

Press review



HOP!

Game presentation



In [HOP!](#), climb cloud to cloud in order to be the first to reach the top of the sky. Each challenge you face is another chance to rise higher in the sky. But, helping other players also earns you rewards.

Numerous challenges can be met only by helping or being helped by the other players. Be clever and you will gain levels, but choose your partners wisely in order to limit the points they gain alongside you.

As soon as someone reaches level 7, the game comes to an end, and the player with the most points wins the game.

[Access the rules here](#)

Editor: [Funforge](#)

Authors: Ludovic Maublanc & Marie Cardouat

Artwork: Marie Cardouat

For 3 to 6 players

6 +

Around 30 min

Articles & videos



[Access the video.](#)



[Access the video.](#)



HOP!

8 FEBRUARY 2017 • MAY • \$29.99

Year	Players
2016	3-6
Publisher	Age
Funforge	6-100
Author	Time
Marie Cardouat, Ludovic Maublanc	30-45
Strategy	Look
★★★★	★★★★
Interaction	Components & Design
★★★★	★★★★
Complexity	Score
★★★★	★★★★

Marie Cardouat is a familiar name in gaming circles as an artist. She's famous for her downright amazing work on the original *Dixie* as well as some of its expansions, and her art for other games like *Steam Pops* is no less beautiful. You can see fresh art in the new Funforge game *HOP!* but this time there is more Marie in the box. For the first time she's also one of the game designers, together with fellow Frenchman Ludovic Maublanc.

to play with kids, and that includes kids much above the six year minimum age, it's an amazing game

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TWEETS by @meoplemagazine

- Meople's Magazine** (@meoplemagazine) This week, we review HOP!, a spirited family board game by @MarieCardouat and @LudovicMaublanc. So beautiful! [meoplemagazine.com/2017/02/08/hop/](#)
- HOP!** Marie Cardouat's game illustrations have always been in a class of their own.
- Meople's Magazine** (@meoplemagazine) Alena: For the Quills by kids has two parts for you

Quote: « This, together with the beautiful art and components, together with the children's book story, make HOP! a great family game. »
[Access the article.](#)

Brian's Got Game



[Access the video.](#)

GAMEWIRE



[Access the video.](#)



Hop!

- Designer: Ludovic Maublanc
- Publisher: FunForge
- Players: 3-6
- Ages: 6+
- Time: 20-30 minutes
- Times played: 2, with preview copy provided by FunForge



Quote: « HOP! is a cute dexterity game that is fun to play. »

[Access the article.](#)



[Access the video.](#)

 **GEEKDAD**



Quote: « Score: 4/5 ».
[Access the article.](#)



[Access the video.](#)



[Access the trailer.](#)

THE HAPPY LUZA



[Access the video.](#)



Hop! family game from Passport and Funforge

Winner of the cutest game announcement of the week has to go to Hop! from Funforge and Passport Game Studios. Set for a September release, Hop! sees players trying to race through the sky, crossing the path of the legendary hippopotams. The artwork is adorable little surprise given Marie Cardouat and Ludovic Maublanc, being attached to the project.

Climb cloud to cloud in order to be the first to reach the top of the sky. Each challenge you face is another chance to rise higher in the sky — but helping other players also earns you rewards. Numerous challenges can be met only by helping or being helped by the other players. Be clever and you will gain levels, but choose your partners wisely in order to limit the points they gain alongside you. As soon as someone reaches level 7, the game comes to an end, and the player with the most points wins!



The pre-painted figures this game comes with look adorable and it's no wonder when artist Marie Cardouat is involved.

Quote: « The pre-painted figures this game comes with look adorable and it's no wonder when artist Marie Cardouat is involved. »

[Access the article.](#)



Top 3 in the Top 10 Anticipated Essen Spiel 2016 Games.
[Access the video.](#)

Climb the sky in Hop! from Funforge and Passport Games

Passport Games Sep 15, 2016



Have you ever wondered how to get to the top of the sky? In a [Funforge](#) and [Passport Games](#) September release [Hop!](#) players are striving to be the first to get there. It's not simply a race though. Any player reaching level seven triggers the end of the game, but the player with the most points claims the victory. To earn points, you must help others overcome challenges and climb high with you. The hardest choices will be who you help, and how you can limit the points they earn helping you.

Interesting choices in a family game isn't the only reason to want to know more. The game comes with high quality pre-painted miniatures and the art is done by Marie Cardouat, the same artist from [Dixit](#). Keep an eye out for Hop! later this month.

[Board game](#) [Boardgame](#) [Family friendly](#) [Funforge](#) [Hop!](#) [Marie Cardouat](#) [Miniatures](#)
[Passport Games](#)

Quote: « The game comes with high quality pre-painted miniatures ».
[Access the article.](#)

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