Tuju Tin / Aiming at tins

Site of Documentation

Urban Malay, George Town, Penang, Malaysia

Description

Tuju Tin is a game played by children living in urban Malay communities in Penang, Malaysia. In the game, players take turns to try to hit a target of stacked tins with a ball. If they manage to demolish more than four tins, then the team must race over and rebuild the target before being hit by their opponents with the ball. If they complete their task, they win the round.

Who Plays?

The game requires a minimum of 4 players. Both boys and girls can play, aged 9 to 12 years old. As the players need to be split into equal sized teams, there should be an even number of participants.

Accessories/Equipment

This game requires a piece of chalk, a small rubber ball and 28 empty tin cans (although it is possible to play with less). The tin cans can be substituted with any object that is light and can be easily stacked. Both empty food and drink cans are ideal and usually can be brought in from home or found in school canteens.
Time and Place

A game of *Tiju Tin* usually takes about 30 to 45 minutes to play. It can be played at any time of the day as long as the weather is cool and dry. Children like to play this game in school lunch breaks, at home in the evenings or during holidays. The game requires a large area of flat ground, (either indoors or outdoors) that the tins can be stacked on and where there is plenty of room to run about. Players should ensure that the game area is well away from fragile glass windows and where noise won’t cause complaints.

Skills, Strategies and Qualities of a Good Player

The game requires excellent hand-eye coordination. The best players are those that can make accurately hit the stack of tins with the ball and can also hit the players while they attempt to rebuild the target. Teams that work together will always have an advantage over those that do not. All the skills needed to be a good player can be perfected through frequent practice and experience of the game.

Popularity

This game is very popular with children and is played for fun frequently. More recently the game has been introduced to schools and is taught to children by their teachers, moving it away from the streets where there was an increasing lack of space and willing participants.

History of the game

The game was also played by members of the older generations, although the rules of the game have altered since they were young. Back then, the ball was made from newspaper or scraps of fabric, knotted tightly. During the game the players were each given three throws and the Defense team were responsible for rebuilding the pyramid after each round.

Preparation

1. The players have to stack the tin cans into a large pyramid shape. There should be 7 tins on the bottom row, followed by 6 tins on the next, 5 tins on the next and so on until there is only one tin balanced on the top.
2. Next, using the chalk, players must draw a line approximately 20 metres from the stacked tin cans.

How is the Game Played?

**Step 1.** All the players must stand in a long row. One of the players must walk down the row and say, “One, Two, One, Two, One...” and so on as they pass each player. When they reach the end of the row and all the players have been given a number they can form teams. All the ‘One’s’ form Team A, and all the ‘Two’s’ form Team B.
Step 2. The teams then play 1-2-SOM! to determine which team takes on which role. 1-2-SOM! is very similar to Rock, Paper and Scissors.

a. To start the game, each team must elect a player to represent them.

b. Next, both representatives must face each other and say, 1-2-SOM! As they say “SOM!” each player must form either a Bird, Rock or Water sign with their hand. The winner is determined by the following:

- Rock kills Bird: Rock defeats Bird
- Bird drinks Water: Bird defeats Water
- Water wears down Rock: Water defeats Rock

The winning team become the ‘Throwers’ while the losers play ‘Defense’.

Step 3. The ‘Throwers’ all stand behind the start line, while the ‘Defense’ stand behind the pyramid.
Step 4. The first Thrower, takes aim and throws or rolls the ball towards the target. They must attempt to do this with such force that they can demolish the structure.

Step 5. If the Thrower only knocks over four (or less) of the cans, they fail their challenge and a team mate takes over. If they and the team mates that follow fail to knock over more than 4 cans the team loses and the players swap sides.
**Step 6.** If however the Thrower manages to demolish more than 4 cans from the target, the Defense has to try to recover the ball as quickly as possible.

![Image of children playing a game](image1.jpg)

**Step 7.** The Thowers meanwhile, must quickly run to the target and rebuild it, before they are hit with the ball that has been recovered by the Defense team.

![Image of children rebuilding the target](image2.jpg)
Step 8. The Defense team must stand on the spot, aim carefully (only to areas below the waist) and try to hit a Thrower with the ball. Each Thrower they hit is automatically disqualified from participating in the rebuilding process.

Step 9. If the Defense team manages to hit and eliminate every Thrower with the ball, they score a point. If the Throwers manage to rebuild the full pyramid, without all being first eliminated, their team scores a point. Once a team scores a point, both teams swap roles. The teams can play as many times as they like and the team with the most points at the end of the game wins!
Rules

1. The Defense must stand behind the pyramid at all times.

2. The Defense team is only allowed to hit players with the ball, below their waist.

3. If the Defense team ‘accidentally’ hits the pyramid, the Throwers are still expected to rebuild the structure completely.