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GARDEN HOPSCOTCH INSTRUCTIONS:

FOR 1 TO 4 PLAYERS

1 A PLAYER TOSSES A PUCK INTO THE FIRST SPACE. THE PLAYER THEN HOPS THROUGH THE REMAINING SPACES CONSECUTIVELY, TURNS AROUND AT NUMBER 10 AND HOPS BACK DOWN THE NUMBERS. ON THE RETURN TRIP, WHEN THEY REACH THE SPACE CONTAINING THE PUCK, THE PLAYER BENDS DOWN AND PICKS UP THE PUCK AND HOPS OFF THE COURSE. A PLAYER MUST NOT LAND THE PUCK ON A LINE, STEP ON ANY LINES, OR HOP IN A SPACE CONTAINING THE PUCK.

2 THE PLAYER CONTINUES TOSSING THE PUCK INTO THE NEXT NUMBER OR SPACE. A PLAYER LOOSES HIS TURN WHEN HE DOES NOT LAND THE PUCK INSIDE THE TARGETED SPACE, STEPS ON A LINE, OR HOPS INTO A SPACE CONTAINING A PUCK.

3 A PLAYER MAY LAND ON BOTH FEET ON THE NUMBER 10 TURNING POINT, OR IN SPACES SIDE BY SIDE WITH ONE FOOT IN EACH IF THE SPACES DO NOT CONTAIN A PUCK

4 PLAYERS MAY AGREE TO ALLOW LEAVING THE PUCK IN A SPACE IF A HOPPING ERROR IS MADE AND ALSO ALLOW PLACING THE PUCK IN THE INTENDED SPACE IF A PLAYER CANNOT TOSS IT SUCCESSFULLY. IN BOTH CASES THE PLAYER'S TURN IS OVER.

5 ON SUBSEQUENT TURNS PLAYERS RESUME FROM THE POINT AT WHICH THEY STOPPED. THE FISRT PLAYER WHO SUCCESSFULLY TOSSES AND HOPS THE COURSE FOR ALL THE NUMBERS IS THE WINNER