

Hedgehog Hop

Multiplayer Rules



Have you played 2-Player Hedgehog Hop yet? Knowing the rules to the 2-Player game makes learning the 3-Player and multiplayer games easier!

You should be familiar with the 2-Player rules before reading the 3-Player rules.

Welcome to the multiplayer rules for the Hedgehog Hop!

The 3-Player Puzzler is the 2-Player game with a different setup and slightly smaller hand size.

The Dance Battle Royale is the ultimate Hedgehog Dance Crew competition and has a 3-Player and 4 to 6 Player version.

- *3-Player Puzzler, page 2*
- *3-Player Dance Battle Royale, page 4*
- *4+ Player Dance Battle Royale, page 16*
- *4-Player Puzzler (still testing), page 24*
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3-Player Puzzler

The 3-Player Puzzler brings a new dimension of play for experienced hoppers. The 3-Player Puzzler plays like the 2-Player Hedgehog Hop, but with a different initial Dance Mob setup and once less card in hand.

3-Player Puzzler Setup

1. Shuffle the Hedgehogs and place them in a facedown Draw Pile.
2. Deal six Hedgehogs to each player.
3. From the Draw Pile, create your starting Dance Mob. See *example on page 3*

Arrange cards with all arrows in the upper left corner.

Different from the 2-Player game, the 3-Player Puzzler plays with 5 Hedgehogs instead of 6.

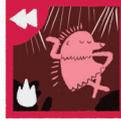
We recommend you have first-timers play the 2-Player game before learning the 3-Player game.



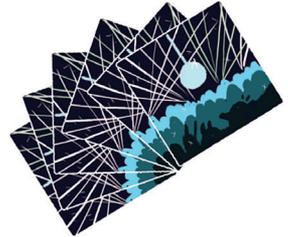
Example 3-Player Puzzler Setup



Draw Pile



Dance Mob





Dance Battle Royale

Welcome to the Ultimate Hedgehog Dance Crew Competition! The Dance Battle Royale (DBR) builds on the mechanics from the 2-Player version of Hedgehog Hop, but is an entirely different experience.

Instead of having a huge Dance Mob for your crew to push into, you have a smaller 2x2 Dance Crew to try to keep In Sync, despite your neighbors' clumsy moves.

Goal

Claim victory in the Grand Finale by scoring the most points. DBR is a set collection game. At the end of the game, you will score points for the most Hedgehogs making the same Move and for Hedgehog pairs who are In Sync.

Don't Panic!

The Dance Battle Royale is for players comfortable with Hedgehog Hop. Though different, it is just as fun. First-timers should spend a few minutes playing the 2-Player game moving on to this version of the game.



3-Player DBR Setup

1. Shuffle the Hedgehogs.
2. Deal seven Hedgehogs to each player.
3. Place the remainder of the deck facedown creating the Draw Pile.
4. From their hands, each player sets up their Dance Crew, a 2x2 grid of faceup Hedgehogs. The remaining three Hedgehogs become the players' starting hand.
5. From the Draw Pile, deal seven faceup Hedgehogs into a line in the middle of the table creating the Audition Line.

In 3-Player DBR, the Audition Line is a shared pool of dancers players can play from, in addition to playing from their hands. When the Audition Line runs out the Grand Finale begins.

Arrange cards with all arrows in the upper left corner when setting up your Dance Crew.



Example 3-Player DBR Setup



Dance Crew



Audition Line

Draw Pile



Dance Crew



Dance Crew



3-Player DBR Game Play

Play begins with the person who most recently enjoyed a dance-related activity (car bopping, kitchen dancing, and playing this game count).

In the 3-Player DBR, the size and shape of your Crew always stays the same 2x2. The Hedgehogs you bump out push into a neighbor's Dance Crew.

At the Start of Your Turn

In every round but the first, check to see if you collect a Backup Dancer from the Draw Pile. If you have any number In Sync pairs touching in your Dance Crew, you collect a single Backup Dancer into your hand from the Draw Pile.

In Sync!



Same Move
Same Color



In Sync pairs **must match Move** and **either Style or Color**.

In Sync!



Same Move
Same Style



Hot Mess!



Same Move
Different Color
Different Style



Hot Mess!



Same Color
Same Style
Different Move



Make Your Move

Choose a Hedgehog either from your hand, the top of the Discard Pile or the Audition Line and play it into your Dance Crew.

In 3-Player DBR, do not replace Hedgehogs taken from the Audition Line.

After the final bump of a dance Move, take the last displaced Hedgehog into your hand and check to see if your Dance Crew is In Sync. If you have any number of In Sync pairs touching in your Dance Crew, you collect a single Backup Dancer from the Draw Pile.

If you chose to play a card from the Audition Line or Discard Pile, choose a Hedgehog from your hand to discard.

If at any time a player would draw from the Draw Pile and it is empty, they instead choose a Hedgehog from the Audition Line to take into their hand.



