



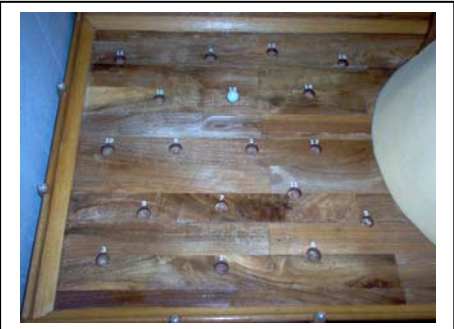





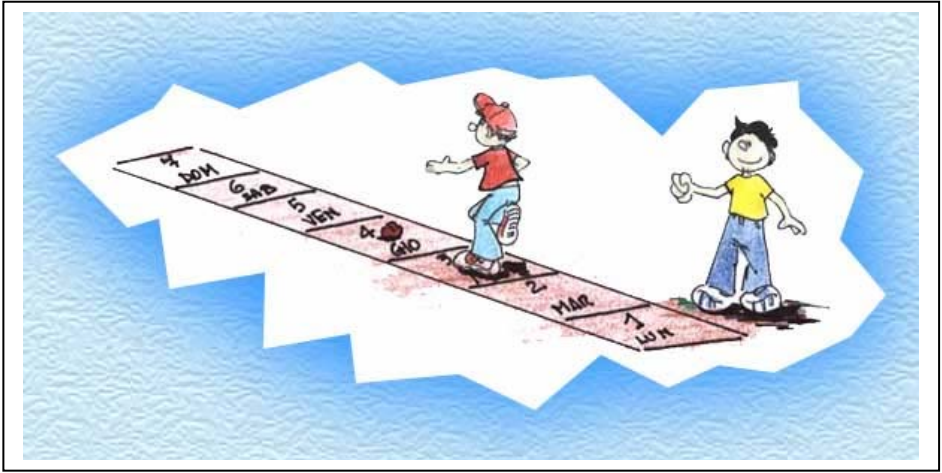
<b>Name of game:</b> Eight balls
<b>Name used in other European regions:</b>
<b>Name of the person who explained the game:</b> Texts written in Italian by Fulvio Peirone for the exhibition "Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento" prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007 and translated by the pupils Beatrice Balzola and Anna Chiara Storer
<b>Number of players:</b> Two or more people
<b>Ideal place to practise it:</b> Main buildings
<b>Material:</b> Eight metal little balls – wooden table with little doors at the end
<p><b>Explanation:</b> They were taking steps against the game of chance, in Turin. Some laws (1360-1573-1663) wanted to impede the spreading of prohibitory games. The punishment was in money (the guilty person was whipped or was tormented by pillory).</p> <p>The game of eight balls was a sort of mini-golf. People had to throw eight balls together on a long wooden table, which at the end had some little doors: if the balls would go through one of the doors with an even number, whoever threw them won, otherwise the opponent would win.</p> <p>It was possible to play even by digging a hole in the ground, which was surrounded by metal, so that some balls would continue to roll. The winner was who could get an even number of balls in the holes.</p>
<p><b>Photograph/picture</b></p> <div style="display: flex; justify-content: space-around;">   </div> <p>Pictures taken by G. Fanfani from the exhibition "Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento" prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007.</p>

<b>Name of game:</b> Green and red – White and black
<b>Name used in other European regions:</b> Trisella (Catalunya)
<b>Name of the person who explained the game:</b> Texts written in Italian by Fulvio Peirone for the exhibition “Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento” prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007 and translated by the pupils Beatrice Balzola and Anna Chiara Storer
<b>Number of players:</b> Two or more people
<b>Ideal place to practise it:</b> Main buildings
<b>Material:</b> Wooden ball – chessboard with 64 squares
<p><b>Explanation:</b> They were taking steps against the game of chance, in Turin. Some laws (1360-1573-1663) wanted to impede the spreading of prohibitory games. The punishment was in money (the guilty person was whipped or was tormented by pillory).</p> <p>There were two other games which needed a chessboard: the “green and red” and the “white and black.” In the first game, people battled if the ball was falling in a hole (red or green). In the second game, people were using a normal chessboard, with 64 squares that were black and white. Even the thrown balls were different colors; after, if the player threw the ball in the square of the same color than he would have won.</p>
<p><b>Photograph/picture</b></p>  <p>Pictures taken by G. Fanfani from the exhibition “Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento” prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007</p>


<b>Name of game:</b> Tower of snail
<b>Name used in other European regions:</b>
<b>Name of the person who explained the game:</b>
<b>Number of players:</b> Two or more people
<b>Ideal place to practise it:</b> Main buildings
<b>Material:</b> Tower of snail – metal little ball
<p><b>Explanation:</b> They were taking steps against the game of chance, in Turin. Some laws (1360-1573-1663) wanted to impede the spreading of prohibitory games. The punishment was in money (the guilty person was whipped or was tormented by pillory).</p> <p>Another pastime was to throw a ball from the “tower of snail”, which would then fall on a wood table that had 16 or 18 numbered holes: in the first case, the winner was the person who received the higher score and in the second case it was the person who missed or passed the nine.</p>
<p><b>Photograph/picture</b></p> <div style="display: flex; justify-content: space-around;">   </div> <p>Pictures taken by G. Fanfani from the exhibition “Giochi, svaghi e passatempi. Dal Medioevo all'Ottocento” prepared in Archivio Storico della Città di Torino from 12.20.2006 until 3.30.2007</p>

