GAME:

10 sticks are shuffled and concealed inside a pouch. Player 1 guesses how many lines will be on the first stick to be pulled out of the pouch. Player 2 then reaches in and pulls out one stick from the pouch. If player 1 guesses correctly, they receive points corresponding to the number of lines on the stick. If player 1 guesses incorrectly, player 2 gets the points. Player 1 continues to guess until all sticks are removed from the pouch. It is then player 2's turn to guess while player 1 pulls out sticks from the pouch. Play two or more rounds.

KWAI INDAO (HAIDA GAME):

Any number of players can participate in this game. A set of forty or fifty sticks, representing ten different numbers are used. The sets of sticks are placed in a row. Blindfolded players alternatively try to repeat from memory, the order in which the ten numbers run. The game can be played with 10 sticks or more.



FOX AND GEESE

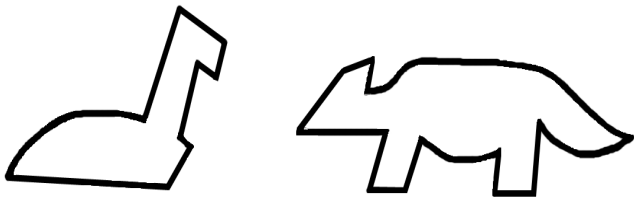
(ROLLING GAME)



Small ivory or wood figures of a fox and several geese were used by Eskimo children to play a game called "Fox and Geese." It was played in two ways. Players would take turns tossing all of the pieces into the air. The score was counted by how many pieces landed upright. If the fox landed on its feet, it counted twice as much.

Another way to play is for all the players to sit in a circle. Each player takes a turn rolling the pieces out. Those landing right side up belong to the player whom they face, and are removed from the game. The player who ends the game with the most pieces wins the game. Or if the fox lands upright, the player who rolled it that way wins the game!

Try this game using your own plastic or wood animal figurines, picking one to represent the "fox."



MAKE YOUR OWN FOX & GEESE

Use air drying or oven baked clay and these patterns for the basic shapes of the fox and geese. Sculpt the fox and ten geese so they are approximately the same height and size.

SECRET DECODING

Solve these puzzlers using the Secret Letter Wheel!
The code comes from the inner wheel. The answer letters are on the outer wheel.



Put the circled letters in the right place to discover a traditional Alaska name in the Yup'ik language for the Cats' Cradle game!

1 2 3 4 5 6 7 8 9

 R F **K** V U N R O

A board game named after an historic northern gold rush

K _____
 H Y K N I P

Alaskan tossing game played with flat discs

_____ **K** _____
 R Y P L Y R

Article of Iñupiaq women's clothing

_____ **K** _____
 W K V K L K F E

The most played board game in the world (versions have been created for several towns in Alaska)

_____ **K** _____
 P X J D R P

Game devised by Ketchikan artist, Ray Troll

_____ **K** _____ **K** _____
 Y F J G B J U J B

An Unangan stick and board game

K _____ **K** _____
 A O C C S D K M V




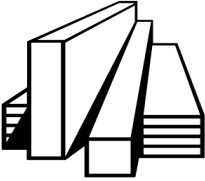
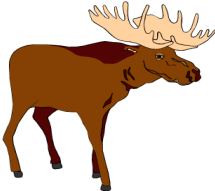

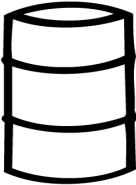
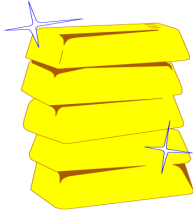

“Crazy” guy who curated the *Great Alaska Game Show*

ALASKA MAGIC PREDICTION

Hi, Jeff Brown here, again. As I mentioned in the front of the book, I enjoy doing magic. Let's see if I can predict the future! First, you need to get a pencil. IT'S EASIER TO FOLLOW THE DIRECTIONS IF YOU READ EACH STEP COMPLETELY BEFORE YOU MOVE.

1. Put your finger on any one of the symbols representing things you might see in Alaska. Count the number of letters in the word for that symbol. Move your finger to another place in the grid, one space for each letter. You can move from side to side, up and down, but NOT diagonally. (Example: if you started with your finger on the BEAR, you would move four spaces, not counting the space you started on).

2. Your finger might be back on the same spot, but it might be somewhere new, but no matter what space you start on, I predict you are not on the GAS or the WHALE spaces. Using your pencil, cross out the GAS and WHALE spaces and don't use them again.

 <p>GAS</p>	 <p>SALMON</p>	 <p>WHALE</p>
 <p>LUMBER</p>	 <p>MOOSE</p>	 <p>BEAR</p>
 <p>OIL</p>	 <p>GOLD</p>	 <p>EAGLE</p>

3. From the space your finger was at the end of step 1, please move five (5) more times. Remember you can move back and forth, or up and down, but not diagonally. And remember you cannot land on the GAS or WHALE spaces.

4. Now I don't think you're on the SALMON or the BEAR spaces, so go ahead and cross them out and don't use them again.

5. Next move seven times as you have before - back and forth or up and down. I feel pretty confident that you're not on the MOOSE or the EAGLE, so please cross them out too.

6. Three more places you could be, so move your finger three more times.

7. Go ahead and cross out the LUMBER and GOLD spaces, as your finger could only be on one space, the OIL BARREL!

ESKIMO YO-YO

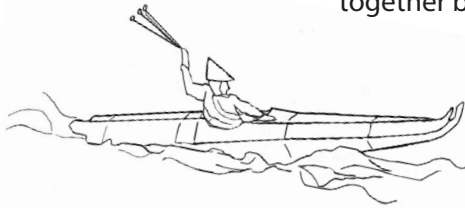
The origin of the Eskimo Yo-Yo, one of Alaska's best known games, is somewhat uncertain.



Eskimo Yo-Yo from the museum collection. ASM 2000-34-19

Some believe the Eskimo Yo-Yo was created for the tourism market since no historical documentation prior to sixty or seventy years ago is evident in Museum collections.

Others believe the Eskimo Yo-Yo is based on a highly effective traditional hunting tool called a *Yaqulegcurcuun* (bird-bola) used by the Yup'ik of Southwestern Alaska. The bola had four or more stones tied together by sinew string. Often these "stones" were made of ivory or bone and were finely carved and etched. If one had good strings and stones, it could be thrown with great accuracy and force. It was primarily used for hunting ducks and geese. The birds were harvested for food, and their skins were tanned with the feathers on them and then made into water resistant, insulated coats known as bird-skin parkas. Possibly, "practice stones" were made out of skin and stuffing so that very young children wouldn't hurt themselves or others when learning to use a bola. This training version of the bola may have evolved into what is known today as the Eskimo Yo-Yo.



