

Hopscotch Hamlet

Part 1

Part A

Some things that make hopscotch a good game –

- The goal of the game is very well defined.
- It is aimed at kids, and they would find it fun and engaging.
- There are simple variations possible to keep the game really engaging, especially for children.
- It can literally be played anywhere and there is no space constraint on the game as such.
- Also, the equipment required to play the game is basically a tile which can be available from anywhere too.

Part B

Some problems with hopscotch

- It seems like throwing the tile into the right block is the most difficult aspect of the game.
- The game lacks any kind of surprises or twists.
- It seems linear there really is no interest curve for the later part of the game.
- People can take their time, there is no urgency of sorts.
- It's very much focused towards the kids, and according to me it would not make a very engaging game for adults.

Part C

At least fifty ideas about hopscotch -

- 1 Random Hop – The players use a randomizer like a dice to decide which block they should throw the tile in. If they complete a block they can mark it safe and whenever the randomizer comes up with that number they get to roll the dice again.
- 2 Planet hop - Call the blocks planet names. So they have to hop from Mercury -> Venus -> Earth -> Mars and Jupiter -> Saturn -> Neptune -> Pluto
- 3 Hopscotch Stairs – instead of laying out the play area on ground, this hopscotch lays the area out on stairs. Now the players start from top of the stairs and have to pick up the tile while returning to the top, to make it less dangerous.

- 4 Journey to Center of the world – All the blocks have a particular monster associated to it. These monsters punish the players if their tile lands in their block but was not supposed to. The punishments can be about missing a turn, or moving the current block back. The final block is the center of the world where player is trying to reach
- 5 Killer Scotch – This hop scotch is basically played with a large and heavier ball shaped player tokens. The objective of this game is same as hopscotch but, if 2 players are aiming for the same tile, the player who has the turn currently gets the option of knocking out the other player's ball and making him start from the beginning.
- 6 Scotch-it-down – Each block, except for the one the player is supposed to throw the tile in, has a glass of scotch on it. If the player hits any of the glass while going through his turn he has to drink it.
- 7 Hop scotch and tag – there are 4 hop scotch areas laid out in pairs of two. The two in pair are laid out opposite to each other. Now a player starts at beginning of each layout and cannot turn back till he receives a clap from the player playing on the layout opposite to him. The first team to complete wins.
- 8 Hopscotch by flipping coins in a glass arranged in the usual layout and fingers can be used to mimic hop.
- 9 Hopscotch for Kinect - make a digital version of hopscotch which uses Kinect as a platform.
- 10 Hopscotch detective – one player doesn't reveal which tile he will be throwing in and others have to find out by reaching that.
- 11 Hopscotch sequence – instead of going 1-2-3 go in a different sequence.
- 12 Hopscotch tower defense, the player defends the block his tile is in currently by trying to deflect the other persons tile by throwing tiles at the players tile
- 13 Hop scotch and score – Each block represents the number of points it will award the player. The player on his/her turn will try to throw the tile in any of the block. In order to gain points he/she will have to hop till the end once and on return pick up the tile, like a normal hop scotch game. If successful the player gets that many points. This game is a race to 50
- 14 Blind scotch – Teams of 2 compete in this game. One team member is blind folded and throws the tile, the other team member gives verbal instructions aiding the blind team member in completing a successful round of hopscotch
- 15 Rhythm scotch – there will be 2 hopscotch layouts side by side, the player uses them both at once, and they'll be laid out such that the player has access to 4 color. There will be rhythm and player has to hop on that similar colored square.
- 16 Pop the balloon hopscotch – there will be a balloon assigned to each player; the player will be in the game as long as his balloon is not popped. All the balloons will be placed in the block the respective player is playing. Now, the current player can pop the balloon

only by hopping on it, and he can do it limited number of times per chance. If he doesn't pop any balloons in his turn his turn is over.

