

# SEND-A-LETTER HOPPY

The envelope shape gives this game its name. The aim is to hop-kick your taw into all the squares and back to the start, without losing your turn. (In these instructions, all the numbered shapes are called 'squares', even though some are triangles.)

## 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 space 5, 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. Hop into square 1, hop-kick your taw into square 2.

2. Hop into 2, hop-kick your taw into 3.

3. Hop into 3, hop-kick your taw into 4.

4. Hop into 4, hop-kick your taw into 5.

5. Hop into 5. Square 5 is a rest square. (Say 'Rest' before you put your foot down. If you stand on both feet without first saying 'Rest', you lose your turn.)

6. Hop-kick your taw into 6, and continue in the same way until you reach 9.

7. Hop-kick your taw out of the pattern.

8. If you get this far successfully, 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. The next turn, start from 3, then 4, up to 9.

9. The winner is the first person to complete all the squares.

10. If you lose your turn, start again from the same number next time.