HOW TO MAKE YOUR OWN ESKIMO YO-YO:

Supplies:

You'll need a 46-inch piece of string, a popsicle stick, and two 2-inch Styrofoam balls. (You may use other soft objects like 2 hacky sacks, 2 thread spools, or even 6 bottle corks (3 corks taped together for each weight) instead of Styrofoam balls. As long as the object is something soft, it won't hurt you or anyone else when you swing the yo-yo). You may also need two, 8-inch felt squares and 2 chenille stems to cover the ball if they are too light in weight.

Procedures:

Run each end of the string through a hole poked through each of the Styrofoam balls. Tie a knot in the end of the string so the object can't fly off. Tie another knot just above the object so that the object stays on the end of the string. Tie a loop handle near the middle of the string but offset so that one string length from the handle to the object is about 10 inches and the other string length is about 16 inches. Tape the loop handle onto a popsicle stick to make the handle rigid. For added weight, place the knotted end of each ball in the middle of a felt square, then wrap the felt around the ball and bunch all the felt edges up surrounding the string at the top of the ball. Wrap a chenille stem tightly around the fabric bunch to securely hold the fabric around the ball.

Instructions:

To make the yo-yo work, the balls need to orbit in opposite directions. Hold the ball on the longer string in your left hand, and with the handle in your right hand (or the reverse if you are left-handed), begin swinging the ball on the short string in a clockwise orbit. Make an up and down wrist motion about four to five inches to keep the ball in orbit. As the short string ball is on the downswing, drop and push the other ball so that it swings in a counter-clockwise orbit. The balls will be going in opposite directions. You should be pulling up on the strings when the balls are at the end of their downswing to keep them swinging. At first, the balls may seem uncontrollable, but with practice you should be able to synchronize your wrist movements with the balls and keep them swinging. Once you can control the balls, try raising the swinging yo-yo over your head like a hunter would do with a bola.

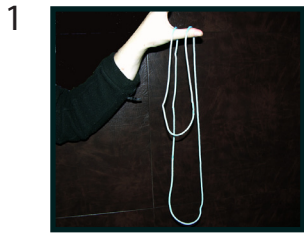




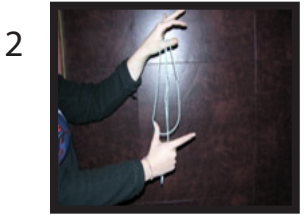
AJARORPOQ / AARRAQ / IMAQLUDAX

(STRING GAMES PLAYED IN ALASKA)

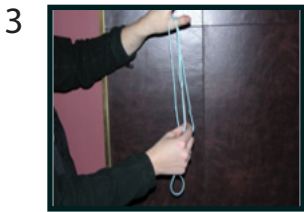
Try making an Arctic hare figure out of a loop of string. You will need a piece of string that is 48 inches long and tied into a loop. A slightly stretchy cord, 1/8-inch in diameter works well.



1. Start with your string hanging over your left thumb, with a loop in front and a loop behind. The loop behind should be about twice as long as the loop in front.



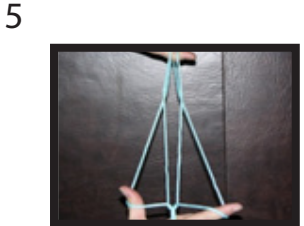
2. Grasp the bottom of the back (long) loop with the last three fingers on your right hand, leaving your thumb and pointer finger free. Do not release this hold until Step 11.



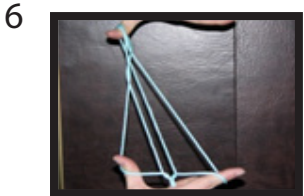
3. Poke your right thumb and pointer finger through the front loop, going away from you. Encircle the back loop with your thumb and pointer finger so the tips of these digits touch.



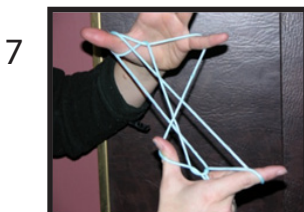
4. Now work your right thumb and finger between the strings of the back loop.



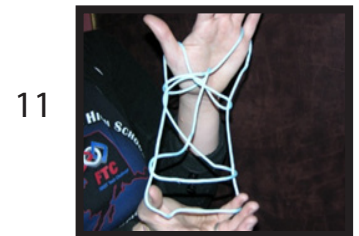
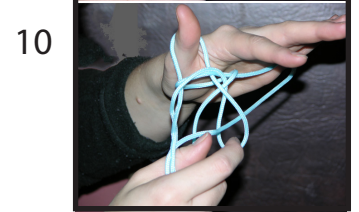
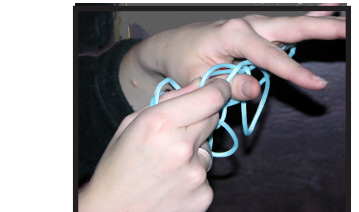
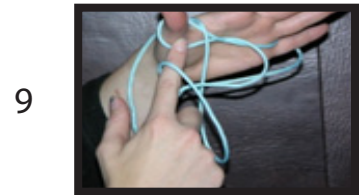
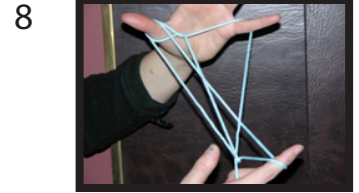
5. Pull these fingers back through the front loop, then spread them apart.



6. Twist your left thumb away from you, making a full loop. This will twist the strings coming from your left thumb.



7. Turn your left pinkie inward and lay it over the three strings closest to that pinkie and under the string closest to your body. Pull this last string back until your pinkie is back where it started (photo of final position).



8. Release your right thumb from the loop.

9. Bring your right pointer finger to your left thumb. Use your free left fingers to move the string from your pointer onto your left thumb. There should now be three strings around this thumb.

10. Using your right pointer and thumb, pull the two bottom strings on your left thumb over the top string and off of your thumb.

11. Work your right pinkie and right thumb into the loop you have been holding in your right hand since step 2. Now release the string and spread open your right hand so the string is hooked over the thumb and finger.

12. Pull your hands apart and flip them over so your thumbs are facing up. Can you see the string Arctic hare? If you wiggle your left hand back and forth a little you can make the hare appear to be hopping down the trail.

Instruction created and written by Juneau Douglas High School student Lauren Gaffaney, 2011.