- 17 Punisher's hopscotch – each block has a punishment associated with it, like dance, roll , sit-ups which the player has to do if a foul is committed involving that block
- 18 Basketball hopscotch – dribble ball and play hopscotch. Instead of picking tile the player has to score a basket
- 19 Twister hopscotch – teams of two, player cant hop into a square occupied by his team mate playing twister
- 20 Catch me if you can hopscotch – one person is the it, players make a move by throwing the tile and hopping there, if successful they occupy that square else go back to the current one. The “its” objective is to successfully move into a bloc occupied by someone else
- 21 Hop Scotch Dungeons and dragons - The players throw tile and move like they move in hopscotch game to successfully complete a move. each tile will have a consequence which can be found in a rule book similar to D&D
- 22 Hopscotch Tied legs - The players tie their legs they are not hopping on. They have to complete the course together to make a successful move.
- 23 Hopscotch sack - the players put both their legs in a sack and hop, instead of hopping on only one leg. They have to make sure their sack doesn't fall.
- 24 bop Scotch - one player announces the colored/numbered and the current player has to quickly throw the tile there and hop to that block and pick it up in a fixed time limit.
- 25 Hopscotch Pandemic - we include infection cards that infect the blocks in the hopscotch layout. Each player is has a role like healer/inventor similar to pandemic game and the players in their turn try to throw the tile in the block they want to reach and perform some action in, and hop there to complete the move.
- 26 Hopscotch Frisbee - players throw Frisbee at each other, while hopping. The tiles should be thrown before taking the turn, and Frisbee throwing stops as soon as a player fouls i.e. drops Frisbee or puts leg down, in this case points will be awarded on how much the completed. If one player reaches his tile and picks it up, the players turn is over and they will get a near full credit. They will get bonus for a higher number of Frisbee throws.
- 27 Hopscotch hit it! - Here the everyone tries to hit the player who is playing hopscotch currently with a soft ball, and tries to make the player lose their balance
- 28 Monopoly hopscotch - Each block has a price attached to it, and players start with some money. The purpose is to buy blocks and earn money out of it. A player can buy a block

once him or her lands on it successfully. If a player's tile lands on a block occupied by another player they pay tax.

- 29 Hopscotch in water - Floating pipes mark the area, you throw a ball in the block ,instead of hopping you swim underwater and try to come up in the right spot. places where two blocks are together , you should enter one from top of the other
- 30 Hop scotch jungle adventure - Each block has the specified jungle area and what animals can be encountered. One the player goes to a particular block a dice will be rolled which will define his/her experience in that place.
- 31 The amazing hopscotch race - each player will be tasked with something on a block. The players will have to complete the task and the movement around layout in a proper manner to clear that block. The first player to reach the end wins the race
- 32 Hopscotch Kick - the players instead of throwing the tile try to kick it in the block. They do not pick up the tile while returning, but instead kick it in the next block.
- 33 Hopscotch drinkers paradise - this occurs in teams of two. one of them drinks while the other completes a successful hopscotch, in the next round they switch roles
- 34 Hopscotch eating competition - each block is laid out with a particular food item and the player has to eat it and move to the block. whoever does it in the least time wins
- 35 Multi floored hopscotch - you have to advance from one floor to another, while playing the game of hopscotch. The layout will get more difficult on each level.
- 36 Hopscotch for touchscreen - the player will flick the tile with his finger. For hoping the player keeps the index finger on the first block and the middle finger on the second, he then has to keep the index finger on the third block and so on so forth
- 37 Hopscotch extreme - the blocks are really small and in shape of feet, so you have to be very precise while jumping.
- 38 Reverse hopscotch - you hop facing backwards instead of looking ahead.
- 39 Pogo stick hopscotch- you hop on squares with a pogo stick. You can get down on your feet wherever there are 2 square. While on pogo stick, you can hop onto a square as many times, but you cannot go back or step outside of the block except for moving forward.
- 40 Hopscotch on a trampoline - the layout is laid on a trampoline make it harder to hop

