



2-4 players



5 and up



20 minutes



HAPPY HOPPERS



GAME RULES

Rules are intended to be read by parents

ABOUT THE GAME

Happy Hoppers are on an island vacation and want to have a fun race. Play as cute cubic animals and find out who is the fastest. Roll the dice and move your Hoppers across islands. You can jump onto other Hoppers along the way, collect Pearl Oysters, Surfboards and the Crown. The sooner your Hoppers finish a lap and cross the finish line, the higher you will rank on the Island of Winners. The one whose Hoppers collect the most Pearls from oysters, the Crown and place on the Island wins.

CONTENTS:



12 Hopper pieces



12 Surfboard tokens



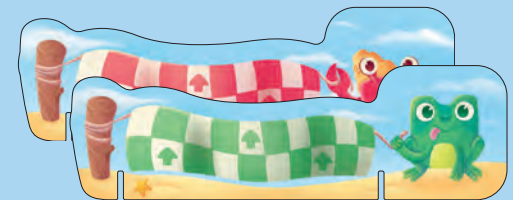
16 Island pads



3 dice



8 Finish-line token stands



4 Finish-line tokens

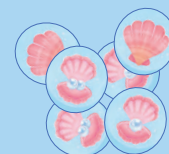


Big Island of Winners



1 Crown piece

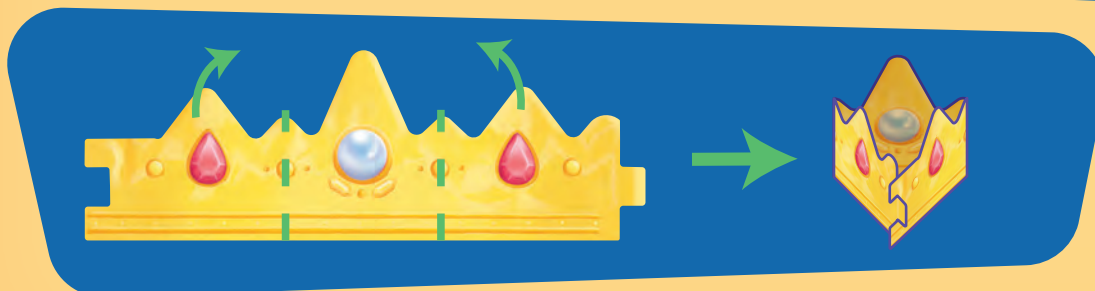
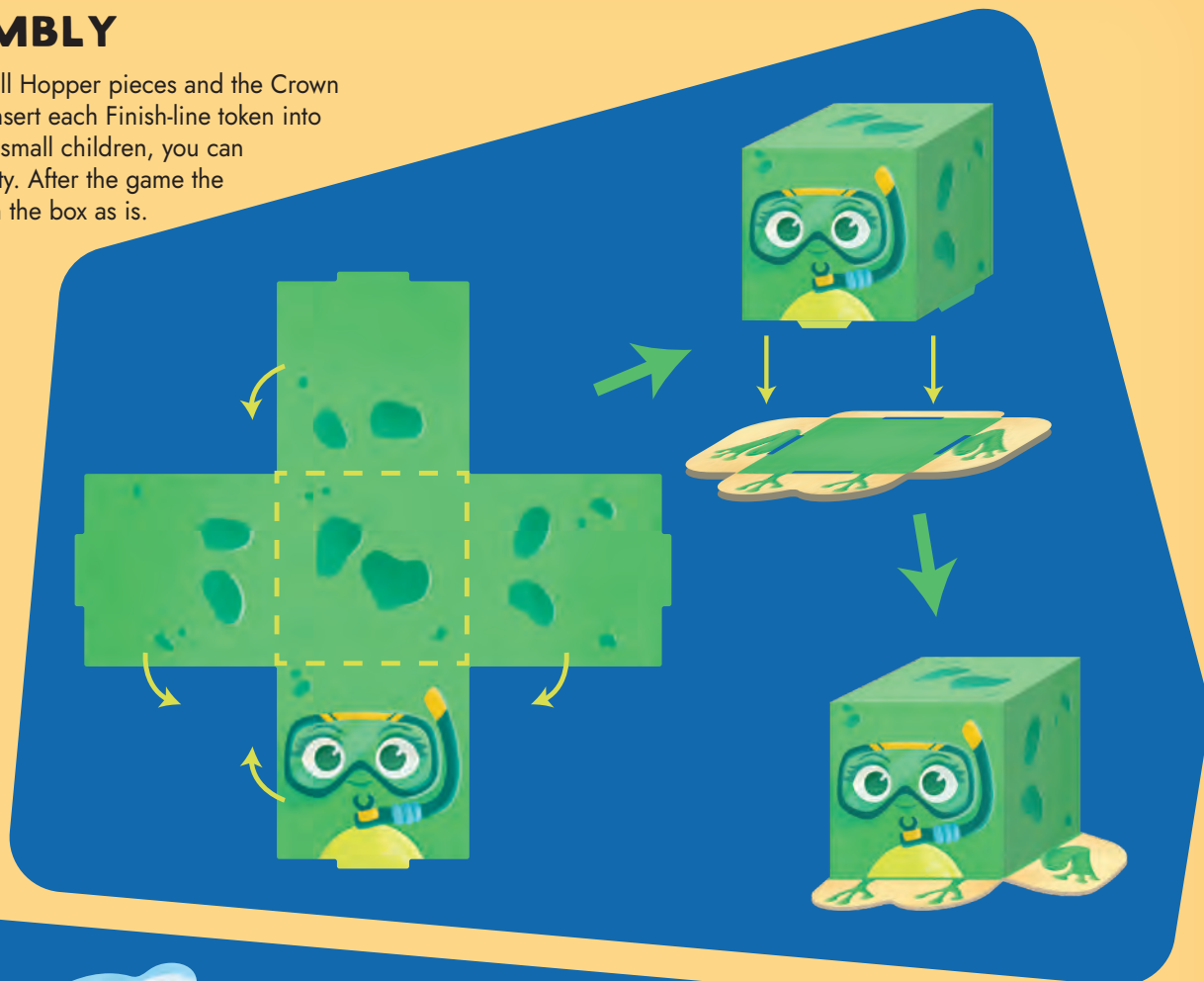
+ these game rules