STORY KNIVES

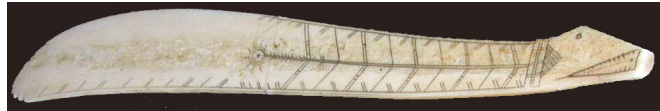
Yaaruilta (means "Let's go story knife", in Yup'ik)



JDHS student using a story knife in sand, 2011

HISTORY

Storyknifing is an ancient Yup'ik game that girls played. The girls would squat in a circle and take turns telling stories to one another. The narrator used a knife to make line drawings for her story in the snow or sand. The line drawings were of furniture, characters, rivers, trees, fish and other objects in the story. The story knife itself was carved of ivory, wood, or antler by her father or another male carver in the village.

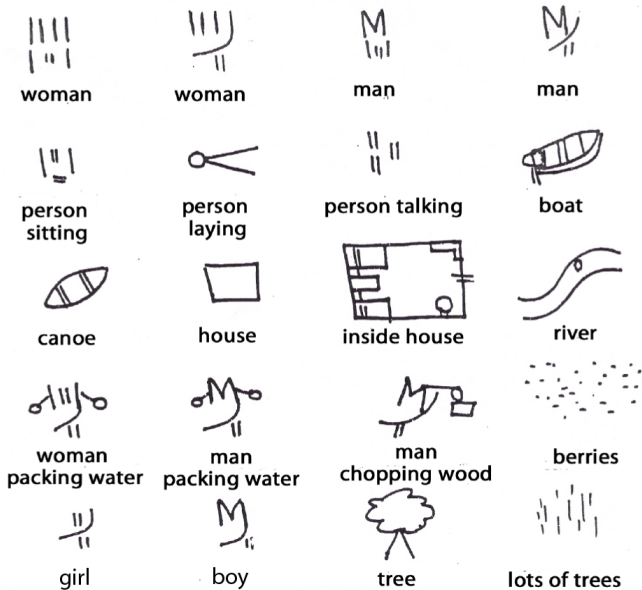


Ivory story knife from Kipnuk with seal head on handle ASM II-A-4732

MAKE YOUR OWN STORY KNIFE

Use a flat wooden object like a tongue depressor or very thin piece of scrap wood. Cut with scissors into the shape of a story knife. Decorate the knife with circles, lines, or other shapes using a black pen or fine tip permanent marker.

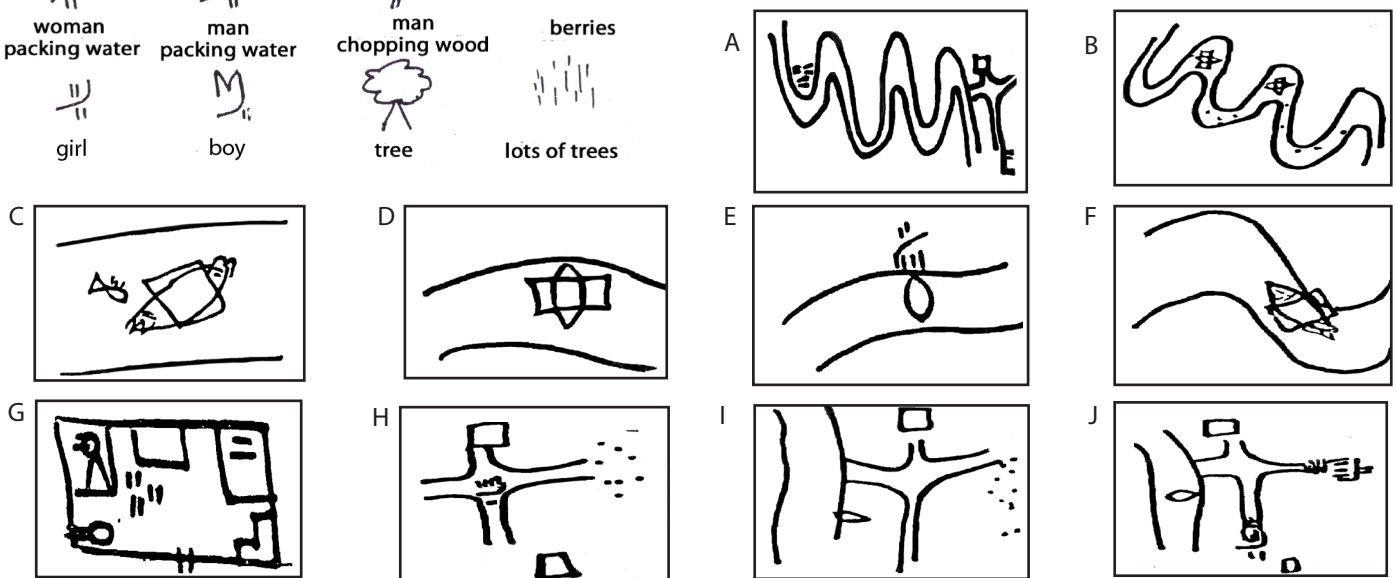
SAMPLE OF SYMBOLS USED IN KNIFE STORYTELLING



Look at the symbols to the left and notice how they are used in each of the line drawings at the bottom of this page to tell a story.

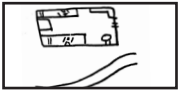
Then read the story on the next page and see if you can place the drawings below with the parts of the story that are missing a drawing.

Copy the drawings into the blank spaces or write in the letter the goes with the drawing below. You can also draw in your own symbols to "illustrate" the rest of the story.



TWO OLD LADIES

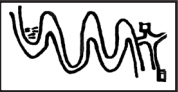
Illustrate this Yup'ik story using the symbol drawings on the previous page.



(1) Once upon a time there lived two old ladies along the river.



(2) They had pathways made up of straws that led two different directions, one pathway led to where they picked berries, and one led to where the outhouse is. One morning one old lady got up early and went to the outhouse.



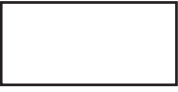
(3) While she was there, she heard from a distance, someone singing. It went like this, *"There are two old ladies living along the side of the river. I am going to eat them up, first I am going to break them in half, then eat them."*



(4) The old lady got so very scared that she ran to wake up the other old lady



(5) who was sleeping and very hard to wake up.



(6) She told her what she had heard out there when she was in the outhouse.



(7) So, the other old lady went to the outhouse.



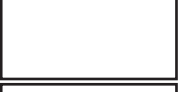
(8) While she was there she heard someone singing, louder than the first one. *"There are two old ladies living along side of the river. I am going to eat them up, first I am going to break them in half, then eat them."*



(9) She too got scared and ran to the house. They started to pack all of their belongings.



(10) Along the side of the river there lies an old, torn canoe that had not been used for many years.



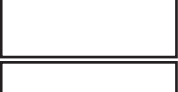
(11) The old lady got it to the river and stomped it and the old canoe became brand new.



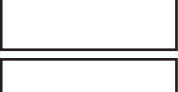
(12) They started to gather up the straw pathways that lead to the berry picking site, and to the outhouse site. They gather everything that was around them and put it in the canoe.



