**Name of game:** Mölkky

**Name used in other European regions:**

**Name of the person who explained the game:** Anna Savutie, Peter Forsman

**Number of players:** Two and more

**Ideal place to do it:** Outdoor, open area. Min. 5x8m

**Material:** 12 numbered skittles (from one to twelve) and the throwing skittle.

**Explanation:**
 Place the skittles four meters away from the throwing spot. Draw the order of the players. Each player throws the numbered skittles with the throwing skittle.
Points: If you get one skittle down your score is the number of the fallen skittle. If you get more than one down your score is the number of the fallen skittles. E.g. If you get three skittles down your score is three. Note: the skittles should be lying on the ground.
Before the next player starts throwing the skittles, set all the fallen skittles up exactly on the place where they fell. Don't move them. The winner is the player who gets exactly 50 points first. If you get more than 50 points your score goes down to 25.

**Photograph/picture**

**Name of game:** The tar pot

**Name used in other European regions:** El gat i el ratolí (Catalunya)

**Name of the person who explained the game:**

**Number of players:** About 5-20 players

**Ideal place to practise it:** This is a traditional Finnish outdoors game

**Material:** A little object (e.g. a stone, a twig, key-ring)

**Explanation:**
1.  Draw a big circle on the ground. One of the players is the Tar Cook, others go and stand around the circle with their faces to the middle of the circle. All the players who are around the circle draw around themselves a smaller circle, like a little nest.
2.  The Tar Cook starts to walk around the big circle (the outside of the circle) with a little object (e.g. a stone, a twig, key-ring) in his/her hand. As s/he walks, s/he tries to fool the other players that s/he is going to drop the object in his/her hand on their little nests. At some point the Tar Cooker really drops the object on someone's nest(=behind the person who is standing in the nest).
3.  Now the Tar Cook has to walk or run around the circle one more time and come to the same nest where s/he dropped the object.
4.  If the person who has the Tar Cook's object on his/her nest hasn't noticed that the object is in his/her nest and the Tar Cook has managed to run around the circle once, the person has to give his/her nest to the Tar Cook. This person now becomes the new Tar Cook.
5.  If the person who has the Tar Cook's object on his/her nest notices that the object is on his/her nest, s/he must pick up the object in his/her hand and start running once around the circle (but in the opposite direction as the Tar Cook). Who ever reaches the nest first, can stay in it and the other player becomes the new Tar Cook.
6.  The play goes on for as long as the players feel like it!

**Photograph/picture**

**Name of game:** Who is afraid of the Octopus?

**Name used in other European regions:** L'aranya (Catalunya)

**Name of the person who explained the game:**

**Number of players:** About 10-20 players

**Ideal place to practise it:** Is a children's running game, which can be played both in- and outdoors or even on the ice with skates.

**Material:**

**Explanation:** The game is very simple. You mark two lines (about 5-8 meters long each) on the ground so that there's a distance of about 20-25 meters in between the lines. All players except for one go behind the line. One player stays in the middle (between the two lines), this player is the Octopus. When the octopus shouts "Who's afraid of the Octopus", all the other players try to run as fast as they can through the field and behind the other line. If, however, the octopus manages to touch a player (or players), this person must stay with the octopus between the lines. In the next round the octopus and his/her new helpers try to touch as many players as they can, and this goes on as many rounds as there are no players left behind the lines

**Photograph/picture**