

# **HOPSCOTCH**

new versions

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## Part I – Research

### **Rules of the game:**

*“The first player tosses the marker (typically a stone, coin or bean bag) into the first square. The marker must land completely within the designated square and without touching a line or bouncing out. If the marker lands in the wrong square, the player forfeits a turn. If the marker is successful, the player hops through the court skipping the square with the stone in it. Single squares must be hopped on one foot. For the first single square, either foot may be used. Side by side squares are straddled, with the left foot landing in the left square, and the right foot landing in the right square. Optional squares marked "Safe" "Home" or "Rest" are neutral squares, and may be hopped through in any manner without penalty.*

*When players reach the end of the court, they turn around and hop back through the court, moving through the squares in reverse order and stopping to pick up the marker on the way back (and hops in the square). Upon successfully completing the sequence, the player continues the turn by tossing the marker into square number two, and repeating the pattern.*

*If while hopping through the court in either direction the player steps on a line, misses a square, or loses balance, the turn ends. Players begin their turns where they last left off. The first player to complete one course for every numbered square on the court wins the game.”*

*- Wikipedia.org*

### **Explained simply:**

1. First player tosses marker into first square
  - 1.1. Marker must land completely inside the square
2. Player hops through the court, skipping the square with the stone in it
  - 2.1. Single squares must be hopped on one foot
  - 2.2. Side by side squares must be straddled
  - 2.3. If player steps on a line, misses a square, or loses balance, turn ends
3. Player reaches end of the court, turns around and hops back to the start, stopping to pick up the marker.
  - 3.1. same rules as #2 apply
4. Player continues turn (back to step 1) with the next square.
5. First player to complete all squares wins.

### **Problems with design**

1. **Waiting for your turn is boring (imagine playing with more than 3 players)**
2. **If the first player does not make a mistake, he/she wins without even giving the other players a chance to play.**

3. Drawing squares on the court takes too long, and squares can be drawn unevenly.
4. **Interest curve – throwing the marker may become more difficult as the game progresses, but jumping through the court is easy.**
5. No reward for getting through the course (unless “do it again!” is a good reward... I would say no).
6. Not enough feedback: when is the marker really “in the square”? At what point is my foot “outside a square”?

## ***Brainstorm ideas***

### **What if I changed the rules a little...**

1. It could be a race
2. It could be a relay race
3. It could just be a timed game
4. It could be like planting rice (move to 1, then 1, 2, 1, then 1, 2, 3, 2, 1, etc...)
5. Each square could have mini-challenges associated with it (hop backwards, sing a song while hopping)
6. People could hop with their eyes closed
7. It could be a drinking game – have people take (scotch) shots at the safe zone
8. You could use a point system instead of the “first to finish” rule
9. Could be a game of bring-me, but you’d have to “hopscotch” your way to the host
10. Could be like a game of H.O.R.S.E, where you have to copy someone else.
11. Have to use specific feet, or feet pattern, depending on dice roll
12. What if it was like red light – green light, can only move when the leader isn’t looking

### **What if I used a different kind of board...**

13. Have a hopscotch sheet, so setting up wouldn’t take so long
14. Have rubber/foam pads, so people could easily lay out their own boards
15. Have a board with LED panels that lit up and made sounds when people stepped on them
16. Have a board with arrows on them so people have to face a specific direction when hopping (even better if the arrows could change after each round!)
17. Have a board with squares made of squishy/soft material, so it’s harder to keep one’s balance
18. Elevated squares, so you don’t always jump on the same level

19. Beach hopscotch, on really hot sand
20. Online hopscotch, like a facebook app
21. Hopscotch on ice
22. Swimming pool hopscotch, have to swim under the “squares,” and then emerge inside them

### **What if the board was laid out differently...**

23. Bigger squares, so people have to make longer jumps
24. Laid out across the city, and you had to drive to each “square”
25. Have other obstacles between squares, like balance beams and wobbly boards
26. Four boards laid out in a square, so you had to go around and maybe win by “tagging” your opponent in the back
27. Four boards laid out in a cross, so each player hopped towards the center, and then they had to do something there

### **What if I had two boards facing each other...**

28. Can tell a love story, where lovers meet at the safe zone
29. Can involve telling insult comedy jokes at points where people reach a standoff
30. Can be like sumo wrestling
31. Can represent a duel between two people

### **What if I added new things to use...**

32. Jump rope
33. Pogo stick
34. Need to balance items on your arms as you hop
35. Can have people carry back stuff like in “going to the market”
36. Have to keep putting on heavier clothes after each round
37. Have to use a basketball instead of a bean bag
38. Have to play on stilts
39. Hopscotch with watermelons/funny shoes on your feet
40. People throw tennis balls at their opponents