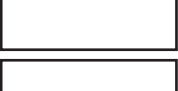
(13) The very last thing they did was, dig out their old house



(14) and put it in the canoe



(15) then they started down the river. Every time someone started singing about eating them it would be closer and louder.



(16) When they traveled a couple of bends in the river they got very startled, because the singing came right under the canoe. *"There are two old ladies living along the side of the river. I am going to eat them up, first I am going to break them in half, then eat them."*



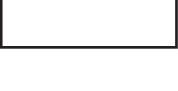
(17) When it quit singing, they looked under the water and guess what they saw? A small needle fish, eyes closed shut, mouth wide open singing.



(18) The two old ladies looked at each other and said to one another,



(19) *"So this is what has been scaring us to death? Why don't we catch him and break him in half and with one big bite eat him?"*



(20) They happily went back to their site and put everything back to where they were; straw pathways to berry picking site and one that leads to their outhouse were unrolled back to where they were. They put their house back to where it was and lived happily ever after.



ARCTIC WINTER GAMES (AWG)

The Arctic Winter Games are a friendly sports competition among athletes from northern regions of the world. The games include outdoor winter sports, indoor sports, and traditional Native games called Arctic (Inuit) sports and Dene games. The competition is mainly for youth, but the traditional games have adult competitors too. The great thing about the traditional games is that the competing athletes actually help each to do their best during competition.

Pendants mark AWG host cities.

WHERE DO THE ATHLETES COME FROM?

Match the place names with the flags from the countries, provinces, states, territories and cultural regions that the Arctic Winter Games athletes come from.

___ RUSSIA
(COUNTRY)

___ ALASKA
(STATE IN USA)

___ GREENLAND
(COUNTRY)

___ SÁPMI
(SÁMI CULTURAL REGION IN ARCTIC EUROPE/RUSSIA)

___ YUKON
(TERRITORY OF CANADA)



___ ALBERTA
(PROVINCE OF CANADA)

___ NANVIK-QUEBEC
(ARCTIC REGION OF A PROVINCE OF CANADA)

___ NORTHWEST TERRITORIES
(TERRITORY OF CANADA)

___ NUNAVUT
(TERRITORY OF CANADA)

WORD SEARCH

ARCTIC WINTER GAMES SPORTS AND GAMES

Find and circle the words written up and down, left to right, diagonally, or backwards in the word puzzle to the right.

- Knuckle hop
- Hockey
- Snowshoe
- Dog mushing
- High kick
- Curling
- Basketball
- Badminton
- Gymnastics
- Soccer
- Snowboard
- Sledge Jump
- Wrestling
- Snowsnake

- Finger pull
- Stick pull
- Pole push
- Airplane
- Arctic sports
- Dene games
- Skiing
- Hand games
- Head pull
- Arm pull
- Kneel jump
- Volleyball
- Skating

O L I O S E E G C D C N C A S U S P
S L R S L E D G E J U M P O U H C U
L L H C L M S S Y L M F C T S O O N
R U N N O T N I M D A B L L W S I
E P O C K N A O O G N I L T S E R W
C D V G E C R W B W H A N D G A M E
C A O N N O C S A L B E S K P N T D
O E L G E I T N P T L O D T H A K E
S H L U M A I A E C H U A G I C L N
O S E K N U C K L E H O P R I C L E
D U Y N L S S E S H G E P K D G S G
A P B E E A P H G C I L H A C N D A
E E A E B A O K I N A G L L O I N M
A L L L U P R E G N I F H W E L T E
U O L J T O T U E H G T S K O R L S
E P S U P L S A S H K H A E I U A N
T S N M H S U P E L O P L K N C I L
A R M P U L L N Y E K C O H S S K G

ARCTIC (INUIT) SPORTS AND DENE GAMES

Some of the most exciting and unusual games played at the Arctic Winter Games are the Arctic (Inuit) sports and the Dene games. They are based on traditional exercises that built strength, skill, and endurance to survive in the harsh Arctic climates of the world. The game of *snowsnake* trains the athlete to throw a spear underhanded on the surface of the snow for as far as he can. The two foot high kick provides practice jumping to strike a target with both feet. The training was once used by a hunting scout to inform the village of a successful whale hunt and to call them to help beach the whale and harvest the meat and blubber. Below are descriptions of a few of the games that you might want to try yourself. They are not so easy.

ARCTIC SPORTS MATCHING GAME

Match the game descriptions in the left-hand column to the pictures in the center column and the original purpose on the right. The first one is done for you.

DESCRIPTIONS OF ARCTIC (INUIT) SPORTS & DENE GAMES

1. STICK PULL

Two players sit facing each other with feet pressed together. Players pull with one hand on a tapered greased stick attempting to pull it from the opponent's hand.

2. FINGER PULL

A player links one finger with another player's finger. The two pull in opposite directions until one player crosses a designated line or lets go.

3. KNUCKLE HOP

A player starts in a push-up position, body and legs straight. Bend the elbows at the sides of the body and clench fists. The player then hops forward on their knuckles and toes. The farthest distance hopped wins.

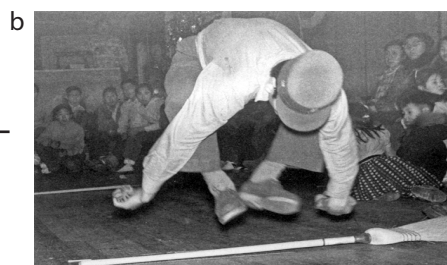
4. KNEEL JUMP

The player starts in a kneeling position, sitting on their heels. The player jumps by thrusting the body upwards and hands forward. The one that jumps the greatest distance wins.

5. ONE FOOT HIGH KICK

Each player attempts to strike a hanging sealskin ball with one foot. Feet must start together and then land on the striking foot. Each player gets three tries moving the ball higher until only one player successfully reaches it.

PHOTOS OF GAMES



ORIGINAL PURPOSE

- f This game develops finger strength for carrying fish by the gills.
- g This game was designed to strengthen hands and wrists, especially for fishing.
- h In some places it may be necessary to approach wild game very close to the ground walking quietly on the hands and toes for long stretches.
- i This game was used to develop skills needed for a hunting scout to signal the hunters' success, and call for help from the villagers to harvest the meat and hide of caribou.
- j This game was designed to condition hunters for balance on tippy ice during spring break-up.

BOARD GAMES

HISTORY OF BOARD GAMES

Alaska State Museum collection,
ASM III-O-962.

