

Part I: Brainstorming

Problems with the game of hopscotch

- Hopping/balancing not very challenging on a normal-sized board
- Repetitious, can feel overly long
- Little or no meaningful in-game interaction between players
- Has no story
- Can be boring for players waiting their turns if the current player is very good
- Does not admit much variation in strategy or playing style

≥ 50 ideas

(Problem-based and Elemental-Tetrad-based)

1. *"Has no story"* → **Hot lava hopscotch**... floor is hot lava, am hopscotching in order to get across
2. *"Hopping not very challenging"* → **Hopstomp**... played on pressure-sensitive hopscotch board, different squares require different amounts of force... ex: heavy stomp, hop, light tiptoe-hop
3. *"Little interaction between players"* → Weird crazy multiplayer **cloverleaf hopscotch** configurations... maybe ability to pick up other players' stones... then what? Maybe instead, ability to throw extra stones to force others to skip more squares
4. *"Repetitious, can feel overly long"* → **'Hopscotch Hopscotch Revolution'**... incorporate music, elements of timing
5. *"Little interaction between players"* → **Liars' hopscotch**... incorporate elements of deception between players
6. **Aesthetics (tactile, aural)**—**Balloon hopscotch**... one possibility: throw weighted balloon instead of stone, hop over balloon on way up board, hop on it to pop it on return...
7. **Aesthetics (or Technology?)**—**Elevator hopscotch**... hopscotch board is divided across multiple levels of a building, with connecting sections located in the elevator (or elevator could have wild card sections). Failure to monopolize the elevator does not end the player's turn so long as he/she can handle sharing the elevator with non-playing passengers and remains within the appropriate square on one foot for the duration of the ride (elevator walls can be used for support)
8. **Game Mechanics**—**Fishtail hopscotch**... played under low monkey bars or between railings. Player's lower body is immobile, right and left leg must remain together throughout... arms are used to lift off ground from one square and drop into next. Square size may need to be altered
9. **Aesthetics**—Hopscotch on raised **glass hopscotch** board, can see through hopping surface
10. *"Can be boring for players waiting their turns"* → **Competitive tag team hopscotch**... requires two sets of multiple hopscotch boards set up in series... first player throws to square 1, hops to top of first board & tags second player, who throws to square 2 on second board, and so on
11. *"Doesn't admit much variation in playing style"* → **Flowchart hopscotch**, with multiple paths each incorporating a different challenge of some sort
12. *"Doesn't admit much variation in playing style"* → **Grid hopscotch**, played on a rectangular grid of hopscotch-sized squares... players is given a set number of stones to throw and can only hop on squares with stones in them

13. **Game Mechanics—Coin toss hopscotch**... incorporates an element of chance to determine which squares may be hopped on
14. *“Hopping not very challenging”* → **Barefoot grasping hopscotch**... use a stick for throwing instead of a stone, and instead of stooping to pick up stone the player must pick up the stick with his/her toes and complete the rest of the hopping without dropping it
15. **Technology—Laser hallway hopscotch**... basic hopscotch incorporating the classic “highly visible laser sensor grid with man-sized holes in it.” Spectators/non-active players must be fair in calling whether the active players disrupts any laser beams, doing so ends his/her turn
16. **Game mechanics (and Story, kind of)—Graveyard hopscotch**... players who lose their balance or step on a line are out of the game and must place a “gravestone” in the last square they were in before their disqualification. Other players must work around gravestone squares and can no longer throw stones into or hop within those squares. Maybe incorporate memory task—player must pay respects to the specific “dead” of a gravestone square by name before hopping over it—if they forget to do this or name the wrong name, the forgetful player is “possessed” and must switch places with the “dead” player of that square, who comes back into the game. Don’t know who the gravestone is attributed to in this case... could switch it over top the newly disqualified, leave it associated with the original dead player, or require that respects be paid to both. Multiple gravestones in a row could make the board impassable... that might be okay, or maybe there’s a way around it...
17. **Game mechanics—Successor hopscotch**... is there a way for players to form alliances by naming a successor, so that when the player’s turn would normally end, their successor can step in and take his/her place and continue? This would probably not be fun for the other players because the already-long turns would be further extended... some people might not even get a chance to play before the game ended
18. **Game mechanics/Aesthetics—Metronome hopscotch**... player can only hop on the beat of the metronome... spectators can clap along... for greater challenge, player must hop on *every* beat (maybe add an extra beat or two for picking up of stone)
19. *“Can be boring for players waiting their turns”* → **Alphabet hopscotch**... while the active player is playing, inactive players clap in a steady, not-too-fast rhythm (maybe use metronome to prevent gradual speeding-up). On the beat, an inactive player can call out a letter of the alphabet. The active player must respond with the letter that comes immediately after that letter within two beats, or else his/her turn is over and play moves to the next player. Would need to test how difficult it is to correctly respond to letters while hopscotching...
20. **Game mechanics—Spelling-bee hopscotch**... spelling things while hopscotching. Is this fun? Maybe not...