- 41 Hopscotch stilts - instead of hopping you walk on stilts
- 42 Hopscotch and jump - there are two hopscotch layouts laid back to back with some space in between, the player has to frog jump from the first layout to second and continue working on that board and return to the first and complete the round
- 43 Hopscotch pillow fight - everyone tries to make the current player lose balance by hitting with a pillow. They can hit the player only in one particular block they chose to before the start of the game
- 44 jump rope hopscotch - players jump rope in addition to hopping while playing and collecting their tile
- 45 Skip this tile hopscotch - Each player picks a chit on which there are numbers from 1-9. They cannot step into that block during their turn
- 46 Circular shaped layout - the blocks are not in a straight line, but rather they form a loop. So the player can traverse them in any direction they want i.e. clockwise or anti-clockwise
- 47 Hopscotch Frisbee throw - instead of the tile the players will throw a Frisbee
- 48 Hopscotch catapult - instead of throwing the tile ,the players will catapult the stone in the block
- 49 Slippery hopscotch - the hopscotch field is made watery and slipper, so as to make it more tough to hop.
- 50 Dumb charades hopscotch – Divide the players into 2 teams. They play the traditional game of dumb charades with movies. One team guesses and the time they take is determined by the amount of time in which the other team completes one round of hopscotch.
- 51 Red Light Green Light Hopscotch –There are as many layouts of hopscotch drawn as there are number of players minus 1. One person becomes the announcer and the rules are like the normal red light green light except, they have to hop. At the end the first person to announce the announcer takes his position. If the announcer catches someone moving during red-light he can ask them to start over.

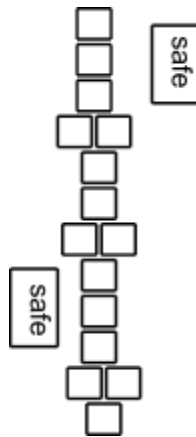
Part 2

a) Rule set for Trampoline hopscotch.

This is basically the traditional version of hopscotch except that it's played on a trampoline instead of the ground.

Playing on the trampoline makes it harder to hop because the players will keep bouncing. As a result the game requires some sort of leniency or safe zones where the player can regain their balance in some tight spots.

The layout can be changed a little (as shown) to include these safe spots.



The layout shown has less distance between single squares and the double square where a player can land on 2 feet. This makes it a little easier to jump. There are 2 blocks called safe where a player can land in any position, this makes it easier to traverse the 3 single blocks that are together. The player can fall/sit/put both legs down in these blocks.

The player is allowed to jump/ hop any number of times on a particular block as long as he/she is in the boundary.

If they want to make it harder they can put a time limit in which they have to regain the balance when they move forward.

This is definitely meant for kids or young adults because you require a lot of energy and it might get tiring. It seems fun because the trampoline adds a whole new dimension to the traditional game of hopscotch. The difficulty can be increased or decreased by varying the size of tiles and/or adding more safe squares. The layout is really flexible and I believe, even the traditional layout would be fun to play on a trampoline.

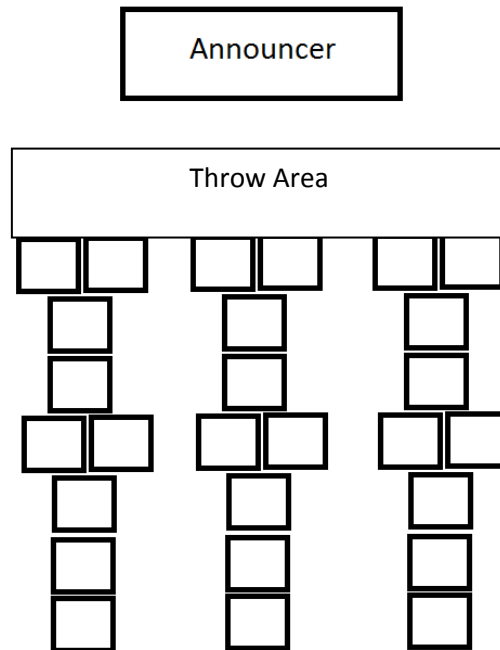
b) Red light Green Light Hopscotch -

Draw the required number of layouts of hopscotch before beginning. In addition to this, make a box in front of the hopscotch layouts; this is where the announcer will stand. The number of hopscotch layouts will be equal to total number of players minus 1. An example setup has been shown below. -

Now, the announcer basically calls out red light and green light. During green light the announcer faces away from the players and this is the period when the players can move. During Red light the announcer turns towards the player and, no one can make any movement during this time. If caught moving during red light the announcer will send that player back.