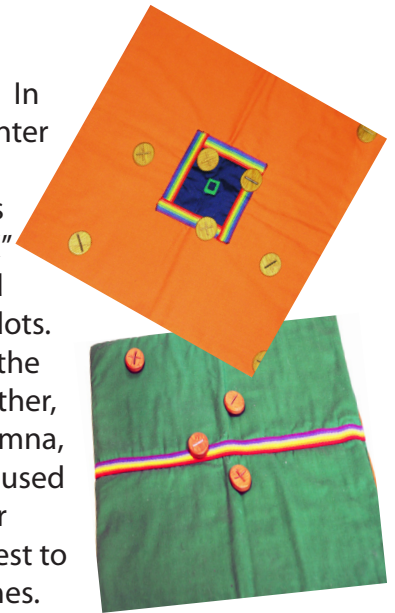


Board games are played by moving, rolling, or tossing game pieces on a pre-marked board according to a set of rules. They have been played by cultures around the world for at least 5000 years. All board games are based on a strategy and/or chance with a goal of collecting the most points or being the first to reach the winning position. Many board games also have a theme associated with them such as an important event of the times. In this book are examples of two types of board games with a link to Alaska.

Quoits is actually a ring or discus tossing game that originated in ancient Greece, but in Alaska the word Quoits is used to describe an early game played with wooden disc or grass rings and a mat (game board) handmade from an animal hide. The mat has a target drawn or sewn on it and points are scored based on how the game piece lands when the player tosses it. The other board game featured in this book is a manufactured game called the Klondike Game. With innovations in printing, mass production of board games began in the eastern United States in 1860. One of the oldest U.S. game manufacturers, Parker Brothers, published the Klondike Game based on the gold rush in 1897, the very same year the actual historic event began.

QUOITS HISTORY IN ALASKA

Quoits is a term used to refer to tossing games that were played all over Alaska. In the game, round flat wooden discs or rings are tossed toward a target in the center of the playing mat. Scores are kept using stick counters. In the Kachemak Bay, Kenai, and Iliamna areas, the playing discs were made by cutting cross sections from a green spruce sapling. Each pair of discs has identical marks, generally "X" on one side of one pair and "O" on one side of the other pair. Athabascans used a slash or cross mark for their discs or pieces. Eskimos marked their discs with dots. The Tanaina played the game ordinarily by laying a caribou skin on the floor of the barabara or house and drawing two squares in the center of it, one inside the other, the larger being about one inch on a side, and the smaller, one-half inch. In Iliamna, the game had one circle in the center of the game mat. The Aleuts traditionally used a sealskin mat and players tossed wooden rings towards a stripe while sitting or squatting on the ground. Points were scored for those rings which landed closest to the stripe. There was no singing with this game as there was with the stick games.

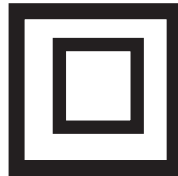


HOW TO PLAY ALASKAN QUOITS GAMES:

Use the game board on the next page and the disc patterns in the back of this book to play the game. Two players each take a pair of the discs. The discs for the game on the next page are in the back of this book. A player can also play with partners. The players sit down about 2 feet back from the edge of the game board which is placed on the floor. Each player takes turns throwing the discs in an attempt to cover both squares completely. The player that loses the round by acquiring the least number of points, plays first on the next round. The first player to reach forty-three points wins the game. Counting sticks or a score sheet are used to keep score.

QUOITS

GAME BOARD



SCORING:

1 point: the squares are not covered in any way and the nearest disc counts as one.

1 point: part of the outer square is covered but none of the inner square, and the marked side of the disc is up.

2 points: both squares are covered and the marked side of the disc is up.

3 points: part of the outer square is covered but none of the inner square, and the marked side of the disc is down.

3 points: part of both squares are covered, and the marked side of the disc is either up or down.

4 points: both squares are covered, and the marked side of the disc is down.

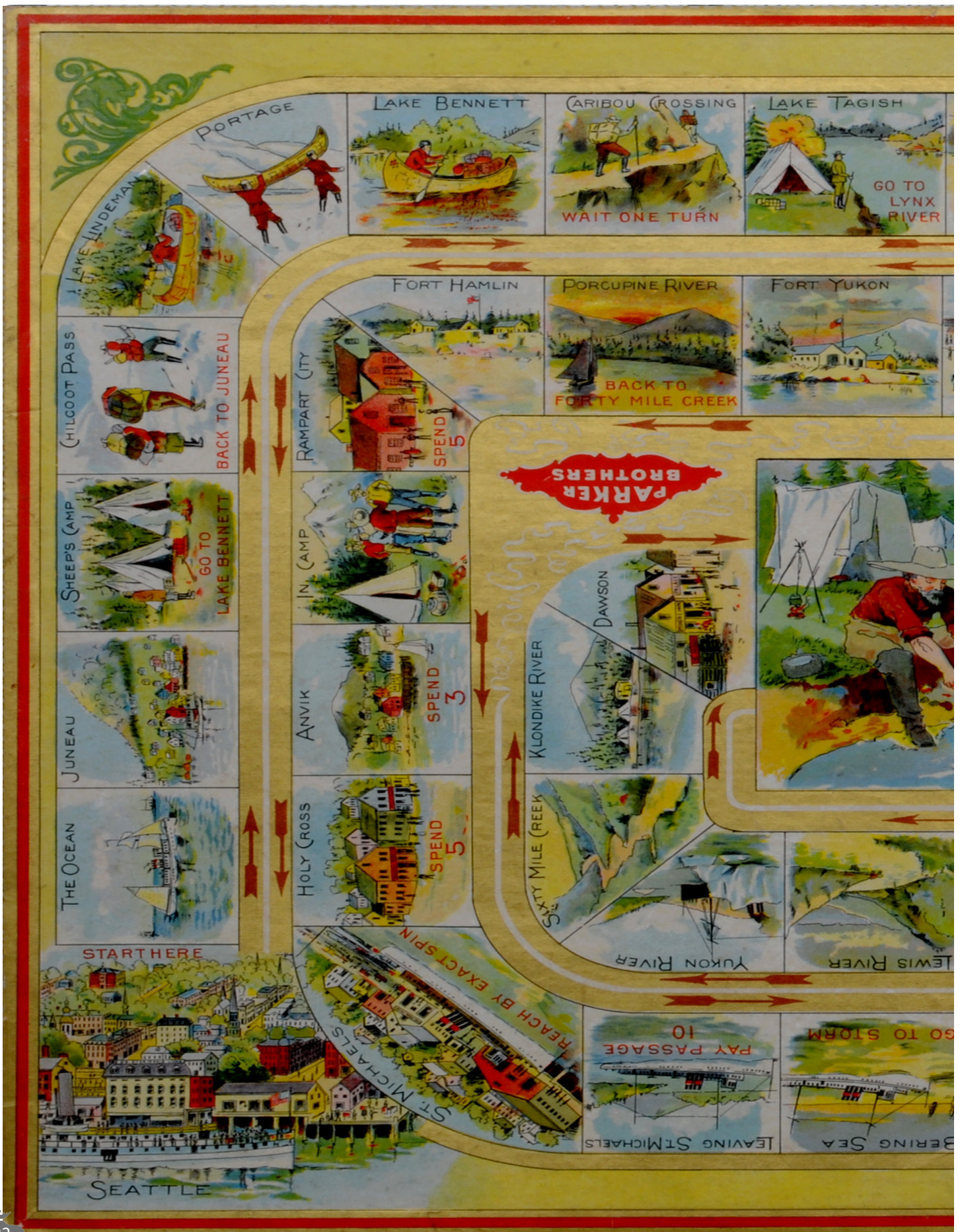
1 extra point given if both of one player's disc land on top of each other and cover both squares completely, thus making the total score for the player either 5 points if one disc in the pile faces down or 9 points if both discs in the pile face down.

