



# *National game*

## *<<Togyz kumalak>>*



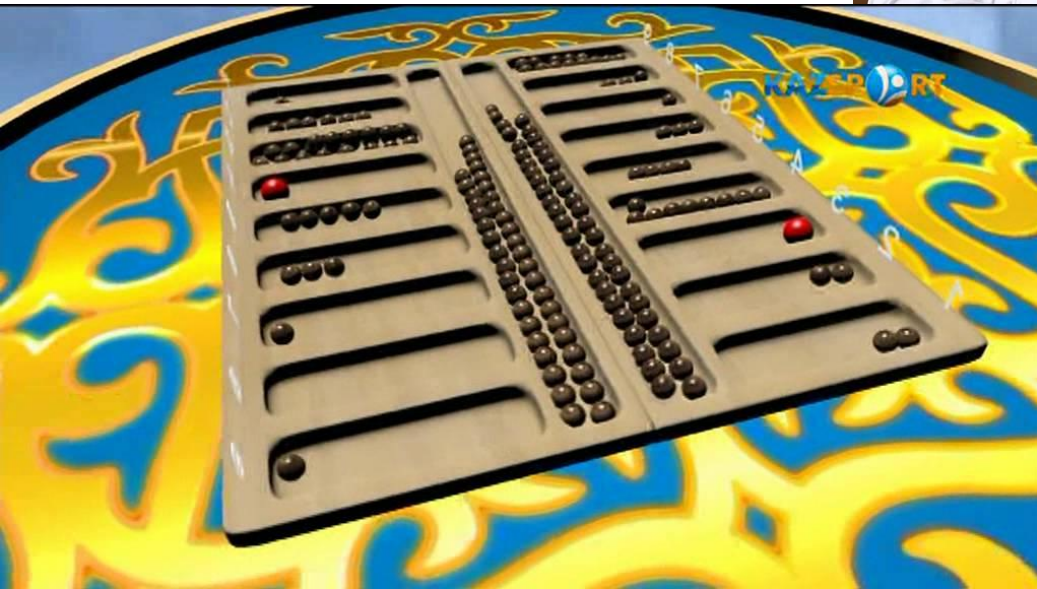
# Kazakh national game "Togyz kumalak"

- One of the oldest Kazakh national games is the game "Togyz kumalak". "Togyz kumalak" is a Board game on the Board in the logic and wit, designed to develop logical mathematical thinking and endurance. The game belongs to the family of Mancala, which includes games such as vari or Kalah. The basis of the game is the number 9 ( $9 \times 9 = 81$  and  $2 \times 9 \times 9 = 162$ ), considered the ancient Mongols and Turks sacred. In the scientific world it was called "the algebra of chabans", as in the course of the game rivals have to use all four basic mathematical actions. The game is based not only on the speed of counting, but also on tactics.



- Each of the players at the beginning of the game has 81 balls of the same color, that is, 9 balls for 9 holes.
- The main task of the game-shifting stones in the game holes, collect them as much as possible in your "cauldron". The collected stones are folded into a storage hole. Players make moves alternately. The player who is drawn by lot the right of the first move, takes out of any hole in its row all but one balls, and moves them from left to right, dropping one in each subsequent hole in such a way that the last ball hit the opponent's hole. If the number of balls in this hole after the end of the course will be even, they are all "prey" of the player and transferred to his cauldron. The right of the next move passes to the opponent. If in the holes of one of the players will not have a single ball, his opponent carries all the balls of his row in his cauldron. The game continues as long as one of two players pick up in your cauldron more 81 rock (this player wins), or they both pick up a pebble 81 (tie).

- In the game "Togyz kumalak" may occur some game situations that are worth describing:
- If after the move in a hole is three stones, the hole is declared "tustica". In the next every pebble, caught in tuzdik, goes into the cauldron of the player on whose side is this tuzdik, but the player can not get yourself tuzdik on the 9th, and on the hole under the figure which took the first "tuzdik" rival. Each player can be one tuzdik at the same time.
- If after the course of one of the players all the holes are empty, it falls into the situation of "atsyz Kalu" (KAZ. "to remain without horse"). In this case, he cannot walk as long as he remains "walking". In this situation the game ends, the stones of the opponent are moving in the cauldron of the enemy, and counts the stones in the cauldrons.
- Game "Togyz kumalak" could last for four to five hours. This game was popular in ancient times, when the players not even having the game Board, you could just dig a hole in the ground. Popular "Togyz kumalak" in our time and gradually the number of its admirers is growing every year.