20 Pearl Oyster tokens

FIGURINE ASSEMBLY

Before your first game, assemble all Hopper pieces and the Crown piece according to the diagram. Insert each Finish-line token into two stands. If you are playing with small children, you can glue the pieces together for stability. After the game the assembled pieces can be stored in the box as is.

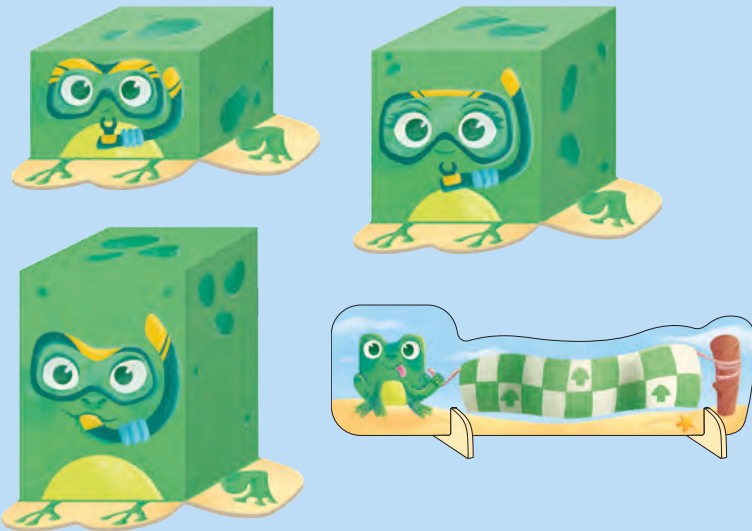


VACATION MODE

This is a simplified version of the game that we recommend choosing for your first game and when playing with small children. Feel free to try the more advanced Adventure mode when you feel comfortable with Vacation mode – see more on p. 9.

SETUP

- 1 Each player chooses which Hopper team they want to play as: crab team, seal team, octopus team or frog team. Take **3 pieces and one Finish-line token** with the picture of your animal. If there are any extra teams left, return them to the box.



- 2 Lay out **16 islands** (in a game with three players, return one random island to the box and lay out 15 islands) in a circle in the following order: Empty island – Treasure island – Pearl Oyster island – Surfing island – another Empty island and so on. See layouts for different numbers of players on the right.
- 3 Place **Finish-line tokens** between islands at an equal distance from each other so that at least one Finish-line token is placed before an Empty island. The arrows on Finish-line tokens have to point clockwise. Use the layouts on the right as a reference.