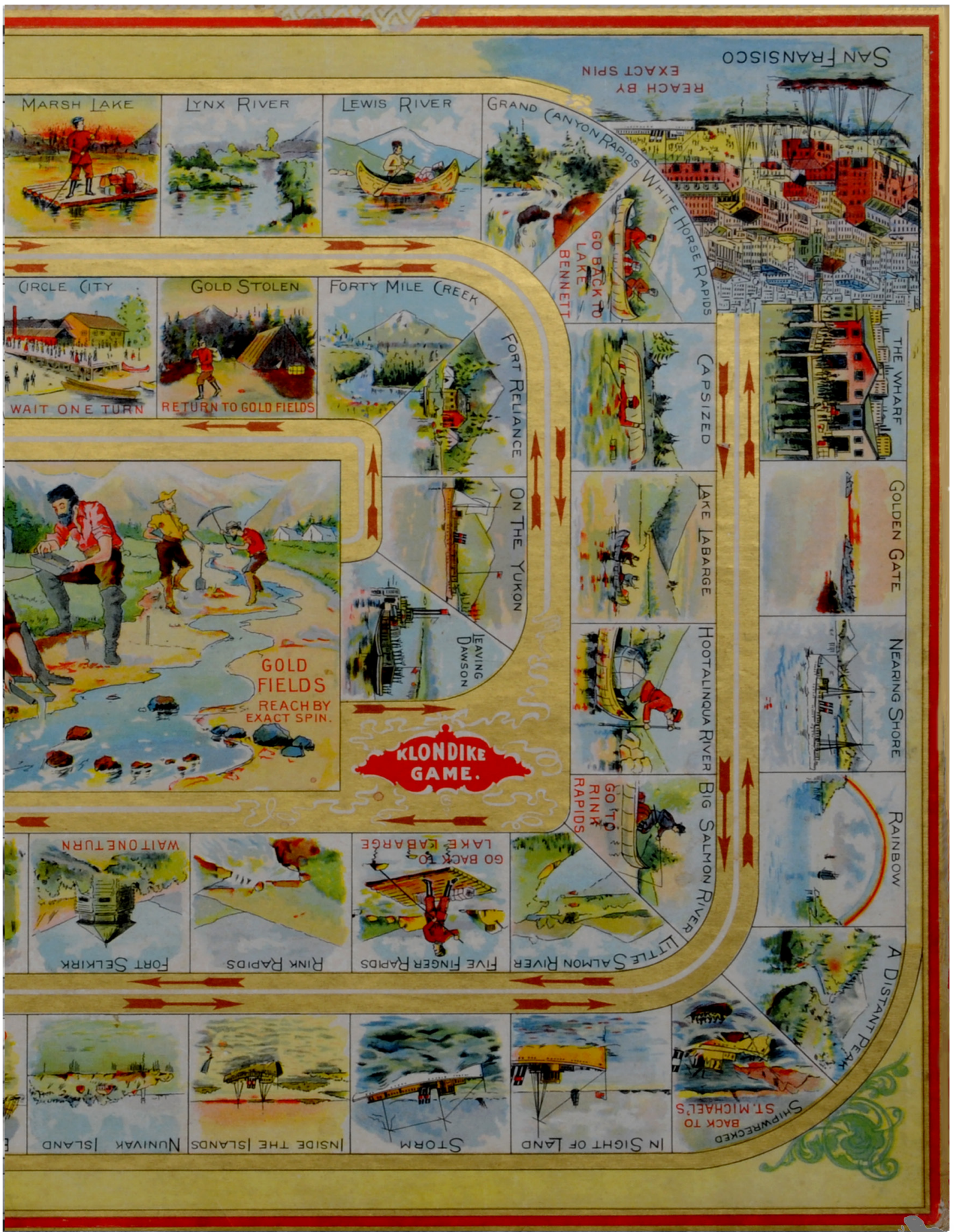
If a disc partially overlaps another disc, it counts the way it covers the squares underneath when the first disc is removed.

If one player's disc lands directly on top the other player's disc, it counts the same as the disc underneath and both players get the same number of points for those discs.

If two discs are outside and equally as far away from the center squares, the disc with the marked side down wins. If both, or neither are marked side down, neither wins.

KLONDIKE GAME - this board game was reproduced from a game in the Alaska State Museum's collection.





Rules for playing
The Klondike Game
Published by Parker Brothers, Salem, Mass., USA (c. 1900)
For two, three or four players.

The game represents a party of miners on a trip to the Klondike gold fields in 1898. They start from Seattle, travelling over Chilkoot Pass to the Klondike, where they try to get all the gold possible, and, afterwards, return with their wealth to San Francisco.

The utensils of the game consist of four miners, one for each player, and 35 pieces representing nuggets (of different values, 1 - 10) and a spinning indicator. All are found in the back of this book. Each player takes one piece, representing a miner.

The objective of the player is to reach San Francisco with the greatest value in gold, and he who does this WINS THE GAME. Before beginning to play, place the nuggets, (with the numbers up) on the square in the centre of the board, representing the mining scene.

Play in turn, starting your miner from Seattle and moving forward in turn according to the spin of the indicator.

When a piece lands upon a square bearing instructions "go back" etc., the instructions of the square are followed in addition to the regular spin. For example, if a player's piece lands upon the square at Sheep's Camp, he will immediately put it forward to Lake Bennett, or, if on the other hand, it lands on the space marked Five Finger Rapids, the player would have to place his piece back to Labarge. If a piece lands upon a space marked "wait one turn," as at Caribou Crossing, the player cannot move until all the others have spun twice.

