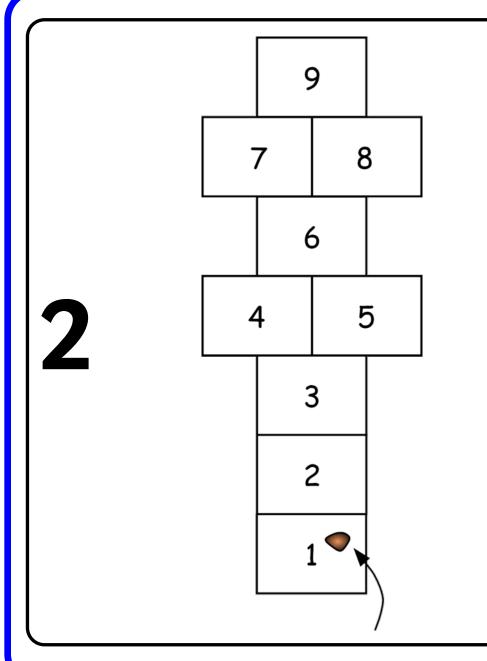


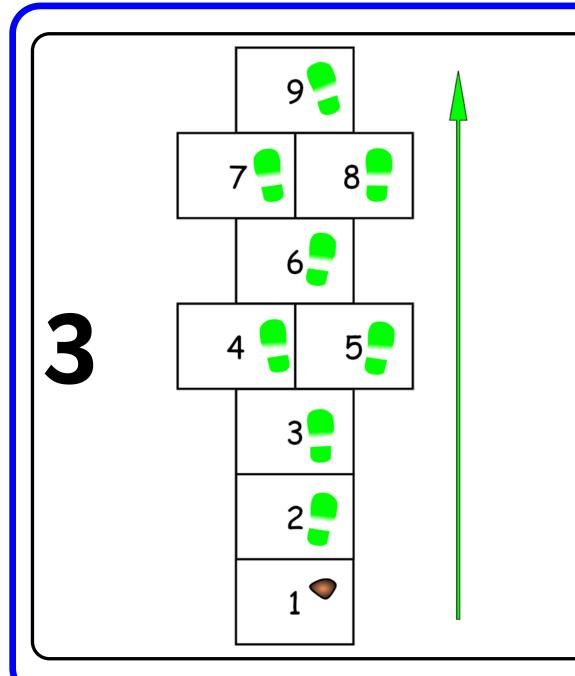
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Throw a small object (such as a stone) onto the first square as a marker. (Next time throw to the second square and so on.)

Rules

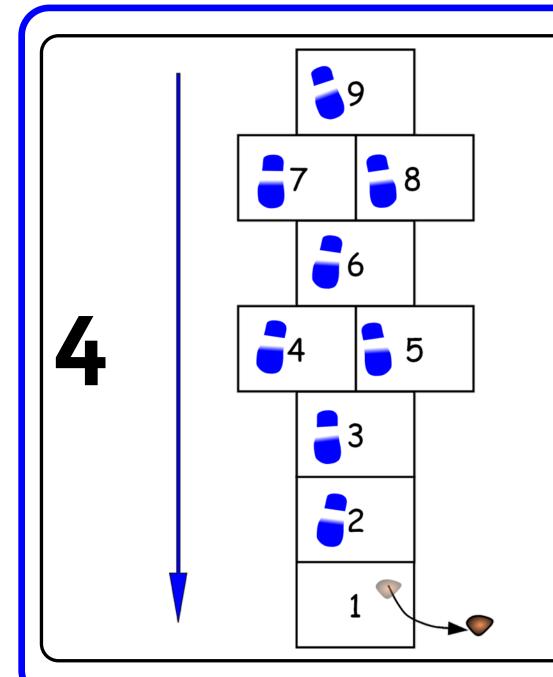
- The marker must land in the square and not on a line.
- If you don't get it in you miss a turn.



Hop on each square, but miss out the one with the marker.

Rules

- Only one foot in a square
- Only one foot can touch the ground at once (*except* when it's a pair of squares).

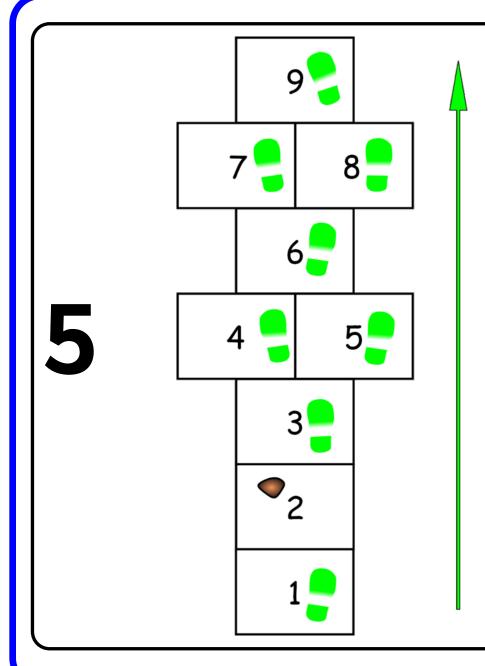


Turn around on one foot when you reach the end and hop back.

Pick up the marker on your way and give it to the next player.

It's the same rules on the way back!

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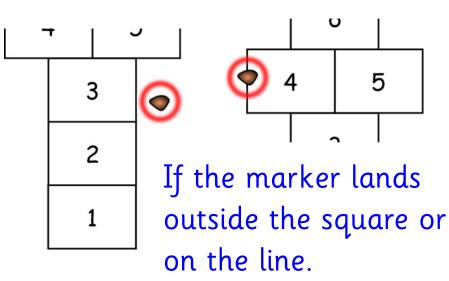


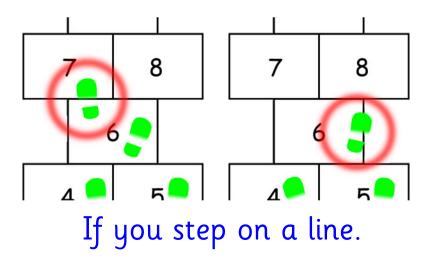
The next player takes their turn.

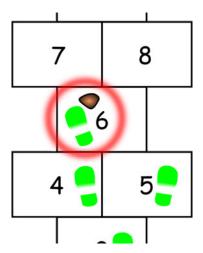
Each player repeats the game, throwing the marker to each square in turn.

The winner is the first person to finish the course with the marker on each of the squares.

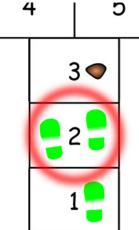
When to miss a turn







If you hop onto the square that has the marker.



If you put two feet inside a single square.