

HOP Around!

Little hops,
Big family adventures!

Build your route piece by piece -
a feel-good strategy game!

Rules



⚙️ GARY KIM, JUN-HYUP KIM, YEON-MIN JUNG ✂️ WEIRDOLLS

The Weirdolls are three friends who live in a mysterious forest: Groby is strong and always upbeat, Pokaku is calm and gentle, and Yoli is a little sensitive but warmer than anyone. They arrived on the mystical island and met a white baby deer. In Hop Around, hop your way around the island and encounter sea divers, camellias, dolphins, black pigs, and ponies along the way!

I.OBJECT OF THE GAME

Travel around the mystical island with the Weirdolls, collect Island tiles, and exchange them for Score Cards. The player with the most points at the end of the game wins.

II.COMPONENTS

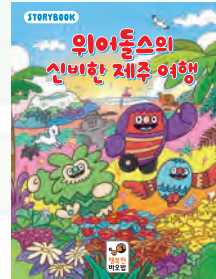
1 Game Board



32 Score Cards



1 Hop Around Storybook

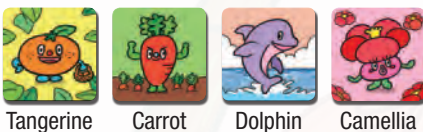


1 Sticker Sheet



Use the sticker sheet to decorate the board, box, and more.

77 Island Tiles (11 of each type)



Tangerine

Carrot

Dolphin

Camellia

4 Player Tokens



Yoli

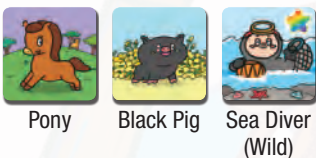
Groby

15 Game Pieces

(2 per player color and 7 neutral)



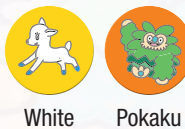
1 Stone figure Piece



Pony

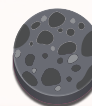
Black Pig

Sea Diver
(Wild)



White
deer

Pokaku



Neutral piece

III. GAME SETUP

- 1 Place the Game Board in the center of the table.
 - 2 Each player chooses a Player Token and takes the 2 matching Game Pieces. Keep your token in front of you as a reminder of your piece color.
 - 3 Place 1 neutral Game Piece on each of the 7 circular Game Piece spaces.
 - 4 Shuffle the Island Tiles and make 7 stacks of 11. Place 1 stack on each Island Tile space. No Sea Diver tile may be visible on top.
 - 5 Choose a starting player at random. That player places their 2 Game Pieces on 2 different Game Piece spaces. In clockwise order, the other players do the same. You may place a piece on top of neutral or opposing pieces.
- IMPORTANT** During setup, each space may hold at most 3 Game Pieces in total, including neutral pieces. This limit applies only during setup; stacks may be any height once the game begins.
- 6 The last player chooses the Stone figure Piece's starting position and places it beside any 1 of the 7 Game Piece spaces.
 - 7 Shuffle the Score Cards into a face-down deck. Reveal the top 5 cards in a face-up row.



IV. GAMEPLAY

On your turn, choose exactly one action:

TRAVEL

TAKE 1 SCORE CARD

TRAVEL

- 1 Choose a stack to travel. The chosen stack must contain at least 1 of your Game Pieces.
IMPORTANT You may never choose a stack that does not contain one of your Game Pieces.
- 2 Choose clockwise or counterclockwise, then pick up the entire chosen stack, including all neutral pieces.
- 3 Move 1 space in that direction. Place the bottom Game Piece from the stack in your hand on top of the pieces there.
Continue moving 1 space and dropping the bottom piece until your hand is empty.

TRAVEL EXAMPLE - MOVING A STACK

- 1 Choose a stack containing one of your pieces.
- 2 Pick up the whole stack and choose a direction.
NOTE There is no stack-height limit during the Travel action.
- 3 On each space, drop the bottom piece onto the existing stack.



- 4 After all movement is complete, collect Island Tiles. Check every stack. For each stack, the player whose Game Piece is visible on top takes 1 tile from that space.

IMPORTANT Even when it is not your turn, take a tile if your piece is visible on top. If no tiles remain in that space, you cannot take one.

**Stone figure
BONUS**



- 1 After moving on your turn, if your piece is visible on top of the stack at the Stone figure space, you receive the bonus.
- 2 After moving on your turn, if your piece is visible on top of the stack at the Stone figure space, you receive the bonus.
- 3 Move the Stone figure Piece to the space containing your chosen tile, then take that tile.
- 4 If you chose the tile at its current space, leave the Stone figure Piece where it is.

TRAVEL EXAMPLE - COLLECTING TILES (GROBY'S TURN)



- 1 Each player collects the tile beneath a stack they top.



- 2 Groby gains 1 extra tile for meeting the Stone figure on Groby's turn.

- 3 Move the Stone figure and take the chosen top tile as the bonus.



TAKE 1 SCORE CARD

- 1 Spend collected Island Tiles to take 1 of the 5 face-up Score Cards.
- 2 Each Score Card shows the tiles required. Return all shown tiles to the box, take that card, and place it in front of you.
 - IMPORTANT** A Sea Diver tile may replace any Island Tile when taking a Score Card.
 - IMPORTANT** You may take only 1 Score Card per turn, even if you can afford more.
- 3 Immediately reveal a new card so that 5 Score Cards are always face up.

CARD FRONT

Spend the pictured tiles to take this card.

POINTS

The number at the bottom is scored at the end of the game.



A ? means any 1 Island Tile.

BONUS EFFECT

The icon beside the points gives an immediate or ongoing bonus.

BONUS EFFECT DESCRIPTIONS



Immediately move the Stone figure Piece to any space and take the top tile there.



You are treated as always having 1 pictured tile, so spend 1 fewer. Bonuses stack and may satisfy a ? requirement.

V. GAME END

- 1 No Island Tiles remain in a number of spaces equal to the player count + 1: 3 spaces with 2 players, 4 with 3 players, or 5 with 4 players.
- 2 The final Score Card is revealed and the deck is empty.



VI. SCORING

- 1 Add the point values on all Score Cards you collected.
- 2 Score 1 point for every 2 unused Island Tiles, including Sea Diver tiles. Do not count permanent tile bonuses shown on Score Cards.
- 3 The player with the most points wins. In a tie, the player with more Score Cards wins. If still tied, compare card values from highest to lowest; the first higher card wins. If still tied, share the victory!

SCORING EXAMPLE



+ 1 point for each 2 leftover tiles



$$1 + 3 + 6 + 11 + 4 = 25 \text{ pts}$$

Game Design GARY KIM
JUN-HYUP KIM
YEON-MIN JUNG
Illustrations WEIRDOLLS
Publisher HAPPY BAOBAB