The Gold Fields, that is the large central space, must be reached by exact spin of the indicator. For example, if a player has his piece at Sixty Mile Creek, he must spin a 3 in order to enter the centre space. On entering the central space, the player immediately proceeds to "mine" as many of the nuggets as possible. He does this by spinning the indicator, in turn, as before, but instead of moving his miner, if the arrow points to 1, 3, or 5, he will take a nugget marked with the corresponding value; otherwise he may not take a nugget.

A player may leave the Gold Fields on his return trip to San Francisco on any turn that he pleases. A player naturally wishes to get a number of nuggets, however, before leaving.

The player first reaching San Francisco on his return trip, has a premium of 20 points for so doing. Therefore, it is an objective to get back first, as well as to get as much of the gold possible, before leaving the Klondike.

Players must use their own judgment as to when it is best to leave.

Sometimes a player will make more by remaining until the last to leave, mining for nuggets, but sometimes, on the contrary, a player who has been fortunate in quickly getting a number of nuggets, will, by getting back first, and adding 20 to his score, WIN THE GAME.

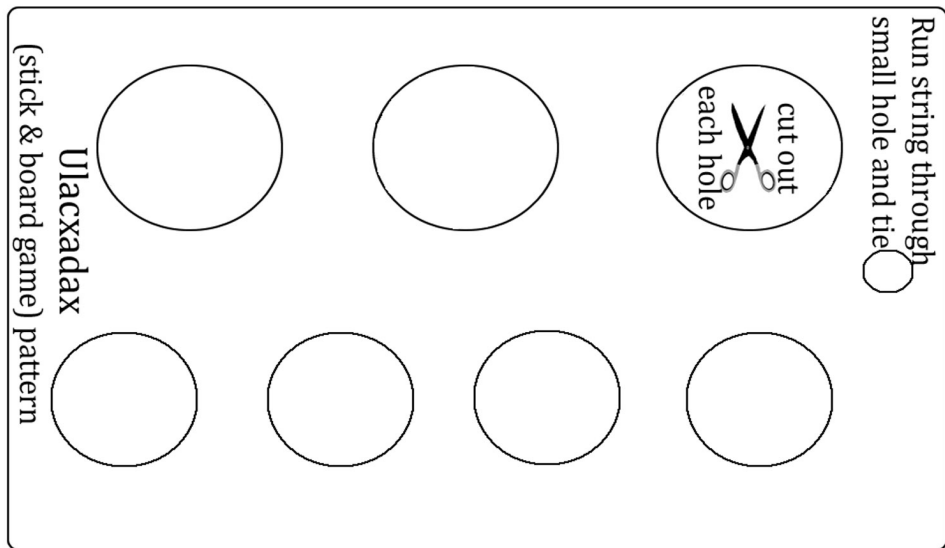
To get to San Francisco, leave the Gold Fields by the path which starts opposite that by which you entered, spinning in turn, and moving as before. Instructions on all spaces must be followed.

If a miner, in returning, lands on the square marked "Gold Stolen, return to Gold Fields," their player must return all his nuggets and his miner to the mining fields and spin, in turn, as before, to again obtain nuggets.

When a player comes to a square on which he finds the words "Spend 5," "Spend 3," etc., he must return a nugget of equivalent value to the center space.

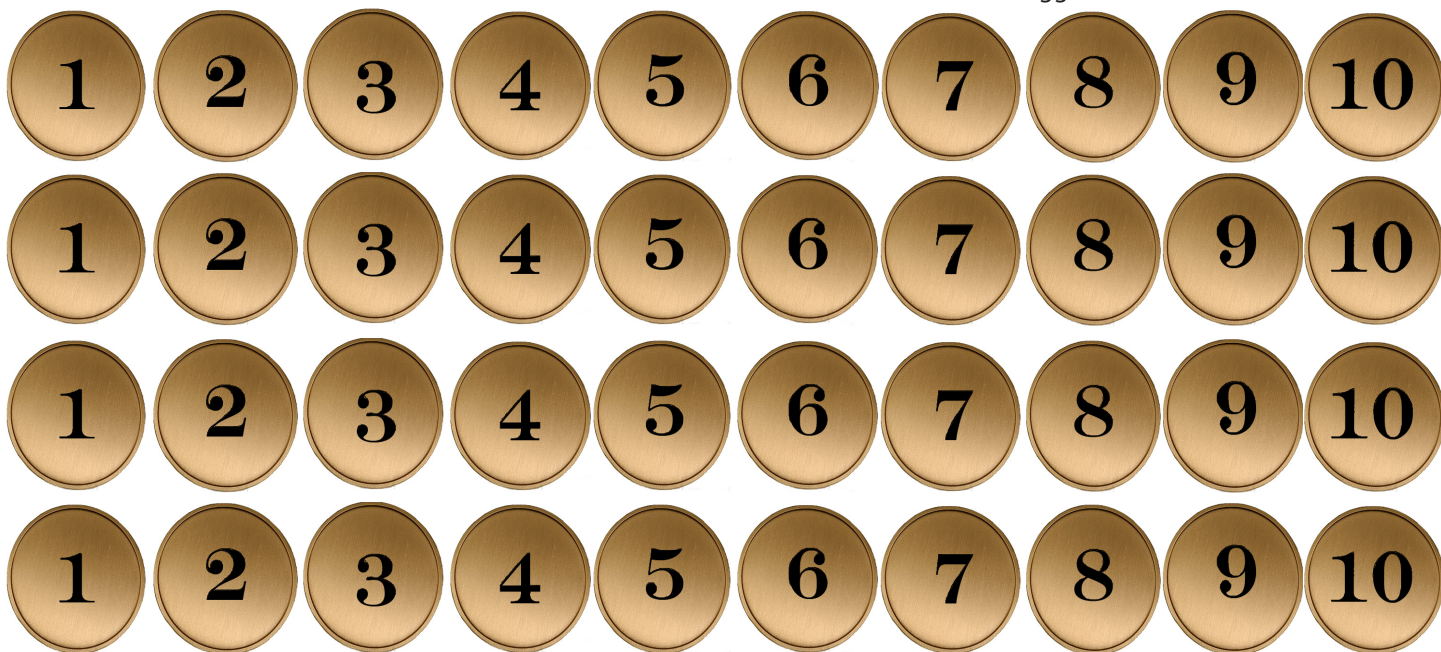
If a player does not have enough nuggets to meet the costs of getting back to San Francisco, he must place his miner back upon the Gold Fields, and make a fresh start, after gaining another supply of "nuggets." On the journey back, St. Michaels and San Francisco must be reached by an exact spin.

The player first reaching San Francisco gets a premium of 20 points, and the game ends. The players then add the value of their nuggets, the RICHEST PLAYER WINNING THE GAME.



