HAPPY HOPPERS

2-4   **5+**   **20**

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 POINTS

▸ 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

For further information, prices, or conditions regarding those products, please get in touch with All About Games Consulting: sales@aagc.games

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MSRP: €30

BOX
Size: 298x298x71 mm

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