### **What if people played in teams...**

41. Couples hopscotch (have to hop together)
42. Have to move as a group (like previous, but for bigger groups)
43. Synchronized team hopscotch

**What if I added some theming...**

44. Mario themed (Mario likes to jump)
45. Frog themed (jump on lily pads)
46. Planet/space themed (there are 9 planets in the solar system!)
47. Indiana Jones themed (crack a whip at the stone instead of throwing a bean bag)

**What if it was just weird...**

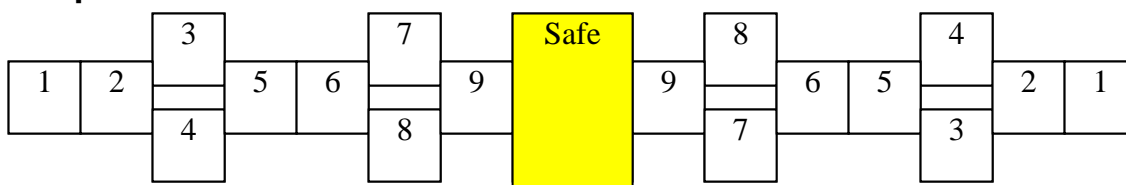
48. Hopscotch dance battle (need to dance across instead of hopping?)
49. Finger hopscotch (play with you fingers on a table?)
50. Strip hopscotch (oh yeah)

## Part II – New Variations

### 1. *Duel-scotch*

A simple, 2-player hopscotch race, but players can use a third bean bag to create obstacles for their opponents.

#### Setup



The game is played on two hopscotch boards that are facing each other, with a shared safe zone.

Each player starts at each end of the field, with a bean bag in his/her dominant hand.

A special bean bag is placed in the center of the safe zone.

#### Gameplay

Players race to finish a game of hopscotch.

If a player reaches the safe zone before the other, he/she may pick up the bean bag and throw it on his/her opponent's square.

If a player encounters the special bean bag on the way to the safe zone, he/she must hop over it.

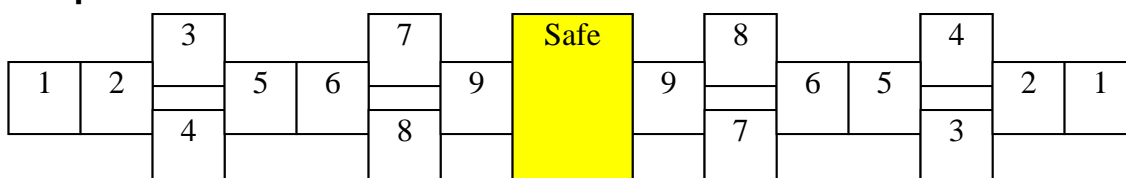
If a player encounters the special bean bag on the way back from the safe zone, he/she must pick it up.

Players are only allowed to use one hand throughout the game (meaning they must hold both bean bags in one hand)

### 2. *Lover's Hopscotch*

This game of hopscotch tells the tale of two lovers and their forbidden love.

#### Setup



This is a game for two couples. Each couple is split so that one is on either side of the board.

One couple starts with their game of hopscotch – they play the lovers. The second couple holds eight bean bags each – they play the lovers’ parents.

### Gameplay

At the beginning of the turn, the lovers begin their game of hopscotch, meeting at the safe zone.

While the lovers are hopping towards the safe zone, the parents can fill the empty squares with additional bean bags.

The lovers earn points for successfully completing a turn.