Four Quoits tokens
Cut out and tape over four
quarters or similar sized object

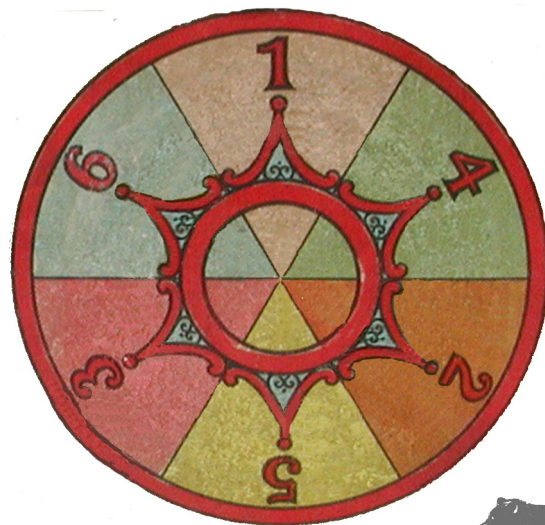
Clondike game pieces: Cut out gold
"nugget" coins.



Clondike game: Cut out the four miners
and the four stands, Cut the marked slit in both
miner and stand, insert the miner into the stand
through slit.



Clondike game pieces: connect the spinner
needle to the spinner in the center with a split brad.



SUPPLY LIST FOR THE GAMES IN THIS BOOK:

- * Scissors
- * Pencil
- * Permanent markers (medium tips)
- * Glue
- * Deck of standard playing cards (Eskimo Solitaire)
- * 48-inch pieces of string, slightly stretchy, 1/8-inch diameter (String Games)
- * 46-inch piece of string (Eskimo Yo-Yo)
- * 2 8-inch felt squares (Eskimo Yo-Yo)
- * 2 chenille stems (Eskimo Yo-Yo)
- * 18-inch piece of string (Ulacxadax)
- * 3-inch x 5-inch piece of cardboard (Ulacxadax)
- * 1 Chopstick, pencil or other tapered stick (Ulacxadax')
- * large wooden tongue depressor (1-inch X 7-inches) (Story Knife)
- * 4 small smooth stones of equal size, 1-inch diameter (Stone Games)
- * 3- 36 inch wooden dowels (3/8" diameter) or 24 pencils, all cut into 4-inch lengths to make 24 pieces (Stick Games)
- * Folding brad fastener (Klondike Game Spinner)
- * Small pouch (Yakutat Stick Games)
- * 1 pound of air drying clay-Crayola or other brand, or oven baking clay - Femo or Sculpy type (Fox and Geese)

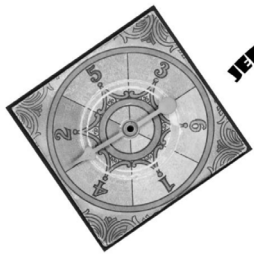
MAKE A STORY KNIFE INSTRUCTIONS:

Use a wooden flat object like a tongue depressor or very thin piece of scrap wood or a sturdy piece of cardboard. Cut with scissors in the shape of a story knife shown on the story knife page. Decorate the knife with circles, lines, or other shapes using a black pen or fine tip permanent marker.

MAKE AN ULACXADAX' INSTRUCTIONS:

(Unangan stick and board game with seven holes)

Materials: scissors, cardboard from a cardboard box, string, and a pencil or a chopstick or some other stick about that size. Cut out the pattern on the back page, trace it onto a piece of cardboard, and cut out the "board." The holes can be tricky - use the point of the scissor to poke a hole in the middle of the circles and then work the scissors in through the slit to cut out the holes. Tie one end of a string 18-inches long to the middle of the pencil. Attach the other end of the string to the small hole on one end of the board. Holding the pencil in your hand, swing the board up, attempting to catch the board through one of its seven holes.



JEFF BROWN'S
GREAT ALASKA
GAME SHOW

SCORE CARD

Keep track of your points

Player 1	Player 2	Player 3	Player 4



Playing Marbles, Kotzebue, 1950
Photograph Frank Whaley
Alaska Museum Rasmuson
Center, Wein Collection
AMRC b85.27.1455



SOLUTIONS TO PUZZLES AND WORD GAMES:

Doublet: DICE, DIRE, DARE, CARE, CARD
 Before & After: SKULL
 Tall letters: STICKS, YO-YO, STRING
 Rebus: CAT'S CRADLE
 Word pyramid: O, NO, NOW, SNOW
 Fishy Humor: CO-HO-HO, ICE WORMS
 Before & After: CRIBBAGE
 Alphabet order: FOX & GEESE, NAZAK
 Alaska Winter Sports Trivia: NANOOKS,
 SKIING, DOG SLEDDING

Word Unscramble: Face Cards:

ACE, A; KING, K;
 JACK, J; QUEEN, Q,

Card Suits:

CLUB ♣
 HEART ♥
 SPADE ♠
 DIAMOND ♦

Where Do The Athletes Come From:

Russia - 3, Alaska - 1, Greenland - 8, Sapmi - 5,
 Yukon - 7, Alberta - 2, Nanvik -Quebec - 4
 Northwest Territories - 9, Nunavut - 6

Arctic Sports Matching Game:

1. One Foot High Kick, A & I
2. Kneel Jump, B & G
3. Finger Pull, C & J
4. Stick Pull, E & F
5. Knuckle Hop, D & H

Secret Decoding: 1. KLONDIKE, 2. QUOITS, 3. KUSPUK,
 4. MONOPOLY, 5. SHARKS, 6. ULACXADAX,
 7. JEFF BROWN,

Secret word: AJARORPOQ

Yup'ik Story Knife Drawings: Two Old Ladies

6-G, 8-A, 9-H, 11- E, 12-J
 14-D, 15- F, 16 - B, 20- I

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Hick Kick Ball: Used in the 2006 Arctic Winter Games, Seal skin and fur. Alaska State Museum collection, ASM 2006-26-1



Arctic Winter Games
 Alaska State Museum

Find the names of Arctic Winter Games



knuckle hop
 hockey
 snowshoe
 dog mushing
 high kick
 curling
 basketball
 badminton
 gymnastics
 soccer
 snowboard
 sledge jump
 wrestling
 snowsnake
 finger pull
 stick pull
 high kick
 pole push
 airplane
 Arctic sports
 Dene games
 skiing
 hand game
 head pull
 arm pull
 kneel jump
 pole push
 volleyball
 skating

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- b) *Kneel Jump*, Mary Cox Photographs, Archives, University of Alaska Fairbanks, 1953-1958 (UAF 2001.129.249.)
- c) *Finger Pull*, Alaska State Library PCA 399-0826.
- d) *Knuckle Hop*, Mark Kelley
- e) *Stick Pull*, Mary Cox Photographs, Archives, University of Alaska Fairbanks, 1953-1958 (UAF 2001.129.245.)