

RULES

GAME COMPONENTS

1 fuzzy ball
(hedgehog)



1 hedgehog
face token



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

1 fox



4 hedgehogs
(in 4 different colors)



7 double-sided boards



1 starting
board
with the
hedgehog



1 board
with
the house



1 board
with the
fox for the
cooperative
mode

18 velcro tokens

6 mushrooms



6 apples



6 leaves



4 boards
with paths



GAME OVERVIEW

In this game you'll be helping your hedgehog reach his house by rolling a fuzzy ball and collecting such forest goodies as mushrooms, leaves and apples. Choose the path wisely, use your dexterity skills and add just a little bit of luck in order to get home as fast as possible.

COMPETITIVE MODE

In a competitive game, your hedgehogs will race against each other! Your aim is to lead your hedgehog home by rolling the fuzzy ball and to be the first one to get there! Which one of you will be named the fastest hedgehog in the forest?

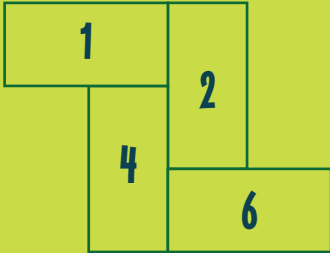
COOPERATIVE MODE

In a cooperative game, all players are helping one hedgehog – you are running away from the fox that is following you! Your goal is to lead your hedgehog to the house before the fox catches you.

SETUP

COMPETITIVE MODE

For your first game, we suggest you prepare the track for the hedgehog the following way (use the boards 1, 2, 4 and 6 and arrange them as shown in the picture):



Note:
All the paths
on the boards
must always
match!

In your future games you may prepare the track however you choose, just remember that it always starts with the hedgehog board, continues with any number of connected path boards and ends with the house board.



Never use the fox and the fox board in this mode!




2-4
hedgehogs

Each player chooses one hedgehog and places it on the hedgehog image on the starting board. Put the remaining hedgehogs (if there are any) aside – you won't need them.

Take 18 forest goodies and place them in the middle of the table the velcro (no picture!) side up.

The youngest player takes the fuzzy ball – they will be the first player and then you'll take turns proceeding clockwise.

COOPERATIVE MODE

For your first game, we suggest you prepare the track for the hedgehog the following way (use the board with the  symbol and the boards 1*, 4, 5, 6 and arrange them as shown in the picture):



In the future you may prepare the track however you like, but remember that it always starts with the hedgehog board, with the fox board above it, continues with any number of connected path boards and ends with the house board.



Take the fox and place it on the fox image of the fox board.



1
hedgehog

Choose one hedgehog that you all will lead home together! Place it on the hedgehog image on the starting board. Put the rest of the hedgehogs aside – you won't need them.

PLAYING THE GAME

1 Roll the ball!

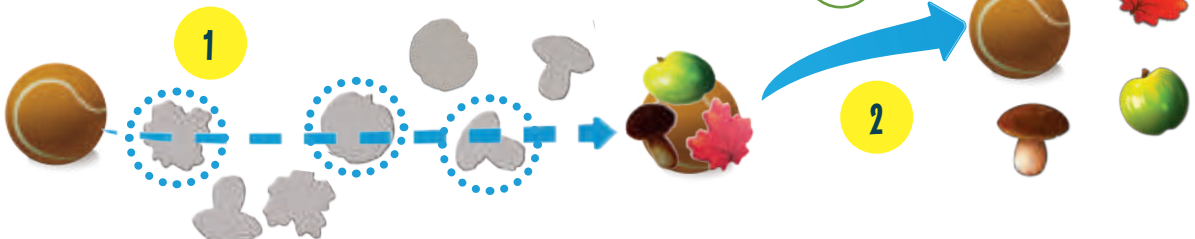
Roll the ball any way you like, aiming to stick some forest goodies to it.

2 Collect the tokens!

Collect all the forest goodies stuck to the ball or flipped over (the picture side up). Place them in front of you.

Note: once you've mastered the game, you can try some fancy ways of playing listed on the last page (*More fun*).

If you're playing with me, don't remove me from the ball each time you collect the forest goodies!



3 Move your hedgehog!

For each collected apple/leaf/mushroom, you can move your hedgehog to an adjacent clearing with this goodie:



Some clarifications:

- You must always follow the path and you can't skip any clearings without using the goodies.
- You may use some or all collected goodies, but you may use each of them only once, and you can't keep the leftover goodies for the next turns.

