

Juego de Sapo

History

Ancient legend tells that in the Inca sacred lake, the Titicaca, there evolved a mystical game that with the passage of time was made into a festival. "El Sapo" (the frog) was the main character in the exciting game where the Inca, son of the sun, would throw the luck with his court.

In those times, the royal family would throw gold pieces in the lake, with the hopes of catching some frog's attention, which were known for their magical powers. If a frog came to the surface and took in his mouth a gold piece, instantly the player was awarded a wish and the frog turned into solid gold.

In honor of so many wishes becoming reality, the Inca ordered a great golden frog made, for all of royalty to enjoy. It was a game of suspense and dexterity, where dance and happiness would mix in one rite: PUKLLAY SAPU (Playing Sapo, or Frog)

Rules

Number of Players: Unlimited (minimum 2)

Distance from Sapo to toss: Women 5 meters/Men 7 meters

Winning Score: Determined by players

Each player will toss 12 Sapo tokens one at a time.

Once all the tokens are tossed, you proceed to total the points acquired.

Only the tokens that fell through the top of the Sapo are counted.

The tokens that were tossed and entered the game through the front are not counted and the toss is lost.

The players toss the tokens in turn until one player or team reaches the total points that were agreed upon.

In case of a tie, a new round is played between the finalists.

Once your token has been tossed, under no circumstances can a player re-toss.

It is prohibited to approach, distract or cross in front of the player while he/she is tossing.

The highest point can be acquired by tossing the token into the Sapo's mouth. If it happens you should yell: SAPO!!!