Slide

A Slide pushes into the Dance Mob from the right, pushing the entire row one space to the left. The Hedgehog bumped out of your formation pushes into the Crew of the player to your left. It pushes into the corresponding row bumping a Hedgehog out of the Dance Crew and into the final player's Dance Crew in the same way.

See example on page 10

Groove

A Groove pushes into the Dance Crew from the left, pushing the entire row one space to the right and bumping into neighbors as above, except moving right.

See example on page 11

Hop

A Hop pushes into the Dance Crew from the bottom, pushing the entire column up one space. In a three-player game, the active player chooses which opponent to Hop towards.

See example on page 12

Example Slide



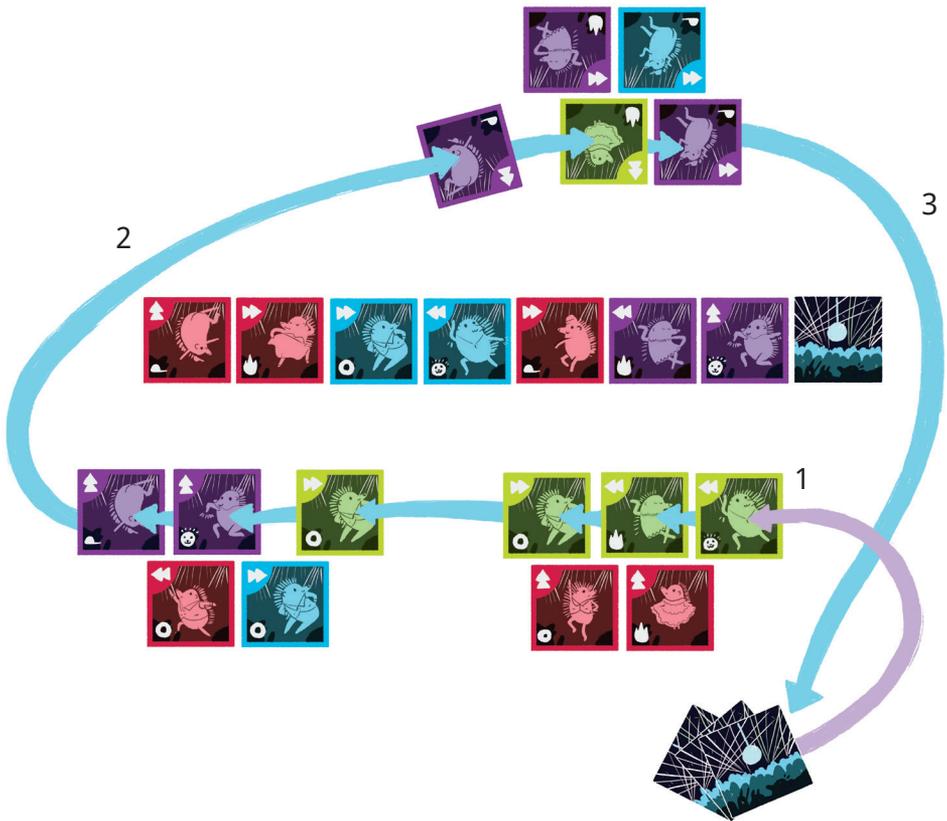
Example Groove



Example Hop



Example Play 1 - Slide



1. Logan plays a Slide from his hand.

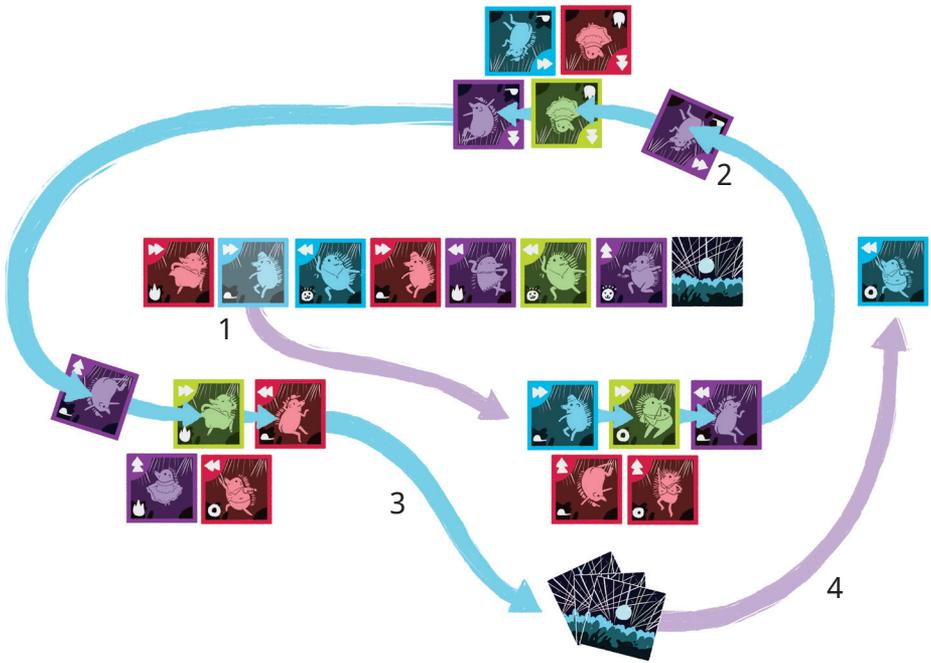
Slides always move in from the right and push left.

