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Dice-Stick Game = Gins (geents)
Dice-sticks are called Ginskud (geents-koot)

Two Sticks

Braid

Mountains

Thorns

2 up, 2 down = 2

3 up, 1 down = 3

All face up = 5

All face down = 10

Only Two sticks up = 4

Only Thorns up = 6

Only Braids up = 14

Only Mountains up = 15
Tohono O'odham Dice Stick Game – Gins

Game Pieces:
4 flat sticks ginskud (geents-koot) made of saguaro ribs. One side of the stick is slightly rounded and the other side is flat with a design on it.

Two Sticks
Mountains
Braid
Thorns

2 horses (stones) per player

1 rectangular playing space marked with ten stones on each side. 5 additional stones are connected to each corner jouta (door) that make up each player's house.

How To Play:

1. Each player places both horses in the kee (house).
2. The four gins are held vertically in one hand and struck from underneath with a flat rock with the other hand. Let the sticks fly through the air and land on the ground.
3. If any of the sticks are touching another stick, the hit does not count and the turn must be taken over again.
4. A player must score at least five points to get out of his/her kee at the start of the game.
5. Once out of the kee the player can move one space for each point scored.
6. If one player lands on the same space as the other player s/he defeats the first player and sends his horse back home.
7. Winning the game requires getting all of your horses around the board and back home, entering your house with the exact number.

Scoring:

2 up, 2 down = 2 points
All down = 10 points
Braid only = 14 points
3 up, 1 down = 3 points
Two Sticks only = 4 points
Mountains only = 15 points
All up = 5 points
Thorns only = 6 points