You don't move, if:

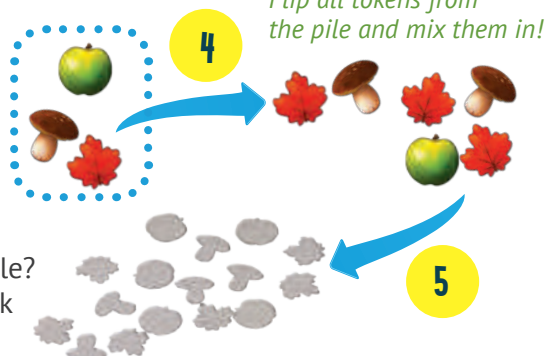
- You've collected 5 forest goodies or more;
- You haven't collected any goodies at all or you don't have the goodies you need to move along the path to an adjacent clearing.



You can't move if you've only collected a mushroom: there is no adjacent clearings with a mushroom, and you can't pass through a clearing if you don't have the right goodie. You will have to wait for your next turn!

Move the fox! (Cooperative mode only)

After moving the hedgehog, move the fox 2 steps forward (the fox always follows the hedgehog using the shortest route).



4 leaves!
Flip all tokens from the pile and mix them in!

4 Place goodies in the pile!

Place all collected forest goodies in one pile the picture side up.

5 Check the pile!

4 or more forest goodies of the same kind in the pile? Place all collected forest goodies from the pile back on the table the velcro side up and shuffle them.

END OF THE GAME

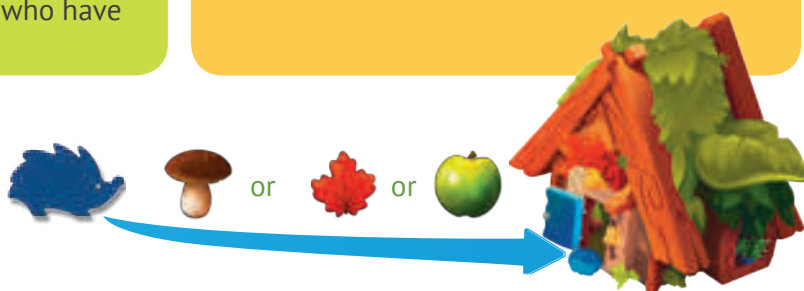
COMPETITIVE MODE

As soon as someone has entered the house, the players who haven't rolled the ball during this round make one turn each (so that everyone has the same number of rolls throughout the game). All players who have reached the house win the game.

COOPERATIVE MODE

If your hedgehog safely reaches the house, your team wins. You lose, if the fox catches the hedgehog first (stops at the same spot where your hedgehog is standing).

Note: you can enter the hedgehog house using any of your goodies.



MORE FUN

You have played a few times already and now want something even more interesting? Then this is just what you are looking for! First, choose if you're a pro or a star. From now on before each roll check which goodie your hedgehog is standing on and roll the ball according to the chart below.

PRO



WEAK HAND

Roll with your non-dominant hand.



ELBOW ON THE TABLE

Elbow must touch the table when rolling.



NO THUMB

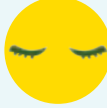
You cannot touch the ball with your thumb.

STAR



FLICK ROLL

Place the ball on the table and flick it.



CLOSED EYES

Set the hand with the ball. Then close your eyes and roll the ball.



HIGH ROLL

The ball has to be released from height (at least 10 cm).

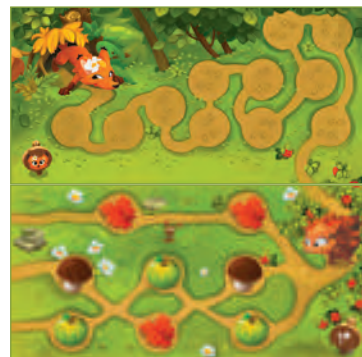
Note: for your first roll use your non-dominant hand.



Speedy fox (Cooperative mode only)

- You may place the fox on any clearing with paw prints on the fox board of your choice: the closer the fox is to the hedgehog image on the starting board, the more challenging the game will be!
- You may also move the fox 3 steps forward (instead of 2) each turn!

The closer and the faster is the fox...



The greater your victory will be!

Use some or all of these adjustments and don't forget to assemble the track however you choose!



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YOUR TEXT
YOUR TEXT
YOUR TEXT

YOUR
LOGO