

KICK HOPPY

The aim is to hop-kick your taw around all the squares and out at the other end. (Your taw is your playing piece.)

RULES:

THROWING THE TAW:

Stand at the start to toss or slide your taw into the squares.

Your taw has to stop inside the square you were aiming for. If it stops on the line, it's a 'liner', and you can throw it again.

If it stops outside the square it's OUT and that's the end of your turn.

HOP-KICKING:

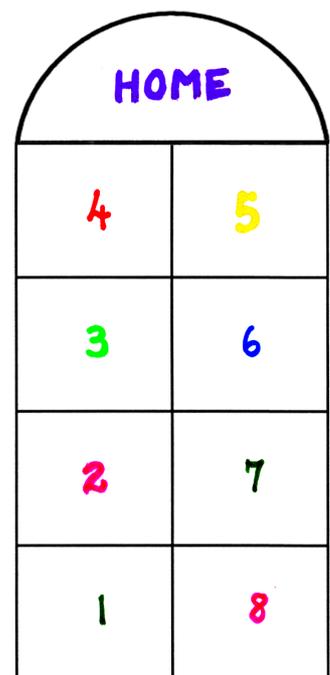
You have to kick and nudge the taw with your hopping foot. Use as many hops and kicks as you need to get the taw into the next square.

When you're hopping, you're not allowed to touch the ground with your other foot, except in the HOME space, where you can have a rest.

If you step on a line it's the end of your turn.

HOW TO PLAY:

1. Toss or slide your taw into the first square (number 1).
2. Hop into square 1, hop-kick your taw into square 2.
3. Hop into 2, hop-kick your taw into 3.
4. Hop into 3, hop-kick your taw into 4.
5. Hop into 4, hop-kick your taw into 5.
If you need to rest, hop into HOME and put your other foot down, otherwise keep going around the squares.
6. Hop into 5, hop-kick your taw into 6, and continue in the same way until you reach 8. Kick your taw out.
7. If you get this far, you have another turn, starting from 2. Throw your taw into 2, hop into 1 and 2, then hop-kick your taw into 3, and continue as before.
8. If you lose your turn, start from the same number again next time.



START

For an extra challenge, when you kick the taw into square 8, turn around and hop-kick it all the way back through the squares to square one again, and then kick it out.