

Super Hopscotch Bros.

A Kotaku Game For One or More



Objective: Play through the eight levels of the game to get to the final castle and rescue the princess.

Need: Chalk and three rocks. One for the princess and two for Goombas.

To Win: Play through the game's eight levels and return with the princess rock in your hand.

Inspiration: Super Mario Bros.

Set-Up

1. Draw out the hopscotch path on the ground in chalk (see below).
2. Place a single rock in both the number six and number eight squares. These are the Goombas.

Rules

1. The first player throws the remaining rock (the princess) into the square marked with a one. If the rock doesn't stop inside the box it's the next player's turn.
2. After successfully throwing the princess rock into the box, the player has to hop from square one to square eight without changing feet except where noted. If they lose their balance or land on a line they lose their turn and start back at square one.
3. When the player comes to square three and square five they need to switch feet in mid hop and land in the question mark. That is the new foot they have to hop with until they come to another question mark. If they lose their balance or land on a line they lose their turn and start back at square one.
4. The player has to land with both feet in the squares in square six and square eight. If they lose their balance or land on a line they lose their turn and start back at square one.
5. Upon reaching square six, the player has to kick the rock into or through the box drawn with spikes in it. If they miss they lose their turn and have to start back at square one.
6. Upon reaching square eight the player can choose to jump to the first, second or third square. If they lose their balance or land on a line they lose their turn and start back at square one.
 - a: Players who successfully land in the first square turn around and hop back through to the start, stopping to

pick up the rock they threw on the way. If they lose their balance or land on a line they lose their turn and start back at square one.

b: Players who successfully land in the second square get to warp to the closest question mark circle and then hop back to the start, stopping to pick up the rock they threw on the way. If they lose their balance or land on a line they lose their turn and start back at square one.

c: Players who successfully land in the third square get to warp to the furthest question mark circle and then hop back to the start, stopping to pick up the rock they threw on the way. If they lose their balance or land on a line they lose their turn and start back at square one.

7. Once a player makes it through the full hopscotch and successfully returns, they start over.

8. On subsequent times through the hopscotch you throw the rock into the next numbered box, hopping all of the way to the end and back and following all of the rules.

8. If a person messes up they return to start, but on their next try still start by throwing into the numbered box they last attempted.

9. The person to make it through the hopscotch eight times wins.

Regulation Court