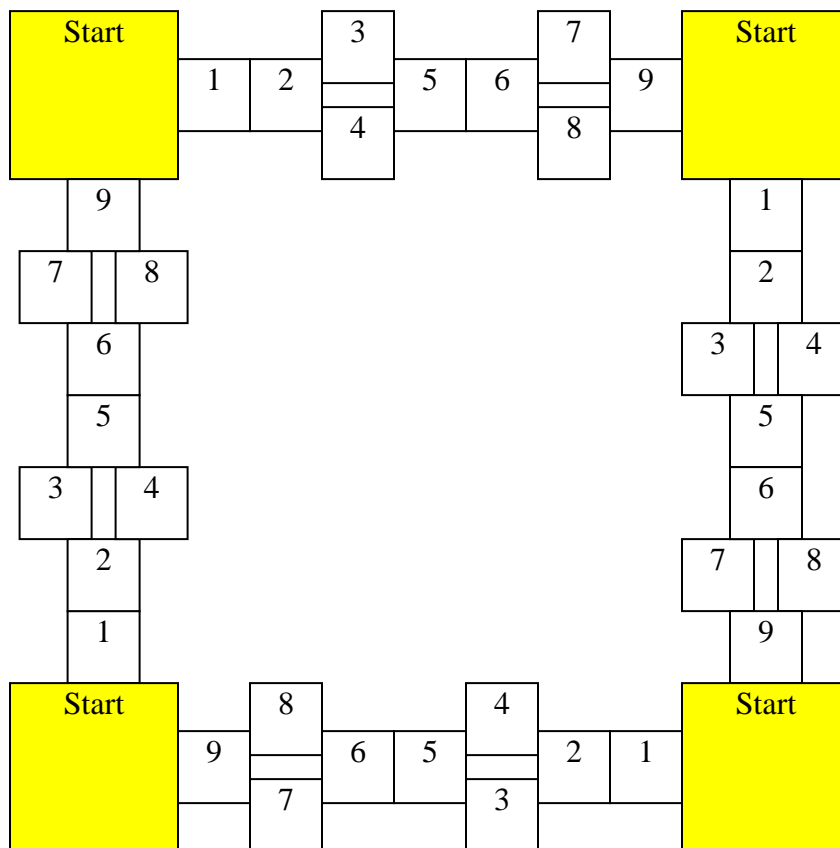
Couples switch roles after each turn.

Points are tallied at the end of the last turn.

### 3. Square-scotch

A game of tag, but played on a hopscotch board

#### Setup



This is a game for four people. Each person starts on a separate start point.

## **Gameplay**

The goal of the game is to be the last player on the board.

Players play their game of hopscotch clockwise, throwing their bean bags on square 1, then hopping towards the next start point. However, instead of turning around and hopping back at the end, players turn right and take their next turn on the next hopscotch board.

Also, instead of picking up the bean bag on the way back, player hop over their bean bag, then turn around and pick it up, then turn around again and continue towards the next start point.

Players eliminate other players by tagging them.

## Part III – New Version

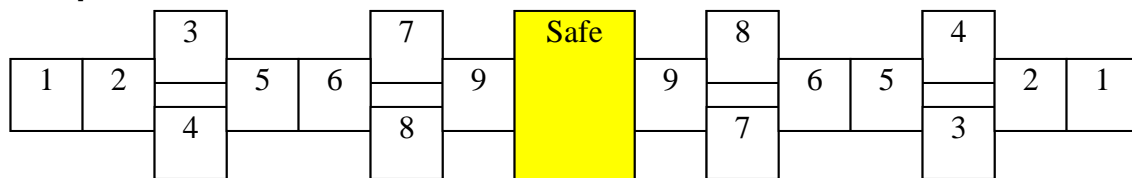
### *Duel-scotch v1*

For my first version of this game, I started out wanting something that felt like two people dueling. I decided that a good way to achieve this would be to set up a board where I could have people hopping towards each other. After that, I needed some way that players could create obstacles for each other, and cause the other to make a mistake. I came up with a game where the first player to reach the center would have the ability to cause his/her opponent to slow down by throwing a second bean bag into play.

### Requirements

- 2 players
- 1 referee
- 3 bean bags

### Setup



The game is played on two hopscotch boards facing each other. The hopscotch boards share the same safe zone.

Each player stands on each end of the playing field, holding his/her bean bag.

The third bean bag is placed in the middle of the safe zone.

### Gameplay

1. The object of the game is to be the first player to complete 9 hopscotch rounds.
2. A round is defined as one trip to the safe zone, and back.
3. Like regular hopscotch, a player starts by tossing the bean bag into the first square of the board. Same hopscotch restrictions apply – the bean bag must land inside the square, or else the player has to pick up the bean bag from the floor and attempt the throw again.
4. The player then proceeds to hop through the board, turning around at the safe zone, and then hopping back, picking up any bean bags along the way (see Part I for more details).
5. If a player is able to land on the safe zone before his/her opponent, he/she has the option of picking up the bean bag in the middle of the safe zone.
6. If a player is holding a bean bag in the safe zone, he/she may toss it into his/her opponent's board. This bean bag must then be skipped by the opponent if he/she

is on the way to the safe zone, and it must be picked up if he/she is on the way back to his/her start position.

