GAME IDEAS
FOR THE
BUTTERFLY HOPSCOTCH
Product Number: 12-2W-024

The object of the game is to accumulate the most bases.

1. The player(s) begin by standing at the starting position at the bottom of the game. The game starts with the first player throwing the marker to space #1, which must land within that space. Players decide if the space includes the outline or not.

2. The player hops on one or two feet, depending upon the adjacency of any spaces, skipping the space with the marker but proceeding to the home space above the 9, turning around, hopping back, picking up the marker at the space before that of the marker and resting at the starting position at the bottom.

3. If the player stumbles, they are allowed to recover and to continue their turn if no body parts touch the lines between or around the spaces. If they do touch a line, they forfeit their turn and the next player can begin playing.

4. After a player finishes the round and succeeds, that winning round player stands at the starting position, turns their back to the game and throws the marker backwards on the hopscotch. Whichever space the marker lands is considered his/her “base.” If the marker is thrown beyond or outside any space the player repeats it until it lands within a space.

5. That player can use this space from here on; however, the other players are no longer allowed to touch that space. They have to skip or jump over that space.

6. As the game progresses additional spaces may become “bases,” requiring additional spaces to be jumped over and so the game gets more difficult after each round.

7. The game ends when a player can no longer jump to a space. The winner is the player that accumulates the most bases.

Any questions? We’re here to help – call us at (800) 681-0684!