Pepsi Cola

Site of Documentation
Rural Malay Community of Titi Teras Village, Balik Pulau, Penang, Malaysia

Description

Pepsi Cola is a popular game played almost every week by rural Malay children from the village of Titi Teras in Penang, Malaysia. The game tests the player's footwork skills as they try to eliminate their opponents by swiping or stamping on their feet.

Who Plays?

This game can be played by both boys and girls, aged between 10 and 12 years old. A minimum of three players is required, but it can also be played by larger groups of unlimited size. In Malaysia, if the game is played in teams, boys and girls tend to play in single sex rather than mixed teams, however, there is no reason why in other locations mixed teams can't be played.

Time and Place

On average, this game takes between 15 to 20 minutes to play, which makes it ideal for playing during school breaks and when time is limited. The length of each game depends on the speed, skill and fitness of players. The environment the game is played in can affect the duration of the game, as children can become exhausted quickly. As a result, children usually play this game in the evenings when it is cooler. The best play areas are those that have plenty of space to run and jump, with a flat, smooth ground. The game can be played all year round indoors, but outdoor games should be only played when it is dry. Playing outside in the wet season is to be avoided, as the ground can be slippery and dangerous.
Skills, Strategies and Qualities of a Good Player

In this game players need to be quick, strong and agile if they want to beat their opponents. Those with good balance, flexibility and fast responses to incoming attacks will gain an advantage. Mental alertness and game strategies such as diverting the attention of opponents can also be the key to a successful win.

Popularity

As the game doesn’t require any particular props, little preparation and only a few players, it has maintained it's prevalence among local communities. A popular way of passing the time, the game is played almost every week by children in rural Malay communities for both fun and fitness.

History of the game

Although little can be found on the origin of the game, it was certainly played by a number of older generations in their youth. In times past, the game was more challenging as it allowed players to attack any of their opponents from any angle at any time.

How Is The Game Played?

**Step 1.** All the participating players have to stand in a circle and hold each other’s hands with their arms outstretched. This is to ensure that all players are evenly positioned with plenty of space between them to allow for maneuvers.

**Step 2.** Next, players have to determine which of them will start the game. To do this one of them chants, “Pepsi Cola*, buatan Malaysia, tak laku dijual di India. Satu, dua, tiga, empat, lima, enam, tujuh, lapan, sembilan, sepuluh!”

Translation: “Pepsi Cola, made in Malaysia, not popular in India. 1, 2, 3, 4, 5, 6, 7, 8, 9, 10!”

*Pepsi Cola: a popular carbonated cola soft drink in Malaysia
As the player chants the words they point their finger at each of the other players, moving swiftly to the next player with each syllable of the song. The player their finger rests upon at the last syllable of the song will start the game.

**Step 3.** The game starter (Player A) has to use their foot to swipe or stamp the foot of the player to their left (Player B). Player A is only allowed to aim for the area below Player B’s knee. They must try to do this from where they are standing and should not move closer to their opponent. In the event that Player B is very far away from Player A (which typically happens when there are only a few players remaining), Player A can take one or two steps closer to Player B.

![Image of children playing the game](image1.png)

**Step 4.** Player B must do all they can to try to avoid being hit by Player A. However, they are only allowed to react when Player A attempts to attack them; before that, they must remain still.

**Step 5.** If Player B has his leg swiped or stamped on by Player A then they are eliminated from the game. Player A then proceeds to target Player C (the player on Player B’s left), and repeats the exercise. However, if Player B successfully avoids getting his leg swiped, both Player A and B are still safe. Player B then proceeds to target the next player (Player C).

![Image of children playing the game](image2.png)
**Step 6.** The game continues until only one player remains in the game. The player that can eliminate all others wins the game.

**Rules**

1. The players can only aim for the area below their opponent’s knee.
2. The players can only come closer to the player if they are more than an arm’s length away.
3. Each player can only move once their opponent has launched their attack.