

FIG. 28. Toys and Musical Instruments. a, Diabolo Game; b, Toy Bow and Arrow; c, Bamboo Pop Gun; d, Bamboo Whistle; e, Bamboo Rasp; f, *Kididetra*; g, Chess Board and Men.

both the loser's shoulders touch the ground simultaneously. The wrestlers display more strength than science and apparently there are no named grips. Strangling or striking an opponent is considered unfair, but there are no other fouls and injuries are not uncommon. The bystanders act as umpire and will separate the contestants if they lose their tempers. However, the Tanala seem to have a fairly strong sense of fair play and the loser usually takes his defeat very good-naturedly.

The Tanala Menabe rarely do "catch as catch can" wrestling, preferring two milder forms of the sport. In one of these the contestants stand facing each other, seize each other round the waist, and try to trip each other. In the other, a man stands with his right arm extended and elbow bent, the clenched fist being held in front of his face. His opponent seizes the wrist with both hands and tries to throw him off balance. If he moves his feet, he loses the bout. This sport is also a favorite with the Betsileo. Both these forms of wrestling are indulged in at funerals, but simply as a part of the general jollification.

Boxing is almost unknown, although it is a favorite sport of both the east coast and plateau tribes. In this boxing, blows are delivered with a wide swing, not from the shoulder as with Europeans. Although the fighting looks clumsy, the blows arrive with great force and I have seen both bones of a man's forearm broken in attempting to ward one off. Fighting with the feet, which the Imerina have brought to a fine art, is quite unknown to the Tanala.

Bull baiting should also be mentioned among athletic sports, for it is regularly practiced at funerals and a good bull baiter possesses great prestige. A description of it will be found in the section on Domestic Animals.

Watching fighting bulls was a favorite amusement in ancient times, but seems to be rapidly becoming obsolete (see Domestic Animals). As far as I could learn, other animals were rarely pitted against each other. There is no systematic cock fighting here, although it was common among the plateau tribes.

There are a few games. Small children play a game with buttons or shells, etc., on a series of irregularly drawn connected rectangles. The pieces represent various members of a family: the husband, wife or wives, and the children. The husband is usually represented by a long, pointed object and the wives by round ones. Each piece represents the same individual throughout the game. The player moves them about the diagram at will, acting out long and com-

plicated plots. The family will be taken through all sorts of adventures, with marriages, births, deaths, building of new houses, and all the routine of daily life. This game is a pure exercise of imagination, comparable to our own children's "playing house" except that the player does not participate. Several children may play at it together, but the players are never identified with the characters and there is no element of contest.

Games of chance appear to be entirely lacking, but there are two games of skill, played by adults. One of these, *katra*, is known all over Madagascar, although the rules probably vary somewhat from tribe to tribe. The other, a form of chess, is certainly of Arab origin and seems to be limited to the Tanala Ikongo and a few tribes on the southeast coast. *Katra* is played mainly by women and older children, chess only by men.

*Katra* is played on a diagram having from twenty-four to forty positions which are arranged in four parallel rows. Many tribes employ regular gaming boards with pits at the positions and a larger pit at one end for spare pieces, but the Tanala content themselves with marking the positions on the ground. The pieces used are everywhere large, round gray seeds about the size of marbles. These seeds do not grow in the plateau and the tribes there import them from the east coast.

The Tanala normally employ thirty-two pits, arranged in four rows of eight each. The method of play can best be described with the aid of a diagram. In this the letters indicate the position and the numbers show the number of seeds in each position. Before beginning the game two seeds are placed at each pit.

1

<i>I</i>	<i>J</i>	<i>K</i>	<i>L</i>	<i>M</i>	<i>N</i>	<i>O</i>	<i>P</i>
2	2	2	2	2	2	2	2
<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>
2	2	2	2	2	2	2	2
<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	<i>f</i>	<i>g</i>	<i>h</i>
2	2	2	2	2	2	2	2
<i>i</i>	<i>j</i>	<i>k</i>	<i>l</i>	<i>m</i>	<i>n</i>	<i>o</i>	<i>p</i>
2	2	2	2	2	2	2	2

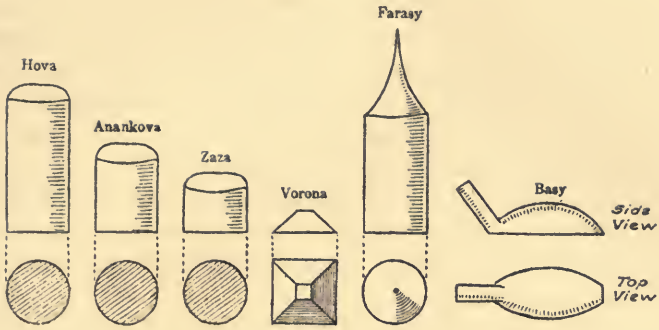
Diagram 1 represents the initial set-up. The first player selects a position at random, usually one in the back row, takes out the seeds and drops them one at a time into the other pits along the

