Karen Liaw

CMIS 1301

Hopscotch 2.0 – Description and Rules

This game is a game of hopscotch, with just the slightest twist: to move across the board, the player must move one step, roll a dice, or draw a card! Get to the 10th space with enough money to spare to win!

RULES:

1. The goal of the game is to reach the 10th space of the hopscotch board. In order to win, the player must have at least 1 unit of currency left. If the player has no money when they reach the 10th space, they lose.
2. In order to move across the board, the player must choose to either move one space forward or roll a dice to get a number between 1 and 3. The number of spaces moved will be the number deducted from the player's current currency. The player's currency cannot become negative.
3. Once the player has made their official move, they must draw a card. The card drawn will have a number of spaces and currency that the player will have their current space and currency values modified by. Once a card is drawn, the player can make another move by either moving with the dice or moving just one space.
4. The player can reset the game with the reset button at the bottom left corner.