

RULES

HEDGEHOG ROLL & Friends

5+

1-4

20 min

Hedgehog throws a party and invites his forest friends: owls, squirrel, moose, bear and boar. The tables are already served and everything is ready for the guests. Oh, wait – the hedgehog has forgotten to decorate his famous cake! But how can the hedgehog leave the house unattended if the fox is making its way to steal the tasty treats? Help the hedgehog and his five forest friends to collect all the necessary goodies for the cake and do not let the fox ruin the party!

GAME COMPONENTS

1 fuzzy ball (hedgehog)



1 hedgehog face token



Attach me to the fuzzy ball, I will look nice there!

1 fox



1 hedgehog



8 double-sided boards



1 starting board with the hedgehog

1 board with the house

1 board with the fox

5 boards with paths

18 velcro tokens (forest nuts, berries and wheat)



5 velcro forest friends tokens (owls, bear, moose, squirrel, boar)



2 punchboard owls



1 punchboard moose-slope



1 wooden bear-catapult



1 sliding boar



AIM OF THE GAME

In this cooperative game you will be helping the hedgehog collect forest goodies such as nuts, berries and wheat for a party cake. Choose one of the five forest friends and add just a little bit of luck and skill in order to get home as fast as possible.



SET-UP

- Before your first game carefully punch all elements out of the punchboard. When putting together the moose-slope, be careful and follow the instructions on the scheme:
- Prepare the track for the hedgehog according to the chosen game mode:

BASE MODE

For your first game, we suggest you prepare the track for the hedgehog the following way (use the boards 1, 2, 3, 4, the board with the house and the fox's board with 12 squares and arrange them as shown in the picture):



Note: The track always starts with the hedgehog board, ends with the house and cake board, and the fox' board always connects to the house and cake board on the opposite side. All the paths on the boards must always match!

ADVANCED MODE

Once you mastered the base mode, try to play on the advanced board. For your first game in this mode we suggest you prepare the track for the hedgehog the following way (use the boards 1*, 2*, 3*, 4*, the board with the house* and the fox's board with 10 squares and arrange them as shown in the picture):



- Place the hedgehog on the hedgehog image on the starting board. All players need to lead the hedgehog home together! Place the fox on the fox image on the fox board – it will hurry to the hedgehog's house.
- Put the box lid next to the playing board, so that all players can reach it. Take 5 forest friends tokens and place them inside the box lid velcro (no picture) side up.
- Take 18 forest goodies, mix them and place as a reserve in the middle of the table velcro (no picture) side up.
- The youngest player takes the fuzzy ball – the hedgehog. They will be the first player and then you will take turns in clockwise order.

Note: once you have mastered the game, you can try some adjustments listed on the last page ("More fun and challenge!").

PLAYING THE GAME



On your turn, perform the following steps:

1

CHOOSE A FRIEND!

Bounce the ball off the table, aiming at any friend in the box lid you would like to help you this round. Try to make it land and collect one or several tokens, determining which friend will help the hedgehog.

- The hedgehog must bounce off the table at least once before landing in the lid.
- You can make several attempts until at least one friend token is stuck to the ball.
- If any friend token has stuck to the ball or been flipped over (the picture side up), you may not try to throw the ball again to choose another friend.



If one or several animal tokens have stuck to the ball or been flipped over, you can choose whose help to accept this round. Choose the animal and proceed to collecting the goodies following special rules.

At the end of your turn mix all the forest friends tokens.

2

COLLECT THE TOKENS!

The hedgehog is looking for the forest goodies needed for a party cake! He asks his forest friends for a help.

To collect the goodies use the help of a forest friend that was chosen as described below. Collect all tokens stuck to the ball or flipped over (picture side up). Place all collected goodies in front of you.



Owl

The view from above is better – you can see much more goodies with the help of your high-flying friends!

Take two owls and grip the ball between them. Put your elbows on the table and then hold the ball right over the goodies, and then release the ball (just pull the owls apart letting the ball fall) trying to collect the tokens. If the ball has fallen before you put your elbows on the table, you may pick up the ball once again.



Bear

The bear is strong and heavy – he can throw the hedgehog in the air!

Place the catapult at the distance of 10-15 cm from the goodies' reserve. Put the hedgehog on the lower side of the catapult and direct it towards the goodies. Then hit the empty side making the hedgehog ball shoot to the playing field and collect the goodies.





Squirrel

A little squirrel can collect even the goodies growing on the high branches!

Pick up four goodies (any you like) from the reserve. Lift the hand no more than 10-15 cm higher than the hedgehog and throw the goodies one by one from different angles, aiming at the side of the ball and trying to make them stick to the ball.

Use only those tokens that have stuck to the ball to move the hedgehog along the path. Return all the goodies that have not stuck to the ball or have just fallen on the table face down back to the goodies' reserve.



