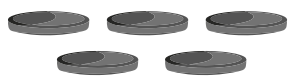


Kakangaq – Disk Game

Kakangaq is a game hunters play to sharpen their targeting skills. Players compete to score points by throwing disks at a target laid on a seal skin.

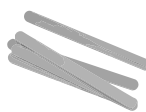
Supplies:



5 throwing disks for each player (1 ½ to 4 inches in diameter each) – use jar lids.



1 target disk (1 to 1 ½ inches in diameter) – use a large button or a small jar lid.



12 tally sticks – use toothpicks, stir sticks, popsicle sticks, or something similar.



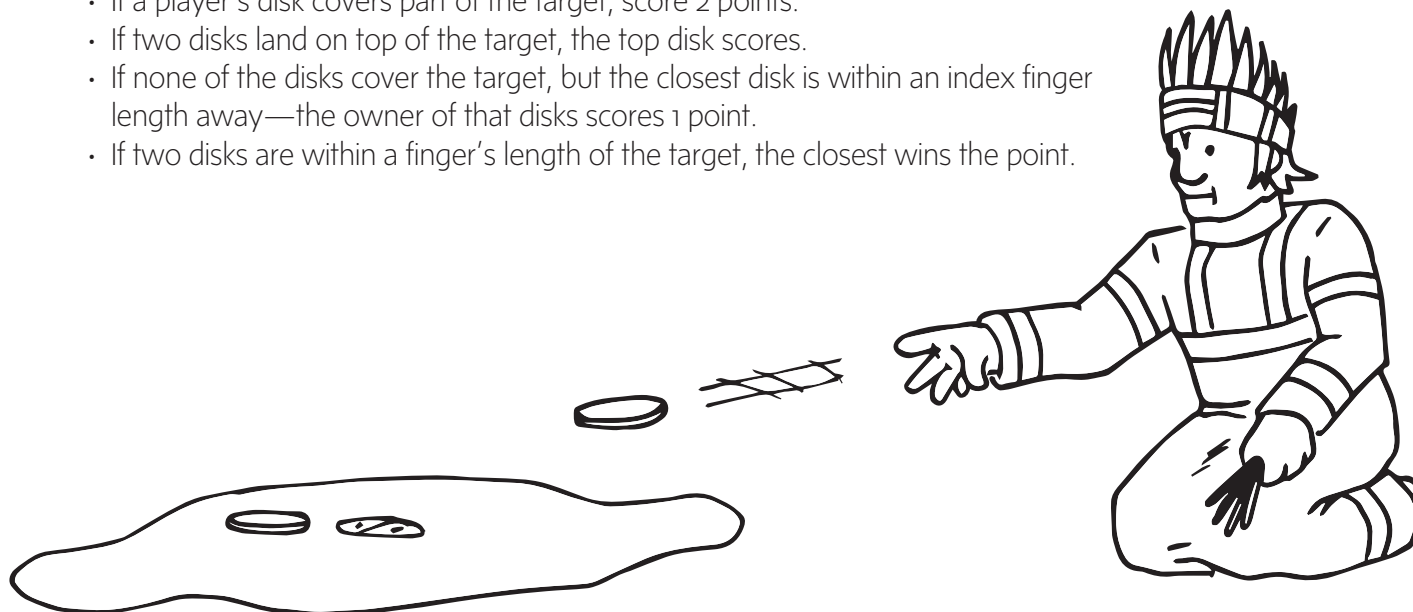
1 piece of paper cut in the shape of a seal skin, about 4 feet long by 2 ½ feet wide.

Play:

- This game is played by two individual players, or four players competing in teams of two.
- Players take turns throwing their disks one at a time until all the disks are thrown.
- Players may knock each other's disks off the target with their throws.
- After all the disks have been thrown, the score is calculated.

Score:

- The game begins with 12 tally sticks piled between the players. Players take their points from this pile. When the pile is depleted, they take points from each other.
- 12 points wins a game, 2 games wins a match.
- If a player's disk covers part of the target, score 2 points.
- If two disks land on top of the target, the top disk scores.
- If none of the disks cover the target, but the closest disk is within an index finger length away—the owner of that disk scores 1 point.
- If two disks are within a finger's length of the target, the closest wins the point.



The rules and instructions shared here were passed down through generations by numerous Alutiiq community members. Other communities may have different variations of these games.