



HAPPY HOPPERS

Game Design: Rob Fisher and Adam Porter
Artwork: Iraida Fokina, Valentina Churbakova



GAME OVERVIEW

Happy Hoppers is a fun family race with cute cubic sea animals, in which you will try to cross the finish-line the first and gather as much pearls (victory points) as you can.

GAMEPLAY

Each player has 3 Hoppers and a finish-line of their color that they are aiming to cross sooner than the other players cross theirs. As soon as any 5 Hoppers cross their finish-lines, the game ends.

A player's turn consists of two steps:

- 1 Roll 3 dice
- 2 Play dice effects one at a time – move a corresponding Hopper clockwise, jumping on top of the Hoppers already on space, and receive an Island bonus.

ISLANDS

Pearl Oyster Island – take a random Pearl token, it will score you 1 or 2 points at the end of the game.

Treasure Island – place a crown on your Hopper (or on top of the stack with your Hopper). The crown gives you + 1 movement while you are wearing it.

Surfing Island allows you to reroll a die.



KEY SELLING FEATURES

- ▶ Two game modes – an easier one and a harder one for older kids
- ▶ Helps develop fine motor skills and math skills
- ▶ 3D cubic components, which are pleasant to touch

PRACTICAL INFO

CONTENTS

12 Hopper pieces, 17 Islands, 4 Finish-line tokens with stands, 20 Pearl Oyster tokens, 12 Surfboard tokens, 3 dice, a Crown piece, Game Rules

MOQ: 1000

MSRP: \$35

RELEASE: Fall 2024

BOX:

Size: 298×298×71 mm

RIGHTS except