

Space Hopper Games

Official Games Guide — Premier Disco Space Hopper Hire

6 Games Included	All ages Recommended	No kit needed Beyond the hoppers	2-10 min Per game
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About This Guide

Racing from A to B on a space hopper is always good for a laugh on its own — but if you want to keep the fun going a bit longer, here are six simple games to try. Nothing complicated, nothing that needs extra kit beyond the hoppers themselves, and every one of them can be explained in a sentence or two before you get bouncing.

Space Hopper Races

How to play: Line everyone up at a start line. On "go," bounce to the finish line as fast as possible — first across wins. No equipment needed beyond the hoppers themselves and a clear stretch of ground.

Tip: Mark a clear finish line so there's no argument about who won.

Hopper Relay Race

How to play: Split into teams and line up single file. The first player bounces to a marker and back, then hands the hopper to the next teammate. Continue until every teammate has gone — first team finished wins.

Tip: Keep team sizes even, and leave enough space between lanes to avoid collisions.

Space Tag

How to play: Pick one or two players to be "it." Everyone else bounces around trying not to be tagged. Once tagged, a player either sits out or joins the "it" team (agree which before you start) — last person free wins.

Tip: Set a clear boundary for the play area so the game doesn't sprawl too far.

Musical Space Hoppers

How to play: Set out hoppers in a circle — one fewer than the number of players. Play music while everyone bounces around the circle; when the music stops, everyone scrambles for a hopper. Whoever's left without one is out. Remove one more hopper each round until a winner remains.

Tip: A phone playlist with a friend on pause duty works perfectly — no special equipment needed.

Slalom / Obstacle Course

How to play: Set out cones or markers in a zig-zag line. Players bounce through the course without knocking anything over — fastest clean run wins. Add a simple extra step (bounce around a marker twice, hop over a rope) to mix it up.

Tip: Keep the course short and simple — the fun is in the bouncing, not the difficulty.

Space Hopper Limbo

How to play: Hold a rope or pole at height across the play area. Players bounce underneath one at a time without touching it. Lower it slightly after each round until only one player can still get under — they're the winner.

Tip: Two helpers holding the rope keep the height consistent for everyone.

A Few General Safety Tips

- Always bounce on a flat, clear area — avoid hard surfaces where possible.
- Keep a sensible distance between hoppers to avoid collisions.
- Adult supervision recommended for younger children.
- Check the hopper is inflated to a firm (not overinflated) level before use.