
Happy
Party

Happy Party®

For 2 - 4 players, from 4 years. Average game time: 15 minutes

CONTENTS
4 wish lists, 16 gift tiles, 8 candles with holders, 1 cake board, 2 illustrated dice, game rules (diag.1)

OBJECT OF THE GAME
In turn, each player throws the two dice, then carefully blows to try to make the candles shown fall over. The player who succeeds in blowing the right candles over chooses a gift. If the gift is on his wish list, he keeps it. The first player to have all the gifts on his list wins!

GETTING STARTED (diag.2)
Empty the box of its contents and place the board on the box to form a cake.
Put the cake in the middle of the table.
Spread the gift tiles around the cake, "wrapping paper" side up. Make a square with the gift tiles at about 10cm from the cake.
Each player takes a wish list and places it on the table in front of him, gift side up.
The player who is the next to celebrate his birthday starts, then the game continues clockwise. After throwing the dice, the first player places the candles on the cake wherever he pleases.

PLAYING THE GAME
In turn, each player throws the two dice, then finds the candle(s) on the board that match the dice and trys to blow them over (1, 2, 3, 4 or all the candles).

For example: Mary throws the dice - one dice shows a blank side and the other an orange candle and a pink candle. She must try to blow over one orange candle and one pink candle.

- if the player succeeds in blowing over exactly the same candles shown on the dice (no more and no less): he can choose two gift tiles and turn them over;
- if the player succeeds in blowing over the candles shown on the dice but also blows other candles over: he can only turn one gift tile over;
- if the player does not succeed in blowing over all the candles shown on the dice, he does not turn any gift tile over and it is the next player's turn.

If one of the dice shows a cake, the player must try to blow over all the candles on the cake. The other dice is disregarded.

- After throwing the dice and before blowing on the cake, the player can place all the candles blown over by the last player wherever he pleases. The candles still standing cannot be moved. (Exception: in fairness to the very first player, he throws the dice then places all the candles on the cake wherever he pleases.)
- The player is also allowed to swivel one or more candles before blowing (diag.3).
- The player can only blow once. He cannot take a second breath to try to blow more candles over.
- The player's head must not go over the line made by the gift tiles around the cake (diag.4).

Turn one or two gift tiles over

The player who succeeds in blowing over the candles shown on the dice chooses a gift tile and turns it over to show the gift side:

- if the gift on the tile is on his wish list, he places the tile on his list, covering the matching image (diag.5);
- if the gift on the tile is not on his wish list, the player puts the tile back in its place, gift side down. The other players who have that gift on their list can try to remember where it is.

If the player succeeds in blowing over exactly the same candles as those shown on the dice, no more and no less, he can turn over a second gift tile as explained above. When the player has turned over the gift tile(s), it is the next player's turn to throw the dice, then to place the candles and/or swivel them before blowing etc.

END OF GAME

The first player to place the four gifts on his wish list wins.

VARIATIONS FOR PLAYERS OVER 6 YEARS

The same rules apply with these exceptions:

- Before blowing, the players must straighten the candles where they fell on the cake. Only the candles that fell off the cake can be placed anywhere else (diag.6);
- The players must place all the gift tiles on their wish list in the same order as that on the list, starting from left or from right and following the given order:

for example for this list:



If the player draws a bear card tile first, he is then obliged to draw the other tiles in this order: a book then a bear then a board game.

If the player draws a board game card tile first, he is then obliged to draw the other tiles in this order: a bear, a book then another bear.

This variation can be applied to selected players to make the game more even between children of different ages or between children and adults.

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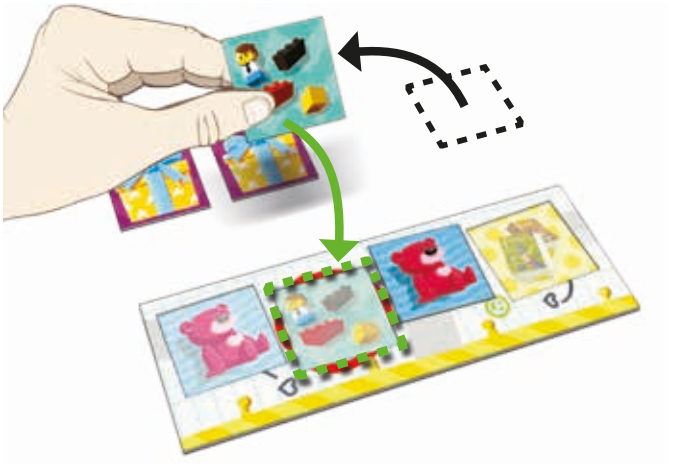



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