Free association

21. **Snakes and ladders hopscotch**... some squares send you back to earlier points in the hopscotch board, or forward to later ones... can interfere with retrieval of marker
22. **Bubble gum hopscotch**... special squares are somehow ‘sticky,’ must pass some kind of test to avoid getting stuck?
23. **Fortunetelling hopscotch**... somehow it tells your fortune... think cootie-catchers, chant rhymes, all the other playground methods of prognostication
24. Hopscotch with bare feet on **hot pavement**... standing to throw and retrieve marker would be hardest part
25. **Robot hopscotch**... played by robots specially built for hopscotch

26. **Underwater hopscotch**... hopscotch board is marked out on the floor of a swimming pool, could be played with feet or hands if person does an underwater handstand
27. **Bus hopscotch**... similar to #8, Fishtail hopscotch, but played on an empty, moving bus
28. **Secret number hopscotch**... active player must choose secret number (one of the numbers from the hopscotch board squares) and if one of the waiting players guesses it the active player's turn ends and it is the guesser's turn
29. **Conga line/caterpillar hopscotch**... hopscotch played by many people in a conga line on a wider-than-normal board
30. **Concentric turntable hopscotch**... must hop at the right moment as the next square lines up
31. **Hopscotch on the ceiling**... some kind of ceiling-railing would be helpful
32. **Independent feet hopscotch**... the right foot and left foot play hopscotch separately, doing different things simultaneously, maybe incorporate steps up and down between different levels
33. **Pillow fight hopscotch**... players waiting their turns attempt to knock active player off-balance with pillows... alternatively, water balloons or high-powered watergun blasts
34. **Underwater wall hopscotch**... hopscotch on the *side wall* of a deep swimming pool... ability to move successfully up and down board would require breath control to shift depth in the water, swim-bladder style. Might not work at all
35. **Centrifuge hopscotch**... don't know how it works, but it sounds interesting...
36. **Paragliding hopscotch**... squares are very far apart and extra-large to be seen and landed into from high above
37. **Orpheus hopscotch**... player must look straight ahead the whole time, no glancing to the left or right, no looking at the marker or the board... use peripheral vision
38. **Marco Polo hopscotch**... player cannot see but gets audio feedback of hopscotch squares, marker
39. **Voiced hopscotch**... active player must make continual sound, getting louder with each successive hop, jumping a volume level for the skipped square, and back down again on way down
40. **Over and under hopscotch**... hopscotch played with actual obstacles between squares, which can be hopped over or ducked under
41. **Body flop hopscotch**... instead of hopping between squares, player must full-body-flop between a series of mattresses or other soft, bouncy surface. Mattress with marker can be skipped by cartwheeling across or leaping clear over
42. **Moon bounce hopscotch**... hopscotch played on a moon bounce
43. **Watergun hopscotch**... instead of hopping, must shoot watergun from level of the hopscotch board such the it goes up in the air and comes back down in the appropriate square, next shot originates in that square and water must land in next
44. **Smoke ring hopscotch** played by flying people
45. Hopscotch on an outsized version of the board from the board game **Operation**... **hop** between the organ holes, if you accidentally touch the edge of a hole a buzzer goes off and scares you half to death
46. **Prairie dog hopscotch**... underground, instead of hopping on squares you stick your head out holes
47. **Wire-fu hopscotch**, with unnaturally high jumps and prolonged air time
48. **Puzzle hopscotch**, in which each person has an outsized puzzle piece stuck to one foot and must hop around figuring out how they fit together
49. **Bowling hopscotch**... the player rolls a ball for a marker and cannot hop in spaces where there are pins remaining...
50. **Vertical hopscotch**... played on stairs or a series of platforms