

ABSTRACT

Bentengan is one of Indonesia's traditional games about defending an area from other groups who will take our territory. This game consists of 4 to 8 people, as well as making a sign (pillar or pole) as a 'fort'. when the player is in the fortress area, the player will be safe. members try to make opponents captive to keep guard down. to become prisoners determined by the way the last member left the fort. players must often return to the castle because the 'captive' and 'captive' are determined by the last time they touched the castle. the person entitled to become a 'captive' is the person who is the closest when he touches the fort. along with the development of the age of traditional games increasingly abandoned and also inferior to the games contained in sophisticated devices such as laptops, mobile phones, Console, etc. game application as a mindset forming tool. game application that preserves Indonesian culture by taking traditional Bentengan games.

Keywords: Bentengan, Traditional game, cultural education, game application.