- Among Russian researchers the first author who wrote about togyzkumalak was attrap N. Pantusov. His article "Kyrgyz game togyzkumalak" was released in 1906 in the city of Kazan. Well-known Turkologist S. Amanzholov about this article wrote: "Antonovskoe description too wild, sometimes wrong, but because it has not attracted public attention, and was not able to attract". Of course, Pantusov, as an ethnographer, attracted, not by myself, the game and its rules. The scientist in this case tried to give an introductory description of the national game. After him, the next Russian ethnographer who studied togyzkumalak was Asiya Popova. She's traveling on the Kazakh Aram Banalya that in Eastern Mongolia, collected extensive material about the unknown in Kazakhstan she tughlak, esenkulova and togyzkumalak. The collected materials were published in France. Asiya Popova believed that all of these games are the heritage of the Kazakhs, and also pointed out that togyzkumalak played in Afghanistan, and expanded the scope of the game itself. Another work that deserves attention is the book by I. Zelinsky called "Dominoes, backgammon, dice," published in 2004 in Moscow. Here the author argues that togyzkumalak originated from the Egyptian Kalah and cites thoughts proving these allegations.







- Unconfirmed ideas of the researcher from Russia I. Zelinskaya continue in studies conducted in America. For example, The hypothesis of K. Scott can generally be called fat science fiction, as he tries to prove that togyzkumalak is one of the types of African vari game, which came to Central Asia together with Islam and thanks to it spread throughout Kazakhstan. Here's what Scott writes about our national game: "This is a very interesting geographical and anthropological case. For this game, very similar to the vari, is used of fruit seeds or pebbles. This is common to all African games. Central Asia is a country of steppes and Sands. Most of the territory of earth and sand, and only in the few places it is found greens. Traditional culture of Kazakhs is based on animal husbandry, they graze small cattle. These animals produce safe spools and in the absence of pebbles their use for game in togyzkumalak" [61. It is immediately evident that this researcher has no knowledge of nomadic civilization and culture of Kazakhs. However, many develop the same thoughts, and this one American: many researchers still consider the game togyzkumalak, as "shepherds", and kumalak — as "the result of the activity of sheep."

- There are data about togyzkumalak and the book LRuss "the Complete Mancala Games Book: How to Play the World's Oldest Board Games".
- Togyzkumalak-is primarily the worldview of the people, and only then creativity, sports, science.. If Russian and American scientists consider togyzkumalak only as an ethnographic feature, the Europeans give a fairer assessment of togyzkumalak as a national heritage and mental creativity, which has its own traditional characteristics, inherent only to a certain people. In this regard, the most valuable and accurate materials are given in the book written by X. Machastchek in 1972 "Zugum Zug: Die Zauberwelt der Brettspiele" and in 1984 "steel um steel: Exotik der Brettspiele" (Stone by stone: exotic world of table games) [7]. In the section of the book concerning national art, it is said that among the games similar to the game "Bob" in Kazakhstan and Kyrgyzstan, the game "togyzkumalak" is known and officially registered, and in this region this game was played not less than 4 thousand years ago. These words completely destroy unsubstantiated ideas of I. Zelinskaya and K. Scott. There is a set of direct proofs that togyzkumalak is a heritage of the Kazakh people and that the African and Arab culture have no relation to it.

- The issue of global dissemination of **togyzkumalak** is not limited to the studies mentioned above. The book by A. Almasi "**Journey to the heart of Asia**" is of great value as a historical work, it helps to understand the nature togyzkumalak on the basis of toruscolors. In this book, scientist were considered separately gaming forms of entertainment of Kyrgyz people in their free time. In addition, the scientist leads the drawing Board in statuscolor and explain the rules. Written rules show that togyzkumalak and statuscolor essentially two different games.
- In the framework of the **Central Asia** the first and most valuable work was prepared by well-known Turkologist S. Amanzholova. In the book "**Togyzkumalak**", which was published in 1936, the scientist gives evidence that the game, based on the traditions and rituals of nomads, is very common among the **Kazakh and Kyrgyz peoples**. Kyrgyz scientists aidarkulov K., A. Shalymov, M. Kiesbye, T. Orozobekov in his writings give a real proof that the game is from ancient times is an integral part of the lives of nomads and invaluable intellectual heritage.







**Fulfilled: Doschanova Alina 12 group**