Site of Documentation
Tai Yuan in Oui Sorn Larn Group, Mae Wang district, Chiang Mai Province, Thailand

Description
*Lala* is a game that is played by Tai Yuan Children from the Chiang Mai Province in Thailand to determine the order of play, pick a game starter or separate players into teams before starting an actual game. There are three variations of this game: *Lala Ber-Nueng, Lala Khao Mu* and *Lala Mua Khrai Pleak Pralard*. Which variation children choose to play depends on the type of game they want to play afterwards.

Who Plays?
Each variation of *Lala* requires at least three children to play. Played by both boys and girls, the maximum number of players and their ages will depend on what the next game to be played is. Each game can have as many players as is needed and they can be of any age group.

Time and Place
Each round of *Lala* takes between 1 and 5 minutes and can be played anywhere, at anytime.
Skill, Strategies and Qualities of a Good Player

Lala games are simple and for the most part only require listening and hand movement skills. Some versions of the game such as Lala Mua Khrai Pleak Pra-Lard, are a little more complicated as they require the players to follow a sequence of movements specified by each rhyme.

Popularity

Children usually use Lala to pick the first player of the game. They particularly enjoy playing Lala Mua Khrai Pleak Pra-Lard which it is was probably adapted from O-Wa Noi Ook or O-Wa Mua Khrai Pleak Pra-lard games. Children most often learn this game from friends or older peers at school.

History

Lala is only found in the Mae Wang area of Chiang Mai and is thought to have not been around for many years. The original name for Lala was O-Wa Pae.

How is the Game Played?

Based on what game the children want to play next, they must select which of the three Lala games is most suitable.
Lala Ber-Nueng (which means Lala Number One) is used to determine what order players play in.

**Step 1.** All the players must stand in a circle and chant the words, “Lala Ber-Nueng” as they shake one hand up in the air.
Step 2. Usually say the word, “Lala” slowly, drawing out the sound (“LaaaaLaaaa”). As they say it they continue to shake their hands, at the end of the word “Nueng”, everyone has to turn their hands either palm up or palm down.

Step 3. The player with his palm facing in a different direction to everyone else will be the game starter. If there is no single player that is the odd one out, then the group should play again.
Step 4: If players want to pick a second, third and fourth player they can repeat the game, but each time alter the words to “Lala ber-song” (Lala number two), “Lala ber-sam” (Lala number three) and so on until the every player knows when to play.

Step 1. Lala Khao Mu is played in the same way as “Lala Ber-Nueng”. The players stand in a circle and chant, “Lala Khao Mu” and on “Mu” they must flip hand either palm up or palm down.

TYPE 2

Lala Khao Mu (which means Grouping Lala) is used to separate a group of players into teams.
**Step 2.** The only difference is, in *Lala Khao Mu* all those players with their hands in one direction form one group and all those with their hands in the other direction form another group. For example, if there is a total of eight players and three turn their hands palm up, those three join one group. Now the group of three, needs one more player to make an equal sized team, so they play *Lala Khao Mu* to find an odd person out. The remaining four players form the second group.

**TYPE 3**

*Lala Mua Khrai Pleak Pra-lard* (which means *Lala Whose Hand is Odd*) is also used to select a player to start a game.

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**Step 1.** The players first have to choose a player to be the Lala Leader. The Lala Leader will sing the song as the players play the game. There are a number of rhymes that can be sung during the game and it is up to the Lala Leader to decide which one the players follow. At the end of each rhyme the players must all follow the actions that from the rhyme. The rhymes that they can choose from are:

1. “*Lala Mua Khrai Pleak Pra-Lard Khon Nan Dai Pen*” (which means “Lala Whose Hand is Odd, will be [the game starter]”)
2. “*Lala Khrai Mai Plean Pen*” (which means “Lala Who Does Not Flip their Hand will be [the game starter]”)
3. “*Lala Khrai Mai Yak Pen Kor Tong Plean*” (which means “Lala If You Don't Want to be the [game starter], You Must Flip Your Hand”)
4. “*Lala Khrai Mai Ngik Mai Ngor Khon Nan Pen*” (which means “Lala Whose Hand Is Not Distorted, will be [the game starter]”)
5. “*Lala Khrai Mai Chee Fa Chee Din Pen*” (which means “Lala Whose Fingers Does Not Point Up And Down, will be [the game starter]”)
6. “*Lala Khrai Mai Kwam Pen*” (which means Lala Whose Hand Does Not Turn Down, will be [the game starter]”)
Step 2. As the lyrics of the rhymes suggest, the player that does not flip their hand, or point their fingers or turn their hand down, etc. will be the game starter.

Step 3. If more than one player makes a mistake, the players can play an elimination game such as “To-Chub” to select just one player to start the game.
Rules

1. *Lala Ber-Neung or Lala Number One:* The player whose hand is facing in a different direction to the others starts the game.

2. *Lala Khao Mu or Grouping Lala:* All the players whose hands face in the same direction join one team, while those with hands facing in a different direction join another. The game continues until the teams are of equal size.

3. *Lala Mua Khrai Pleak Pra-lard or Lala Whose Hand is Odd:*
   a. Players with their hand facing in a different direction will start the game or become an extra player in the next game.
   b. Players who fail to follow the actions in the lyrics of the rhyme, start the game.
   c. The Lala Leader is allowed to change rhymes or sing the rhymes quickly to make the game more challenging for the players.