Moose

It is so much fun climbing on the antlers of the moose and rolling down its back towards the goodies!

Place the moose slide at a distance of 10-15 cm in front of the goodies' reserve. Put the hedgehog on top of the slope and push it slightly so that the hedgehog rolls down and collects goodies.



Boar

The boar chases the fox out of the path!

Roll the hedgehog with your hand, aiming to stick some forest goodies to it. Have you collected at least one nut? – Perfect! Then you can take advantage of the boar's help!

Return all the nut tokens to the reserve and then take the boar and place it on the image of the hedgehog's house. Remember the number of the square the fox stands on. Then flick the boar's token at the fox, trying to knock it out of the square it stands on. If you managed to knock the fox' token out of the square, move it one square back from the square it stood on. Moreover, the fox doesn't make a move towards the house.

If the fox doesn't move or moves very little, nothing happens, and the fox makes its move as usual after the hedgehog's move.

If you have not collected any nuts, you can neither use the boar nor move the hedgehog this turn. If alongside nut tokens you have collected berry or wheat ones, return all collected nut tokens back to the reserve velcro side-up. The rest of the tokens you may use for moving the hedgehog.



1

Example 1: The player succeeded in knocking the fox off its square (12), so the fox makes one step back on its track and stands on the previous square (11). The fox will not make a move this turn.



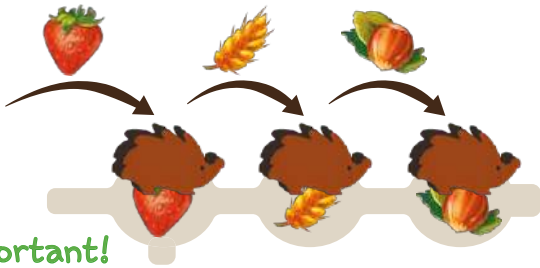
2

Example 2: Oops! This try was unsuccessful and the boar has missed its "aim"! The fox has remained standing on its square (11) and now moves one step closer to the hedgehog's house (12).

3

MOVE THE HEDGEHOG!

For each collected nut/ berry/wheat, you can move your hedgehog to an adjacent spot with this goodie.



Important!

- The hedgehog must always follow the path and it may not skip any spot without using the goodies,
- You can use some or all goodies the hedgehog has collected, but they have to be used immediately and only once, and cannot be kept for the next turns,
- Place all the goodies you collected during your turn in front of you velcro side down.

Note: remember that if the boar helped you, you need to give him all collected nuts first.

The hedgehog does not move if

- ✗ he collected five goodies or more, OR
- ✗ he does not have the goodies he needs to move along the path, OR
- ✗ he did not collect any goodies at all, OR
- ✗ you decided not to move this turn.



4

MOVE THE FOX!



The friends have not invited the fox to the party, and it wants to come to the house first and eat all the treats the hedgehog has prepared! The fox starts the game together with the hedgehog moving towards the house from the other side. Move the fox one square towards the house after the hedgehog finished his move.

Note: If the fox was knocked out of the square it stood on by the boar this turn, it doesn't move.

5

PLACE ALL COLLECTED GOODIES IN THE PILE!

At the end of a round gather all collected goodies together in one pile. If there are four or more goodies of the same kind in a pile, place all collected goodies back on the table velcro side up and shuffle them.



END OF THE GAME

The hedgehog (and all the players as well) wins as soon as the hedgehog reaches the house. You can enter the house using any of your goodies.

The hedgehog loses the game if the fox reaches the house first.

SHORTCUTS

Some forest dwellers are ready to show the hedgehog a short way, however, not for free – for their help they want to get their most favorite delicacies!

Advanced boards have shortcuts that allow the hedgehog to move along the path faster. When the hedgehog stops on the square with such a junction, the player can choose to follow the usual track with goodies or to shorten the way with the help of the animals. You have to use exactly the specified number and type of goodies to be able to follow the short way.

Example: The hedgehog stands on the square with the nut. This turn he collected two wheat tokens, one nut and one berry. He has two options where to move:

1



The hedgehog uses one berry, one nut and one wheat and moves to the clearing with the wheat. Place all tokens (together with one unused wheat token) in a pile.

2



The hedgehog accepts the help of the mole: for two wheat tokens he uses the short way and moves on the opposite side of the board! Place all tokens (together with one unused berry and one nut tokens) in a pile.

MORE FUN AND CHALLENGE!

You have played many games already and now want something even more interesting? Use some or all of these following adjustments:

THE HEDGEHOG'S TRACK

Prepare the track however you like: add more boards to make the game challenging and/or combine basic boards with advanced ones. But remember that the more boards you add between the starting board and the board with the house, the more challenging the game will be.

THE FOX

Place the fox on any square on the fox board of your choice: the closer the fox is to the hedgehog's house, the more challenging the game will be.

CREDITS

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