



## **SKULLIES GAME HOPSCOTCH**

An unlimited amount of children may play the game. The first player will start standing on square 1. Using a pebble or a small object as a marker, the first player will throw it into square 2. When their marker lands inside square 2 they move to square 2 and continues to square 3 and so on. When a marker land outside of a square this ends the players turn, the player must mark their last successful square. The remaining players will take their turn in the same manner, then the first player will continue where they left off. The skull is the last square, if a players marker lands on the skull before they reach the twelfth square the must start over. The first player to have successfully moved to the final square "the skull" is the winner!

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