



PIN-WHEEL CIRCLE HOPSCOTCH

This is a playground game played with the same principle as the original "Hopscotch" but with a twist on the rules and strategies of playing the game. With an unlimited number of players being able to participate, this circular-shaped game provides a fun and challenging game for everyone!

The first player proceeds to jump from box 1 to 16 on either their right or left foot or then return backwards through the numbers on their opposite foot. After completing the run successfully, from 1 to 16 and back again, this player may put his initials in a box of his choice, thereby preventing anyone else from stepping in it and complicating the game a little more.

Now, each time a player hops the course, they must avoid hopping on those squares which have their opponents' initials in them, only hopping on those squares that they have marked with their own initials or those squares that have yet to be marked. Being able to jump into their initialed squares with two feet, these blocks serve as somewhat a resting square. However, there are still ways in which a player will lose his turn including if he or she steps on a line or if a player jumps into a square that is not marked with their own initials.

The winner of the game is determined when there are no more squares to place initials in, and that person who has the most initials in the squares in the court is declared the winner.