

Common Game Variations

Match: Traditionally, 5 games are played in a match where the winner of 3 is considered the overall winner. After each game, if either player believes their position may be disadvantageous, then the players must exchange sides.

Multi-Player Töte: Töte can be played with multiple players; however, only 3 players positioned in a triangle offer a geometry where the distances between all players are equal.

Töte Master: To become a Töte Master, a player must win 3 games in a row against a Töte Master, and only after clearly informing the Töte Master that they are playing for mastery. This was traditionally signified by playing with a Black Töte, as only Töte Masters were allowed to possess a Black Töte. With the later incorporation of labeling on the modern Tötes, Master Töte's can now be of any color or design. It is also a tradition of honor and sportsmanship to award the winner the very Master Töte used while achieving their mastery, since Töte Masters are registered and only they can acquire a new Master Töte after registering the new Töte Master.

Olympic Töte: An olympic class of Töte has been developed where players are allowed to move freely inside of hexagonal zones at each end of the Töte field. Players generally run inside the zones to increase the Töte's momentum while throwing, or to decrease its impact while catching. Olympic Tötes are traditionally made of dense, solid wood and, appropriately, the players wear full-body protective gear. Pairs can also be played with 2 players in each zone. Triple-pairs can also be played with 2 players in each zone of a triangular playing field.