

SNAIL HOPPY

HOW TO PLAY:

In this game, players have to hop in each square to the middle of the snail, without stepping on a line, putting their other foot down or changing legs while hopping. If you do any of these it's the end of your turn.

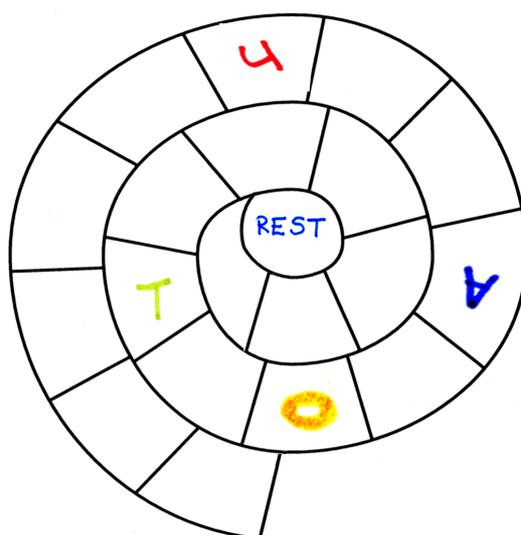
When you safely reach the middle of the snail you can rest on both feet, then choose a square and write your initial in it. This is your safe base, and only you may hop into it. Everyone else must hop over it. You can use your base as an extra resting place when it's your turn to hop.

Every time you safely reach the middle of the snail, you can claim another square for your base. The game ends when there are so many squares owned that no-one can hop to the middle of the snail without going into another player's base. If you step in another person's base it's the end of your turn.

Decide how many numbers you want in the spiral. More numbers mean the game will last longer, but it will also be harder to play, because you have to keep hopping on the same leg for a longer time.

Younger players and beginning Hopscotch players might need to start with fewer squares until they get used to hopping.

For an extra challenge, hop to the middle of the snail and back to the start again before you claim your base.



Snail Hoppy was played at the Hume Weir Primary School in New South Wales, in the late 1920s and early 1930s, during the construction of the dam.