step one
You and your friend draw two lines which are about 3.5 metres apart: one as the starting line called the kalang, and the other as the boundary line called the batas. Then stand the indung in the middle of the batas.

step two – ngalung
Each of you in turn pick up your kojo then throw them at the indung. This action is called ngalung. Try to hit the indung or land your kojo as close as possible to it, but don’t let it roll over the batas. If you do that, you are out of the game.

step three – angkong
If your kojo ends up nearest the indung, you have the right to do the next step called the angkong.
At the spot where your kojo lies, you kneel down with your left kneeouching the ground. Pick up your kojo and then throw it between your legs, trying to knock down the indung with it. If you hit the indung, you are still in the game.
Stand the indung up again for your opponent to have a turn. If your opponent does not hit the indung, that player is out of the game.

step four – gampar
Stand behind the kalang and put your kojo on top of your right foot. Step forward with your left foot then throw your kojo with your right foot at the indung.
If both of you knock it down or neither of you do, the game is drawn and you both start again at step two. If only one knocks it down, that person goes to step five.

step five – engkle
Stand behind the kalang again and put your kojo on top of your right foot and lift your right foot off the ground.
Hop on your left foot to the indung then back again to the kalang. Go back and forth as many times as you can until the kojo falls.
You stop as soon as you drop your kojo from your right foot, and count how many return trips you made between the kalang and the indung. As a reward your opponent has to give you a piggy back for as many steps as return trips you made.

gampar

Gampar is an outdoor game which in Indonesia is especially popular among boys. It can be played by two to four people.

what you’ll need
One bigger flat stone about the size of a brick which is used as the target called the indung.
For each player, a smaller flat stone which is used as the kojo (throwing stone).