- a. If the player throwing the bean bag misses a square (meaning the bean bag landed between two squares, or landed outside a square), he/she must pick up the bean bag, and set it down in the middle of the safe zone, and hop back to his/her start position.
  - b. If both players are in the safe zone, the special bean bag must be set back down in the middle of the safe zone, and both players have to hop back to their start positions.
7. Players must only use one hand throughout the game (meaning they could hold two bean bags in one hand, and they would use the same hand to throw one bean bag while holding on to the other)

### Playtest Findings

1. Having another bean bag in your way isn't really a big deal, and I was hoping this game would revolve around putting obstacles in your opponent's way.
2. The game was very tiring.
3. I wasn't able to account for certain cases, like when players land on a square at the same time, or if throwing a bean bag through a player's legs was allowed.

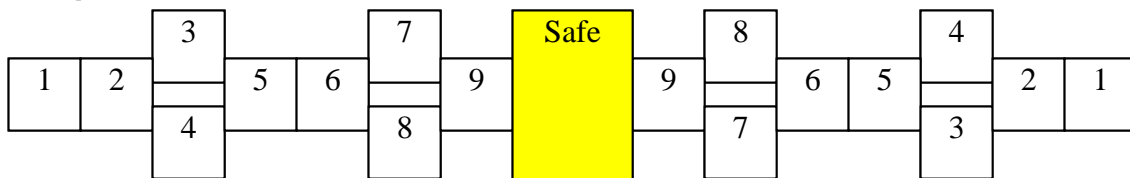
### Duel-scotch v2

For my second version, I changed a lot of things because the mechanic that my first version revolved around didn't have the effect I imagined it would have. I went back and thought a lot about what I wanted for this game, and I really liked the idea of having two players "pushing" against each other. This was the guiding thought behind this revision.

### Requirements

- 2 players
- 1 referee
- 2 bean bags

### Setup



The game is played on two hopscotch boards facing each other. The hopscotch boards share the same safe zone.

Each player stands on each end of the playing field, holding his/her bean bag.

## **Gameplay**

1. The object of the game is to have the most points by the end of 9 rounds.
2. The game begins with players tossing their bean bags inside the first square of the board. Upon success, players begin hopping towards the other end of the board, past the safe zone. Same hopscotch rules apply – bean bags must land inside the square completely before players are allowed to proceed.
3. If a player loses his/her balance while hopping, they are forced to stand on the last square they successfully landed on, and wait for the round to end. If both players lose their balance, the round ends, and no points are awarded.
4. At some point, both players will end up at a standstill (because players will be directly in front of each other). When this happens, scores are calculated. Players earn points by counting the number of rows past the safe zone they got. For example, if Player A reached square 9 of Player B's board, and Player B reached square 7/8, then Player A would be awarded 1 point. At this point, the round ends, and players walk back to the start positions to begin a new round.
5. If a player is able to grab his/her opponent's bean bag, the round ends, and the player is awarded points equivalent to the current round number.

## **Playtest Findings**

1. BAD: Most of the time, rounds end up at a standstill, with either both players in the safe zone, or one player at the safe zone and the other at square 9.
2. BAD: If a player misses a toss while his/her opponent is successful, chances are that his/her opponent will be able to either grab his bean bag or jump all the way to square 1 on his side.
3. BAD: Game was very hard to keep track of
4. GOOD: Game gets interesting towards the end, especially when it is much easier to grab opponent's bean bags. Lots of back and forth.

## ***Duel-scotch v2.1***

Despite v2 being insanely boring, I was sure that it could be fixed if I could just find a way to get people scoring points more often. For v2.1 I adjusted the rules such that:

1. A round is broken into two parts: tossing and hopping.
  - a. The tossing phase of a round is played with the players simultaneously tossing their bean bags into the square numbered the same as the round number.
    - i. If both players are successful, the round moves into the hopping phase.
    - ii. If only one player is successful, the other player has to keep trying to land the bean bag into the square.

1. For each turn that a player's opponent is unsuccessful (after a player has successfully tossed his bean bag), the player is allowed to step into the next square.
  2. Once both players are successful, the round moves into the hopping phase.
- b. The hopping phase is played the same way as v2 is played, except players start hopping immediately.

### **Playtest Findings**

1. While this update fixed the problems with the balance issues (if a player misses his square while his opponent doesn't), it still wasn't able to fix the problem with people not scoring for most of the rounds.

### ***Duel-scotch v2.2***

Same rules as v2.1, but for every round, the player that reaches the safe zone first is awarded points, equivalent to the round number. If a player gets to a square past the safe zone, he is awarded additional points, determined the same way as in previous versions.

### **Playtest Findings**

1. This version managed to fix the non-scoring problem, and also added a better interest curve since the stakes got higher and higher with each round.