row. He may start out either right or left, but this initial move determines the direction he must follow throughout the game. Let us suppose he begins with the position *L* and elects to move to his right. He takes the two seeds from *L* and drops one each in *K* and *J*. He then takes the three seeds from *J* and drops one each in *I*, *A* and *B*. Ending in *B*, which already contains seeds, he is entitled to take those of his antagonist's hole *b*, which lies opposite. After this capture he has five seeds, which he deposits successively in *C*, *D*, *E*, *F* and *G*. At *G*, he captures the seeds in *g*, giving him five in hand once more. He drops these successively in *H*, *P*, *O*, *N* and *M*. Taking the three from *M*, he drops them successively in *L*, *K* and *J*. As *J* has been empty, he is unable to move farther and "sleeps" there while his antagonist makes the next move. At this stage of the game the arrangement will be as follows:

2							
<i>I</i>	<i>J</i>	<i>K</i>	<i>L</i>	<i>M</i>	<i>N</i>	<i>O</i>	<i>P</i>
3	1	4	1	0	3	3	3
<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>
3	0	3	3	3	3	0	3
<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	<i>f</i>	<i>g</i>	<i>h</i>
2	0	2	2	2	2	0	2
<i>i</i>	<i>j</i>	<i>k</i>	<i>l</i>	<i>m</i>	<i>n</i>	<i>o</i>	<i>p</i>
2	2	2	2	2	2	2	2

Let us suppose that the second player begins at *l* and elects to move to the right also. He drops the two seeds taken from *l* successively in *m* and *n*, and the three from *n* in *o*, *p* and *h* successively. At *h* he captures the three in *H*, giving him six in hand, which he deposits successively in *g*, *f*, *e*, *d*, *c* and *b*. As both *b* and *B* are empty, he is compelled to "sleep" and the move passes to the first player. This player can begin at any point again, but must move to the right. If the last seed is deposited in an empty hole and there is only one seed in the antagonist's hole opposite, this cannot be captured, but if there is more than one in the player's last hole, the antagonist's single seed can be taken. The play goes on until one side or the other has gathered all the seeds. When an antagonist's front row has been cleared, the player takes seeds from his back row under the same rules as if it were his front row.

A single game may last for hours and the natives show considerable skill in figuring out the results of a movement many places ahead and selecting their starting point accordingly. The game is



	Vorona	Zaza					Zaza	Vorona
	Farasy	Zaza					Zaza	Farasy
	Basy	Zaza		(1) ↗		(8)	Zaza	Basy
A	Hova	Zaza	↖ (7)				(4) Zaza	Hova
	Anankova	Zaza	↘		(3)		(11) Zaza	Anankova
	Basy	Zaza	(6)	(2) ↘			Zaza	Basy
	Farasy	Zaza		(9)		(10)	Zaza	Farasy
	Vorona	Zaza					Zaza	Vorona

FIG. 29. Chess Board and Men (from "Le samantsy," Ardant du Picq, Bulletin de l'Academie Malgache, vol. X, p. 267).

sometimes shortened by agreeing that the player shall capture the seeds in the antagonist's front and back rows simultaneously. Thus if a play came out with the capture of the seeds at *D*, those at *L* would be taken simultaneously. The Imerina call this *katra boaoaka*, but the Tanala seem to have no name for this variation.

Native chess, called *samantsy* (Figs. 28, g; 29) is not played by the Tanala Menabe. For the following description of the game, as played by the Ikongo, I am indebted to an article published by Captain Ardant du Picq, in the Bulletin de l'Academie Malgache, vol. X, pp. 267-268. Fig. 29 is copied from his article. Captain du Picq says:

"The game is played on a board divided into 64 squares. Each side has 16 pieces, as follows—8 *Zaza*, 2 *Vorona*, 2 *Farasy*, 2 *Basy*, 1 *Anankova* and 1 *Hova*. The shapes of the pieces are shown in the accompanying illustration [Fig. 29], also their arrangement on the board. Those of one side are of white wood, those of the other black. The general rules of play are that the game is won when the opposing *Hova* is blockaded; that one piece, when it takes another, takes its place; and that no piece except the *Farasy* can move over another piece. The moves of the various pieces are as follows:

- "1. The *Zaza* moves from A to B, straight before it for any clear distance and captures neighboring pieces on the diagonals, as (1) and (2). When it arrives at B it acquires all the properties of the *Anankova* for moves and captures.
- "2. The *Vorona* moves rectangularly for any clear distance and captures in the same way.
- "3. A *Farasy* placed, for example, at (3) can move to (4), (5), (6), (7), (8), (9), (10) or (11). It captures in the same way. It is the only piece which can pass over other pieces.
- "4. The *Basy* moves diagonally passing over one square and captures in the same way.
- "5. The *Anankova* moves diagonally square by square and captures in the same way.
- "6. The *Hova* moves rectangularly or diagonally square by square and takes in the same way. It cannot be taken by any other piece and *Hovas* cannot take each other."

#### MUSICAL INSTRUMENTS

Tanala musical instruments include stringed instruments, wind instruments, drums and rattles, all of a fairly primitive sort. The