Once a player reaches the throw area he/she can throw his tile at the announcer, if they are successful in hitting him without the announcer catching them, that player will replace the announcer.

This game is basically intended for kids, but I have seen adults enjoying the game of red light green light too, and I think this variation can add a lot of fun to this game.



c) Dumb charades hopscotch –

This game is basically played between 2 teams. A coin toss will decide which team guesses first and which plays hopscotch. The guessing team throws a tile and a movie is told to one player from that team. This movie will be determined by the hardness of block the tile lands in 1 being the easiest and 9 the hardest. The other team then tries to get the tile into the same block as the first team and

they have to perform the traditional hopscotch movement to retrieve the tile. During this time, the guessing team will try to guess the movie their actor got. Their actor cannot speak, but has to mime and give hints to his/her team to help them guess the movie. If successful the guessing team gets 1 point. Once the other team retrieves the tile or the guessing team guesses the movie, the teams change their roles.

I feel that this is a really fun game for a group of friends or a family of any age, provided they can play hopscotch.

Part 3

Complete rule set

Players required –

At least 5 players are required to play the game. One of them should be the moderator and the rest should be divided into teams of 2.

Setting up the game –

Draw the usual layout of hopscotch. (You can include variations to make it more interesting, but I will be discussing the rules according to the traditional hopscotch layout. They are flexible enough to be changed to fit any other layout.)

In order to balance the game, one person should act as a moderator/judge and make a list of movies and sort them according to their difficulty. It should be in a range from 1 – 9.

Once the list is made, teams should be formed. Toss a coin to decide which team will be guessing first and which one will be playing hopscotch and thus deciding the time limit.

Playing the game –

One player from the guessing team comes up and throws a tile in one of the 9 blocks. The moderator then assigns him a movie based on the block the tile landed in.

This player gets exactly 1 minute to think how he will try to act out the movies name to his team mates. AS soon as the minute is over, the timing team begins to play hopscotch.

The timing team, in order to determine the time tries to throw the tile into the same block as the guessing team did. Once the tile lands into that block, they will hop through the layout like in the traditional way of hopscotch and retrieve the tile

If the timing team makes any of the following fouls they start over from throwing the tile:-

- a) They step on a line while trying to retrieve the tile
- b) They throw the tile outside a block or on a line
- c) They kick or throw the tile after picking up by mistake
- d) They step into the block their tile is in
- e) They step on a line
- f) They fall
- g) They put 2 legs down in a single block

Once the timing team has successfully retrieved the tile, the moderator asks the guessing team for one final guess. If they get it right they get a point or else no one does.

If the guessing team can find out the movies name before the timing team has completed their hopscotch turn, they can shout it out. If it's right, the moderator will stop the timing team and will award one point to the guessing team

The teams change the role, once a successful guess occurs or the time is up and the guessing team still doesn't know the movie.

Winning the game –

The team with most number of points at end of a predetermined number of rounds wins the game.

Playtest results

For the first playtest I acted as the moderator. The list of movies I made according to their difficulties is as follows (1 is really easy and 9 is toughest).

1 – Fight club, exorcist, saw, and seven

2 – Men in black, Aladdin, chicken run

3 – Dumb and dumber, crash, dirty dancing

4 – Kiss kiss bang bang, ice age, Jurassic park

5 – Pride and prejudice, pink panther, how to lose a guy in 10 days

6 – Legally blonde, hotel Rwanda, Forrest Gump, Mary Poppins

7 – National treasure, Moulin rouge, Philadelphia, saving Private Ryan

8 – When harry met sally, year of living dangerously, the world is not enough

9 – The sawshank redemption, phantom of the opera, fun with dick and Jane, eternal sunshine of spotless mind.