2 OR 4 PLAYERS

16 islands
4 or 8 islands between
finish-lines



3 PLAYERS

15 islands
5 islands between
finish-lines

- 4 Each player places their Hoppers onto the island after their Finish-line token clockwise: place the biggest piece onto the first island, the medium sized piece into the second island and the smallest piece on the third island.
- 5 Place the Big Island of Winners in the middle of the island circle. Flip it to the side with the fruit themed floaties. The other side is used in Adventure mode.
- 6 Place the Crown piece and the Pearl Oyster tokens next to the Big Island. Flip all Pearl Oyster tokens so the pearl side is facing down.
- 7 Place three dice next to the Big Island.

Return the Surfboard tokens to the box, there are used in Adventure mode only.

You are ready to play. The player that can jump the highest becomes the first player.








GAMEPLAY

A player's turn consists of two steps:

1 Roll the dice. In their first turn the first player only rolls one die. The next player rolls two dice. The player after that rolls three dice and every player after that rolls all 3 dice every turn until the end of the game.

2 Move the Hoppers. Use all dice one by one in any order.

The dice indicate which Hopper – the big one , the medium one , or the small one  – has to move 1 island forward. If there are two Hoppers on a die, that Hopper has to move two islands forward (not stopping at the first one). The results of a roll are not added together if the same Hopper was rolled on several dice.

For example, if you rolled a  and , then you have to move your medium Hopper 1 island forward first and then 2 islands forward. This way players receive island bonuses more often.

When you've used all your dice, pass them to the player on your left.



HOW HOPPERS MOVE

- Hoppers move from island to island going clockwise.
- If your Hopper finishes its movement on an island with pearl oysters or treasure or surfboards, then you receive a bonus (see more in "Islands").
- If a Hopper finishes its movement on an island with another Hopper, it goes on top of that Hopper, forming a stack. This way stacks of several Hoppers can be formed.
- If a Hopper that has other Hopper on top of it moves, it carries all Hoppers on top of it with itself.
- As soon as your Hopper jumps over your Finish-line token, it immediately moves to the Big Island of Winners (see more in "Big Island of Winners").



Diane is playing as the seal team. She rolled one medium Hopper on her die. This Hopper is in the middle of a tower, in between a frog and an octopus. Diane takes her seal off of the frog to move it 1 island forward, while still carrying the octopus on top of it.

ISLANDS

When your Hopper finishes its movement on a Pearl Oysters, a Treasure or Surfing island, you have to receive an island bonus (even if a Hopper lands on top of a stack). See more on bonuses on pages 7–8.

You cannot receive bonuses in two cases:

- When you are placing your Hopper pieces onto islands during setup.
- When your Hopper end up on an island during another player's turn (this usually happens if it is carried by another Hopper).

You also cannot receive a bonus from an island that your Hopper passes by when moving 2 islands forward.



PEARL OYSTER ISLAND

Take a random Pearl Oyster token from the supply. Look at it without showing it to anyone and put it in front of you with the pearls side down. Pearls are necessary to win the game, so try to get as many of them as possible. If the supply is empty, you cannot get a Pearl Oyster token.



TREASURE ISLAND

Take the crown (from the table or from another Hopper) and place it onto your Hopper. If there is a stack on top of your Hopper, put the crown on the **topmost** Hopper (it can be another player's Hopper). As long as a Hopper is wearing a crown, it always moves one extra island forward when moving. The rest of the Hoppers in this tower move as usual.

The crown is always on the topmost Hopper. If another Hopper lands on top of a Hopper wearing a crown, it becomes the topmost in the stack – the crown goes on top of it. There is only one crown in the game so players take it from each other.



Mathew moves his small octopus 1 island forward, and it finishes its movement on an island with pearl oysters. He takes a token from the stockpile: it has 2 pearls on it – how lucky! Note that the seal carried by the octopus does not get a Pearl Oyster token.

Diane uses her first die and moves the medium seal two islands forward while carrying the small seal.



The Hopper lands on top of a frog standing on a Treasure island. The medium seal receives the crown as an island bonus, but since the topmost Hopper in the stack is a small seal, Diane places the crown on it.