<b>Name of game:</b> Pallone elastico / The rubber ball
<b>Name used in other European regions:</b>
<b>Name of the person who explained the game:</b>
<b>Number of players:</b> 4 by team
<b>Ideal place to practise it:</b> Camp of game called sferisterio
<b>Material:</b> Rubber ball
<p><b>Explanation:</b> The rubber ball is a sport played on a field without net. This field has a lenght of 90 meters and and is large from 16 to 18meters; sometimes the field has at its side a wall with a net. The ball is made of rubber, its diameter is of 105 mm and weights 130 gr. One can count points as you do in tennis; the game is a set of eleven plays. The beater can take a run of about 12 meters out of the field and the hits the ball; it's valid if it goes past the half of the field and falls between the side lines. The other flying players can hit the ball, or after the first touch of the ground, with the close hand (covered by bendage made of leather or rubber) or, if nearer with the open hand. The aim is to send the ball as near as possible to the end line of the field or even go past it. In this last case one can count fifteen points. If the player sends the ball beyond the wall of the side lines makes the other players win 15 points. The plays can go until one of the two teams can't hit the ball anymore and stops it. In the exact point of stop the judge puts a little flag this is called "caccia". One can obtain this also when the balls after touching once the field goes out by side after four "caccia" the teams change the field. The game can last from one hour to many more if the teams are similar. There are the following categories M. P. E. A. J. U23 series C2, C1, B, A. In juniors categories the match lasts less and the ball is lighter from 120 to 160 gr. Similar tho this game there is the "pantalera" played in squares or yards and in this case the ball is not hit but thrown. It's played in South of Piedmont, where is a professional game. In eighties and nineties there was a stop of this game. The rubber ball is a symbol of farmer Piedmontes culture and was written about it by writer as Pavese, Fenoglio etc..</p>
<p><b>Photograph/picture</b></p> 

<b>Name of game:</b> Prisoner Ball
<b>Name used in other European regions:</b>
<b>Name of the person who explained the game:</b>
<b>Number of players:</b> 10-12 for each team
<b>Ideal place to practise it:</b> In a gym or on a lawn
<b>Material:</b> A ball
<p><b>Explanation:</b> every match is divided into three rounds of ten minutes. The purpose of the game is to imprison the majority of the opponent players, hitting them flying. If the ball is taken while it's flying the pitcher is imprisoned. When the ball goes to the prisoners' zone, they can take it and make themselves free hitting an opponent. They can also free everybody knocking down a pin.</p> <p>When player knocks down a pin all the prisoners of his team are free.</p>
<p><b>Photograph/picture</b></p> <div style="display: flex; justify-content: space-around;">   </div>

<b>Name of game:</b> “Week” or “bell”
<b>Name used in other European regions:</b> Hopscotch (Anglo-Saxon countries), Merelles (France), Tempelhpfen (Germany), Xarranca (Catalunya)
<b>Name of the person who explained the game:</b>
<b>Number of players:</b> From 2 on
<b>Ideal place to practise it:</b> Sidewalk
<b>Material:</b> A little stone and something to paint the sidewalk
<p><b>Explanation:</b> The first player throws the stone in the first square, then jumps in it on one foot. He takes the stone and comes back jumping, then he throws the stone in the second square and jumps in that on one foot. He takes the stone and comes back jumping, and so on.</p> <p>The players and the stone can't touch the lines. If a player makes an error, he has to leave the game. The player who complete the “week” without errors wins the game.</p>
<p><b>Photograph/picture</b></p> 



<b>Name of game:</b> Tambourine
<b>Name used in other European regions:</b>
<b>Name of the person who explained the game:</b>
<b>Number of players:</b> Generally 5
<b>Ideal place to practise it:</b> Outdoors
<b>Material:</b> You must usually use a ball of synthetic rubber with a diameter of 56 mm and weighing 70 g.
<b>Explanation:</b> There are two types of balls: oval or round, covered by cow or horse hide. The tambourine is strengthened with a leather belt attached to the ends to make it possible to take the tambourine. Explanation: The match can be played in 13 games. Each game can give points called 15 avarting the play. The team that first reaches 50 points wins. If the player hits the boundary line the point is good.
<b>Photograph/picture</b> 

<b>Name of game:</b> Sparviero
<b>Name used in other European regions:</b> Sparrowhawk
<b>Name of the person who explained the game:</b>
<b>Number of players:</b> From five on
<b>Ideal place to practise it:</b> In a wide place possibly 15m for 25m
<b>Material:</b> Nothing
<p><b>Explanation:</b> One person, called sparrowhawk, is situated on one side of the camp; the other players are on the other side of the camp. The sparrowhawk cries: "Who is afraid of sparrowhawk?" and the others answer: "Nobody!". Competitors must try to reach the other side of area, avoiding to be intercepted by the sparrowhawk. When the sparrowhawk succeeds in touching one player, this becomes sparrowhawk, too. At this point of the game, all players (except the two or more sparrowhawks) are situated on the opposite line they started from. The game continues until everybody becomes sparrowhawks, except the last who is the winner.</p>
<b>Photograph/picture</b>



<b>Name of game:</b> Marbles for beach
<b>Name used in other European regions:</b>
<b>Name of the person who explained the game:</b>
<b>Number of players:</b> From 2 to 99
<b>Ideal place to practise it:</b> Beach
<b>Material:</b> Plastic marbles
<b>Explanation:</b> First of all the participants must get one player with the bottom not too small, sit him down and drag him along the beach. So you might draw a good track, which could be easy or hard. The difficulties of the tracks can be different if there are parabolics, tunnels and narrow passages. Each player takes turns pushing his marble and the first to arrive at the end wins. <b>History:</b> The history of marbles for beach is not recent and it's connected to history of seaside tourism. It started at the beginning of the last century and it had its "boom" in the sixties. The plastic marbles appeared in this period. The only moment of crisis for this game was during the eighties and nineties.
<b>Photograph/picture</b>