I made the following observations from my first playtest which had 5 players on each team and

Good things –

- Its charades and charades are always fun, not matter what the age group is everyone enjoys it
- It was like a race against time, thus there was a lot of excitement amongst the players
- Everyone thought it was fun, but not balanced. They suggested that the game be made a little easier

Bad things –

- Movies were a little hard to guess, for the very little time available.
- The penalty for missing a block by the guessing team was very strict so we decided to just allow them to take another turn. Some improvement is definitely possible in this area.
- It was difficult to categorize whether it was hard or easy to guess.
- Sometimes cross cultural play might become difficult, because people use cultural references while playing dumb charades and not everyone might know that.
- Also, the time definitely seemed a little less to guess the name of the movie

Improvements suggested and thought of –

- Put more familiar and generic stuff for people to guess.
- Instead of throwing the tile into block to determine the toughness of movie, a randomizer like a die could be used. This would also remove the possibility of the tile going out.

Some observations –

- Although the players found it fun, it irritated them a little because they were not able to guess the movie.
- It was a little bit annoying for the guessing team if the missed a block while throwing the tile.



At the end of the first playtest

Improvements made –

- First of all, I assigned a category to each block, rather than them representing the toughness of the movie. The following categories were assigned to each block :-
 1. Fruits
 2. Vegetables
 3. Animals
 4. Birds
 5. Celebrities
 6. Characters
 7. Video games
 8. Books
 9. Movies

- The second improvement was that I made 9 numbered chits, and the team had to pick this chit to determine the category they got. The hopping team would then aim for the tile to get into the block with the same number
- Also, initially the rule of hopping team restarting if the ball fell on line was not followed very strictly, but for the second playtest we followed it really strictly and found that it did help most of the times.

Second playtest –

The second playtest was done with 4 people on each team this time everyone really enjoyed it. The first team got the category of fruits and the fruit they got to enact was kiwi. They thought it would be impossible to do it, but the team guessed it right on the final guess they get, once the hopping team completed the course.

In the next round the team got the category of vegetables and cabbage was assigned to them. They were able to guess it before the other team completed the course, because the player from the other team kept making mistakes.



Hain is hopping, while Mohan is trying to convey the fruit to Sahana

Analysis of improved version –

The various improvements made definitely made the first iteration of the game better. First of all, it created a good mix of the 2 traditional games i.e. hopscotch and dumb charades, without losing the essence of either. Next, I feel that the problem of the game being only for kids has been overcome with this modification. Charades is enjoyed equally by every age group and inculcating hopscotch into it just makes it more exciting and fun to play.

One of the major problems with hopscotch was that there was no real surprise or twist possible. In this version, since hopping team is responsible for the time, it totally depends upon how good they do and avoid any sort of accidents. The team can get the tile right in first try giving the guessing team really less time, or they might not get it for ten tries.

Although this game is fun to play, I feel that a lot of improvements can be thought of. The first and foremost being the time is a little short sometimes. Also even though fruits as a category is considered easy, there are some fruits that might become difficult to guess, and thus the constraint of less time plays a major role again.

The moderator has an important role to play because he/she has to check that the actor doesn't speak or do lip movement and in addition to this he/she has to check whether the hopping team has not committed any fouls. One of the ways to bypass this could be to let the hopping team take care of the actor, and the moderator could take care of the person playing hopscotch.

Also, this game can be played for as long as the player wants, and I feel that one cannot judge for interest curve because there is no progression per say.

In conclusion, I think dumb charades hopscotch does solve some problems of hopscotch mainly making it interesting for all age groups, including the element of surprise and twists. The players also have to be on toes, so the issue of hopscotch lacking urgency is not relevant to this version.

Hopscotch Research –

<http://en.wikipedia.org/wiki/Hopscotch>

<http://www.streetplay.com/thegames/hopscotch.htm>