Then Diane uses her second die: according to this die the small seal has to move two islands forward, but since it is wearing a crown, it moves 3 islands forward. Note that the small seal continues to move forward wearing a crown until another Hopper takes the crown away.





SURFING ISLAND

You immediately have to reroll the die you've just used and use it again.

BIG ISLAND OF WINNERS

When your Hopper crosses its finish-line, immediately move it to the highest unoccupied place on the Big Island of Winners (the first Hopper to cross its finish-line takes the first place, the second to finish the race takes the second place and so on).

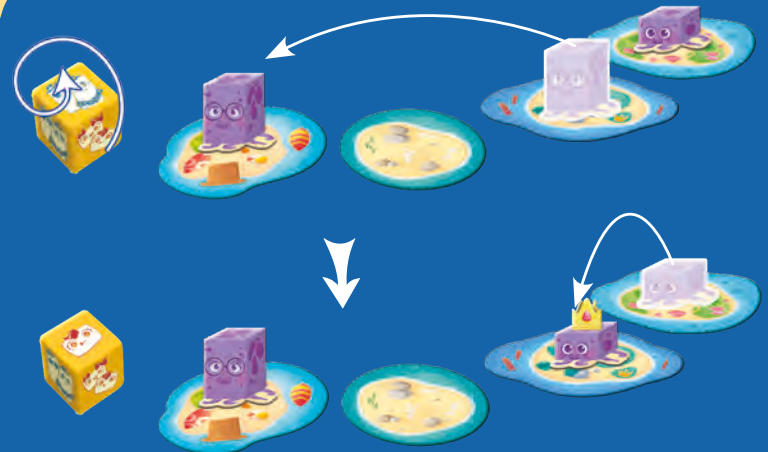
If several of your Hoppers cross the finish-line as parts of a stack, all of them take places on the Big Island of Winners one by one, starting with the highest one in the stack. If there were other players' Hoppers in the stack, they continue the movement and end up on the island, where the movement of the stack would end, staying in the same order as they were in the stack. As soon as all five places on the Big Island of Winners are taken, the game ends.

END OF GAME AND SCORING PEARLS

The game ends when all five places on the Big Island of Winners are taken. Count the pearls from all your Hoppers:

- The place your Hopper takes on the Big Island of Winners gives you as many pearls as indicated under it,
- The crown on any of your Hoppers (regardless of if it is on the Island of Winners or not) gives you 1 pearl,
- Pearl Oyster tokens give you 1 or 2 pearls – add up all the pearls on your tokens.

The player that has the most pearls wins. In case of a tie, the contender that ranked higher on the Big Island of Winners wins.



Mathew uses his die and moves his big octopus 2 islands forward. The octopus finishes its movement on the Surfing island. Mathew rerolls that same die – the result is 1 small Hopper, so Mathew moves the small octopus 1 island forward – and lands on a Treasure island thus receiving a crown!



Diane's seals ranked first and fifth on the Big Island of Winners. First place gives Diane 3 pearls and fifth place gives her 1 pearl. Diane also has 5 pearls on her Pearl Oyster tokens. Diane's Hoppers are not wearing a crown. Diane has $3+1+5=9$ pearls in total.



ADVENTURE MODE

In Adventure mode the Surfing island functions differently, moving Hoppers and stacks goes according to slightly different rules as well. We recommend playing in Adventure mode with older children and those, who find Vacation mode too easy.

SETUP

Set up a Vacation mode game with the following adjustments:

- Shuffle the islands and lay them out randomly.
- Flip the Big Island of Winners to the side with a crown and a surfboard in the center. This side features a different number of pearls each place brings.
- Place all Surfboard tokens next to the Big Island of Winners.
- Each player places their Hoppers onto the first island after their Finish-line token and stacks them: the biggest Hopper goes first, the medium Hopper goes next and the small Hopper goes on top.



GAMEPLAY

ROLLING THE DICE

Roll all 3 dice (starting with the first turn of the first player). You can reroll any number of dice if you wish.



