



HINKSPEIL

Played using a court, which determines the progression of the game, **Hinkspeil** is a schoolyard game that can be changed easily to provide variation of this one game. Using a variety of letters, numbers, signs, etc, this game is played with the action proceeding just as in "Hopscotch", and is about kicking, hopping and not falling over! The game begins with three to six players who each have a stone or other small object as a marker. The first player begins the game by tossing their marker into the designated first square. They then proceed to hop on one foot into that square and then kick the stone with their hopping foot into the designated second square. The same procedure continues until the marker has been kicked into each square.

The twist to the game that makes it unique from others, is when a player reaches the final square in the sequence, they stand with their back to the court, so they cannot see the court, and throw their marker over their head and into the playing court. The square into which their marker lands, is then called their "**house**", which on their next turn, they may rest here. Other players, however, may not do the same; they must jump over other people's "houses", unless the player who owns the "house" allowed them to "trespass."

When a player loses their turn, by falling or throwing their marker into a wrong square, the next player has their turn. Each player begins the game in the same manner. The player with the most "houses" at the end of the game wins!