



Tick once completed!

MEGA ACTIV ISLAND HOPPER



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Players - Any number!
Equipment - Flat objects!
Space - Anywhere, any size!

1. Establish a playing area & players stand spread out inside the area. 1 player (Island Chief) is in charge of the islands and the commands!
2. Players will need to move around the area as the Island Chief commands e.g. walk, job, crawl, hop. The flat objects (islands) must be spread out in the area.
3. The Island Chief can shout 'Capture!' at anytime meaning the islanders must find refuge & quickly stand/balance on an island.
4. Before the start of each round, the Chief will remove an island (object). Therefore, the number of islands available will decrease every round.
5. The first islander to find an island each round wins 1 point! First islander to 3 points wins!

GAME BOOSTS

Increase or decrease: size of the area, number of islands at the start, number of points needed!

Change the Chief each game!

TURBO ROUNDS: Remove more than 1 island on some rounds to create more of a challenge!