MOVING HOPPERS

In this mode, the size of the Hoppers has to be taken into account when moving them. If at the start of moving, there are other Hoppers on top of the one you were about to move, check their size:

- **All pieces on the Hopper are of the same size or smaller**

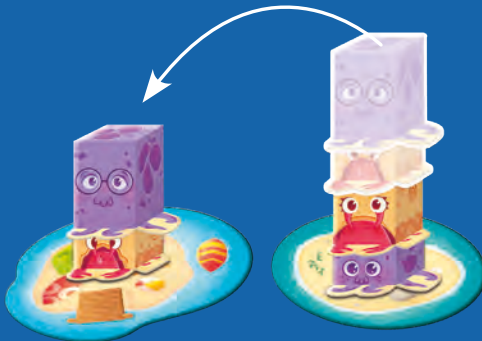
In this case the Hopper moves according to the dice roll and carries the entire stack on itself.

- **There is at least one piece on the Hopper that is larger in size**

In this case the Hopper does not move, and, instead, shakes the stack off of itself: take all of the pieces on top of your Hopper and without changing their order, place them onto the island in front (in this case the players, whose Hoppers were shaken off do not receive bonuses from the island they end up on). After this the die is considered used (regardless of how many Hoppers are indicated on it).



Diane is playing as the seal team. She rolled a medium Hopper on a die. The medium seal does not have any pieces that are larger on top of it, therefore Diane moves the seal one island forward while carrying the small octopus on top of itself.



Elly is playing as the crab team. She rolled two medium Hoppers on a die. Elly cannot move the medium crab because there is a big octopus on top of it. Instead, Elly shakes all Hoppers off of the medium crab to the island in front. When shaking pieces off, Elly cannot change their order: the small crab is still carrying the big octopus.

STACK RULE

In Adventure mode the height of stacks is limited – a stack cannot be taller than 5 Hoppers. If Hoppers have to form a stack taller than 5 Hoppers during movement, they stop one island before the stack instead (in some cases the Hoppers stop several islands before). You receive the island bonus from the island that the Hopper had to stop at due to the Stack Rule.

This rule applies when shaking Hoppers off instead of regular movement. If a Hopper has pieces on top of it that are larger, but would form a stack taller than 5 Hoppers when shaking the pieces off, that Hopper has to skip its turn and the pieces on top of it do not go anywhere.



Louise is playing as the frog team. She rolled two big Hoppers on a die. The big frog is standing in a stack and carrying a big octopus. Louise moves her Hopper as well as the octopus one island forward, but has to end the movement at this point: her Hopper cannot go to the next island because it already has a 4 Hopper tall tower standing on it. Note that the frog receives the Surfing island bonus.

ISLAND BONUSES



Treasure island gives you the crown, like in Vacation mode, however now the crown **doubles** the result of the roll of the Hopper that wears it.



Surfing island gives you one Surfboard token from the supply. If you already have three Surfboard tokens, you cannot receive this bonus.

You can discard a Surfboard token to move any Hopper of yours two islands forward (you can receive an island bonus at the end of this movement). You can discard a Surfboard token at any point of your turn, even immediately after you received it. The crown does not double surfboard movements, it only affects die rolls. You can only discard one Surfboard token per turn.



Pearl Oyster island works exactly like it does in Vacation mode: take a random Pearl Oyster token from the supply and place it in front of yourself pearls side down.

END OF GAME AND SCORING PEARLS

Counting pearls and determining the winner is the same as in Vacation mode: add up the pearls for the places scored on the Big Island of Winners, all the pearls from the oysters and the pearl for the crown if one of your Hopper has it. Note that places on the Big Island give everyone a different number of pearls.



Diane uses a die to move the small seal – there are 2 Hoppers on the die but the seal is wearing the crown so it moves 4 islands forward.



Elly discards a Surfboard token to move the medium crab 2 islands forward. It stops at a surfing island and Elly receives a new Surfboard token, but she cannot use it immediately as she has already used one during this turn.

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 Rules version 1.0



MEMO

PEARL OYSTER ISLAND

Take a Pearl Oyster token from the supply.



TREASURE ISLAND

Take the crown and place it on top of your Hopper if it is moving alone, or on the topmost Hopper if it is part of a stack.

Vacation mode:

As long as a Hopper is wearing a crown, it always moves 1 extra island farther than what is indicated on the dice.

Adventure mode:

The crown doubles the results of a roll for the Hopper wearing it.



SURFING ISLAND

Vacation mode:

You have to immediately reroll the die you just used and use it again.

Adventure mode:

Take a Surfboard token from the supply. You can hold a maximum of three Surfboard tokens at once.

