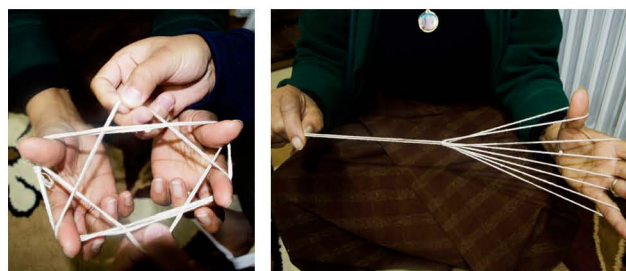


The fourth level, *dhap dhapi* is however a bit tricky and quite hard. While she has all the five stones in her palm, she has to throw one in the air and quickly put all the remaining four stones on the ground and catch the one in the air. Then she has to finish the process by throwing one stone in the air and pick up all four stones and receive the one in the air on her palm. The player has to repeat this five times successfully to advance to the final level. Nonetheless, before advancing to the final level, a player has to finish one more stage, called *jili guto* or *kekchi*, where she has to manage to hold the stones on the back of her hand with palm facing down and fingers making a fist.

The final level, *ama tsukpay* requires both hands of the player. This is the most difficult part of the game. She has to stretch the fingers of her left hand a bit, resting the fingertips on the ground and arching the palm to shape her hand into a little cave. The player then gently releases four stones on the ground near the mouth of the cave. The twist in this final level is that the opponent chooses one particular stone which is located at a strategically difficult point for the player to send the other stones past it and into the cave. This chosen stone is called the *ama*, hence the name *ama tsukpay*. The *ama* has to be knocked into the cave after all the other stones have been put inside. But no matter how far the stones are from the mouth of the cave, the player gets only two hits per stone to knock it into the cave and only one hit at the stone chosen by the opponent to get it into the cave. When all the stones are inside the cave, the player has one final move, that is, to collect all the stones like in the fourth level. After this, the player successfully completes one round of the game. However, if the player fails in one of the levels, the turn goes to the opponent but she can pick up from where the game was left off in the next round.

### 2.2.9. Bird's Foot Thread Game

The bird's foot thread game called *kuep tsay jayi kang pa* is known by different names in different parts of Bhutan. It is played mostly by young girls and sometimes even by boys. Two players are involved in the game. One presents the thread made into a pattern



by her outstretched fingers while the other picks up the thread from the pattern to form another pattern. Each pattern has a different name like *drami* or *jayi kang pa* (hen's feet) and several other patterns. The player who can pick the most patterns is credited best while the player who fails to pick a shape is downgraded and her lack of skill is derided in extremely colloquial terms.

### 2.2.10. Bull Fight

*Langthap*, the Bhutanese version of bull fight is an outdoor game which is played between bulls and also between young boys and men to determine the strongest in a group, or in a village. It means bull (*lang*) and fight (*thap*). Sometimes they play to impress the girls they like in their village to win her hands and sometimes simply to earn respect among their peers as the strongest person. Only two persons of strongly competitive dispositions would contest for the title bout.



Two persons position themselves on the ground on their hands and knees about a couple of feet from each other and charge at each other just like real bulls. On the count of three, the two men bump shoulders forcefully using all their strength to try to push the opponent to the ground. The winner earns his respect until someone else makes a new challenge.

### 2.2.11. Cock Fighting

Cock fighting, or *ja dzing* used to be a popular game among young boys during their free time at home or in the forest where they take their cattle to graze. It is a simple game played mostly between two players although multiple players can also participate in teams.

Standing on his left foot with his right foot raised behind him, each player must grip his clothing at the chest area tightly with his left hand while gripping his right foot with his right hand. Standing facing one other, only about a foot apart, each moves forward in an attempt