

Hop! Hop! Hop!



4-8
*ans years
anos Jahre*

FR

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Нор! Нор! Нор!

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X 8



X 2



X 9

GAME OF COOPERATION

To play all together against the wind

The shepherdess, her sheep and dog must return under cover in the sheepfold before the wind takes away the bridge.
Will the players manage to cooperate in taking all the sheep back to the sheepfold?

Age : 4 years and over

A number of players : from 2

Duration : 15 minutes

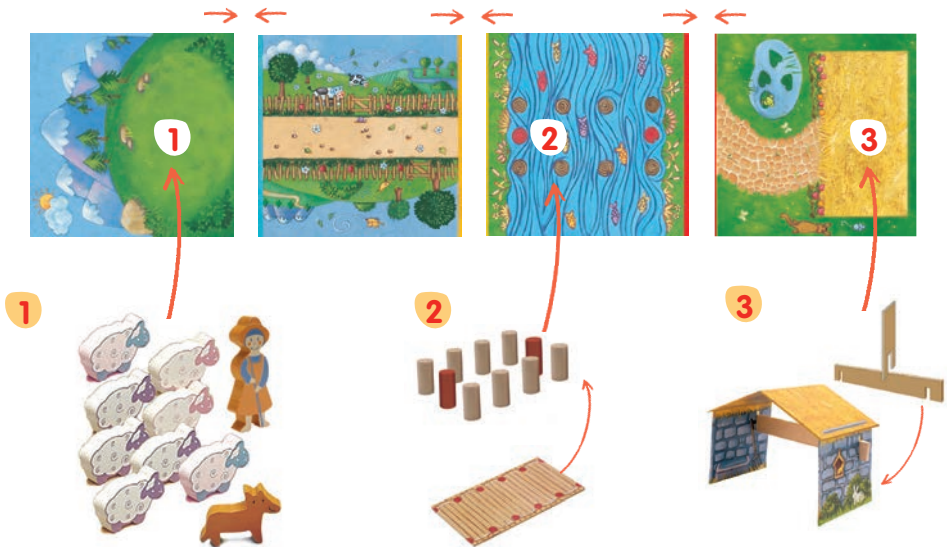
Game contents

1 set of 4 decorated boards, 1 sheepfold and its wooden beam, 1 bridge, 10 wooden parts (bridge pillars), 1 wooden stick, 1 shepherdess, 9 sheep, 1 dog, 1 dice.

Aim of the game

Move the shepherdess, her sheep and dog to the sheepfold before the wind takes away the bridge.

Game preparation





The progress of the game

The game is played clockwise.

The youngest player starts by throwing the dice.



Flower: choose one of the figures and move it from the mountain to the countryside.



Bridge: choose one of the figures and move it from the countryside to the bridge.



Sheepfold: choose one of the figures and move it from the bridge to the sheepfold.



Sun: move the chosen piece to the following board.



Double sheep: move the chosen piece to the following board.



Wind: remove a bridge pillar with the wooden stick.

Important: the shepherdess always precedes the herd when moving from one space to another, the dog is always at the back.

End of the game:

The players win if they have collected all the pieces under the sheepfold before the wind takes away the bridge.

On the other hand, if the bridge collapses before all the pieces are under the sheepfold, all the players have lost the game.

