
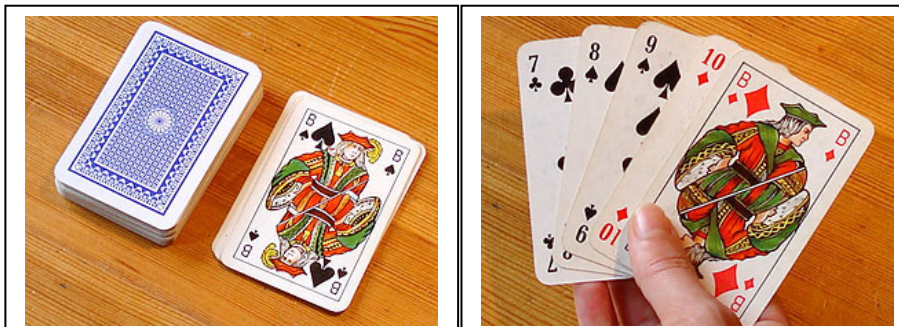



Name of game: Fingerhooking
Name used in other European regions:
Name of the person who explained the game:
Number of players: Two people
Ideal place to practise it:
Material:
Explanation: Fingerhooking is an old powersport, mainly in the region of Bavaria and Austria. It is said, that in former years the people used Fingerhakeln to clear differences. Two people sitting face to face on a table. Each tries to pull his contrahent with the finger to himself. For this, they hook their index finger (forefinger). You can also use the middle finger, but every player has to use the same finger. On the picture you see, that they use a leather ring. But for us it's better without. Someone gives the command: Hook – Ready – Pull. Behind each player has to sit a catcher in case of emergency. Winner is the one, who pulls the contrahent to his side. You should have a referee.
Photograph/picture 

Name of game: NeunerIn (NinerIn)
Name used in other European regions:
Name of the person who explained the game:
Number of players: 2 or more players
Ideal place to practise it:
Material: A card game
<p>Explanation: NeunerIn is a card game for 2 or more players that is popular in Germany, Brazil and some other areas. For more than 5 players, 2 packs of cards may be used. Whoever gets rid of his cards first wins the game. <i>NeunerIn</i> is very similar to the game UNO.</p> <p>The rules</p> <p>The game is played with a regular deck of german playing cards. The players are dealt each a hand of cards (usually 5). The rest are placed face down as drawing stack. At the beginning of the game the topmost card is revealed, then the players each get a turn to play cards. One can play a card if it corresponds to the suit or value of the open card. E.g. on a 10 of gras, only other grasses can be played or other 10s. If a player is not able to, he draws one card from the stack. If he can play this card, he may do so, otherwise he keeps the drawn card and passes his turn. If the drawing stack is empty, the playing stack (except for the topmost card) is shuffled and turned over to serve as new drawing stack.</p> <p>Special card values</p> <p>Some cards are special, because they affect the game directly -- a lot of variations exist in this matter:</p> <ul style="list-style-type: none"> • If a 7 is played, the next player must draw two cards at the beginning of his turn. • If the 8 is played, the next player skips his turn. • A 9 can be played regardless of the suit or value of the topmost card on the playing deck. Subsequently the player can decide freely the suit that has to be played next. <p>History</p> <p>Rules for NeunerIn have existed at least since the 1930s. A Swiss version of the game called "Tschau Sepp" ("Bye Joe", because that is what you have to say before putting down your last card but one) has existed at least since the early 1960's.</p>

Photograph/picture



Name of game: Watten	
Name used in other European regions:	
Name of the person who explained the game:	
Number of players:	
Ideal place to practise it:	
Material: Played with Bavarian playing cards. The colours are:	
Oak	Eichel
Bell	Schellen
Heart	Herz
Gras/green	Gras




The row of the cards:

7	8	9	10	U	O	K	A
		Unter	Ober	König	Ass		
		Under	over	king	ace		

There are special –trumps called the criticals (die Kritischen):

Oak 7	called point/ top (Spitz)
Bell 7	called bell (Belle)
King of Heart	called Max (Max)



All three criticals together are called the machine (die Maschine)

Explanation: There are four players, for example:



Player 1 Nico



Player 2 Fabian



Player 3 Matthias



Player 4 Robert

Every player gets 5 cards. You have to give in the first round each player three cards and in the second round each player two cards.

Dealer



He says the trump
(7, 8, 9, king or ace)



He says the colour
(Oak, gras, heart or bell)



For example:

Fabian says "trump is under"

Matthias says colour is heart

Then the row is:

Max

Belle,

Spitz

Under of hearts

All the other unders (no rowing), first played is higher than second played

Than all the hearts (Ace, king 8, 7)

First round: The player left of the dealer starts. Each player plays a card, the highest gets the trick.

Second round: The one, who got the trick, starts the next round, next is every player left of him.

Third round: Like second and so on.

Player 1 and 3 are a team, player 2 and 4 the other team.

Winner is the team with the most tricks.

Special rule: If you have the trump in the trump colour (in our example is it under of hearts) and you are the first player, you can say "trump or critical". Then every player has to give a trump or a critical (in our example: under or any heart as a trump, or one of the three criticals).

Points:

The winning team gets 2 points. The end is by 15 points.

If one team offers to the other team "go" and they still want to stay in the game and play, then the winner gets three points. The other team can also say "let's play about 4 points". And so on. If they go after the first offer, then the game ends, winner gets 2 points.

Have fun with this game.