



Final rule set

Rules

Game materials:

- six small circular rugs
- large space or hallway
- stopwatch
- object to use as goal (a chair works well)



Rules:

- Any number of players compete against one another asynchronously by playing one at a time while timed with a stopwatch
- Player begins the game standing on a circular rug, about twenty feet away from the wall, with the other five rugs on the floor within arm reach.
- Players' goal is to touch the wall; times are compared and the one who reached the wall the fastest is the winner
- Player cannot touch the ground with any part of the body, but must traverse the space by placing or throwing rugs onto the ground and then walking or jumping between them
- Using both feet is allowed, and standing with one foot on one rug and the other foot on another rug is allowed. Kneeling on a rug is also allowed as long as no part of the body touches the ground.
- The player can only pick up/hold one rug at a time.
- Rugs can be picked up for repeat use.
- Order of picking up and placing rugs does not matter
- A rug cannot be moved across the floor (i.e. no dragging or skating)
- Player must stack all but one rug in a pile before touching the wall
- As soon as the player places three rugs such that they are touching, those rugs are considered to be the beginning of the end-of-game rug pile and cannot be moved again. The player must pile all the rugs except one into that pile before he or she can touch the end goal to stop the stopwatch.

