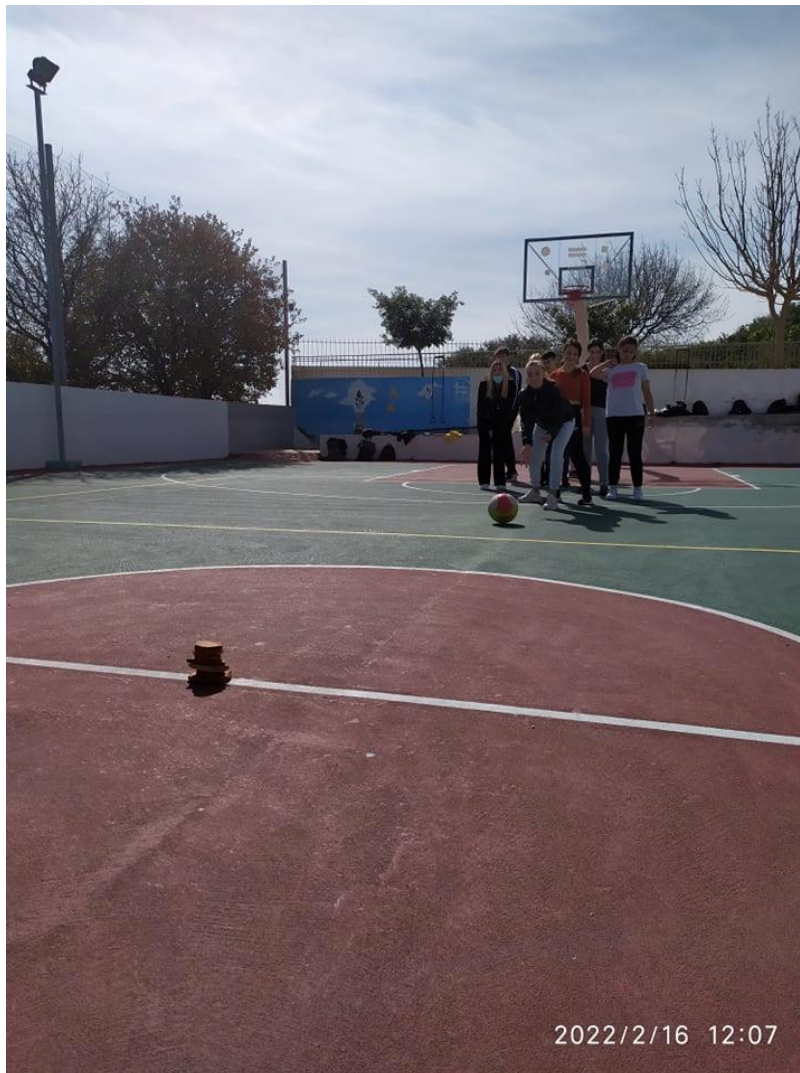


Eptapetro (seven stones) or Tzami

The children are divided into two teams (attack and defence) and draw lots to decide which team will be on attack and which on defence.

- The offensive team is lined up behind each other 6-7 meters from the tower created from 7 rounded tiles.
- The defense team is in a semicircle behind the tower.
- The offensive team takes turns throwing the ball to knock down the tower (they all have one attempt each).





If none of the attackers succeeds in knocking down the tower (even one of the tiles) the teams change positions.

- When someone knocks down the tower the game starts.
- The defensive players hold the ball and scatter the tiles in a predetermined circle around the spot where the tower was placed



The offensive players are moving away.

- The defensive players aim to hit all the offensive players with the ball to take them out of the game while the offensive players place the tiles on top of each other and rebuild the tower.



The attacking players wait for the ball to move away to find an opportunity to get closer while the defensive players try to target the opponents accurately without moving the ball too far away.





Defensive players are forbidden to stand permanently inside the circle, to prevent opponents from approaching with their bodies and to knock down the tower that the attacking players are trying to build.

- Once either team wins, the roles are switched.

