

Europe Sale Live + Game Updates



Good news for our friends in Europe, Australia and New Zealand! Your promotional discount from Happy Home Games is live this week for Nintendo Switch games. See details below. We also have news about upcoming improvements to our Switch games for all regions. And don't forget that all of our Switch games are compatible with the Switch 2.

Sale Updates

New Sale

- [Nintendo Switch eShop](#) - search "Happy Home Games"
- **Region** : Europe, Australia, New Zealand
- **Discount**: 20%
- **Duration**: Now through the end of July
- **Games**: Evel Knievel, Finnigan Fox and Cornhole



Evel Knievel



Finnigan Fox



Cornhole

Americas Region

The sale period for the Americas ended earlier this week. We hope you were able to take advantage of the discount. Thank you for your support!

Game Updates

Thanks to feedback from early players, we've identified ways to improve the experience for players of Evel Knievel and Cornhole on Nintendo Switch. Updates for both Switch games are coming in the weeks ahead. These are free updates to players who have already purchased the games.

Evel Knievel

There are two primary changes in the upcoming update to Evel Knievel:

New Rotation Input Mode

The mixed rotation control mode (which accepts both motion tilt and buttons for rotation) is replaced with a new mode that separates rotation input (with shoulder or trigger buttons) from acceleration input (with directional buttons or A/B/X/Y buttons). The new mode also reverses the rotational direction of the left and right inputs from the default mode. This aligns better with player intuition—right shoulder/trigger buttons rotate clockwise, left shoulder/trigger buttons rotate counter-clockwise.

Block Stick Input for Acceleration

To improve controls for players that experience stick drift, we've removed stick input from the motorcycle acceleration controls.

Cornhole

Cornhole will receive corrections to a few UI/tutorial features and improvements to the controls for aiming and throwing.

- Updating the tutorial diagrams to match the text description of throwing controls
- Slowing the speed of adjusting positions (target position, hand position, arc height) for improved fine-tuning
- Changing the targeting mode to be toggled by L/R Buttons instead of having to hold down the L or R button while adjusting the target with the Stick.
- Slowing down the repeat rate of directional input on the menus
- Adding tutorial screens to Arcade mode
- Pausing the timer in Arcade mode when the game is paused

We are committed to the ongoing improvement of our games and we appreciate all of the players who send us valuable feedback either directly or via their public game reviews. We are in this together to bring people together with fun, family-friendly games.

Warm Regards,

Team Amico

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