2. Logan's Slide bumps a Hedgehog from his top row into Bob's top row, which pushes another Hedgehog into Wendy's Dance Crew.

3. The Hedgehog is bumped out of Wendy's top row and becomes part of Logan's Hand.

At the end of his turn, Logan checks to see if his Dance Crew is In Sync. Since he has two touching Hedgehogs that are both Green and Sliding, he collects a Hedgehog from the Draw Pile into his hand.

Example Play 2 - Groove



1. Wendy plays a Groove from the Audition Line. Grooves always move in from the left and push right.

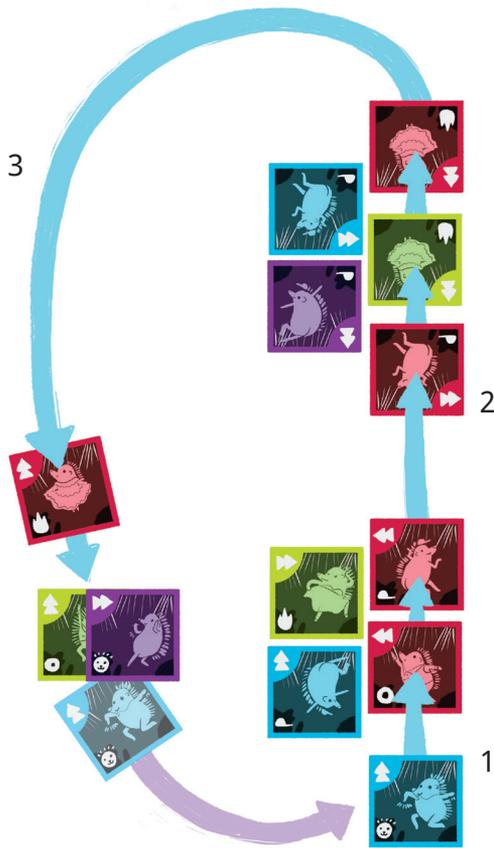
2. Wendy's Groove bumps a Hedgehog from her top row into Logan's top row, which pushes another Hedgehog into Bob's Dance Crew.

3. The Hedgehog bumped out of Bob's top row becomes part of Wendy's Hand.

At the end of her turn, Wendy checks to see if her Dance Crew is In Sync. Since she has no touching Hedgehogs doing the same Move that share either Color or Style, Wendy's Dance Crew is a Hot Mess.

4. Since Wendy played a Hedgehog from the Audition Line, she must discard from her hand.

Example Play 3 - Hop



1. Bob chooses to Hop against Logan. Hops always move in from the bottom and push up.
2. Bob lines up his Dance Crew up with Logan's Dance Crew. The Hedgehog bumped out of Bob's right column and moves into Logan's left column.
3. The Hedgehog bumped out of Logan's Dance Crew becomes part of Bob's hand.

For Bob's two touching Blue Hops, Bob collects a Backup Dancer from the Draw Pile.

Play Ends

Play continues until the last Hedgehog is removed from the Audition Line. Immediately begin the Grand Finale.



Grand Finale & Scoring

Using your entire collection of Hedgehogs, both in hand and Dance Crew, rearrange them for the Grand Finale:

1. Separate Hedgehogs by Move.
2. In each group, arrange them to make the most In Sync pairs possible.

Score the Following



Count the number of Hedgehogs in the largest group making the same Move.

Score one point for each Hedgehog.



Count each pair of Hedgehogs with adjacent sides (not corners) that are In Sync. Includes those Hedgehogs in the largest group.

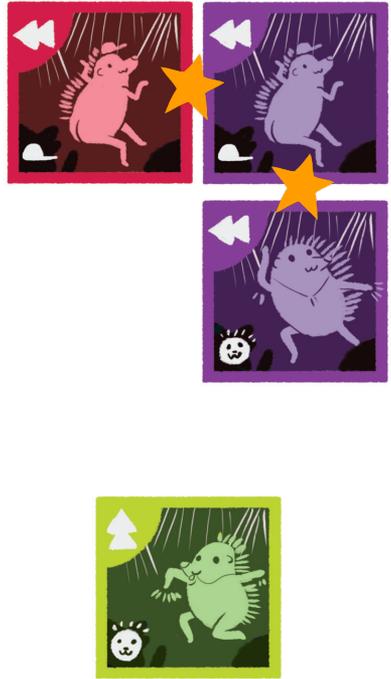
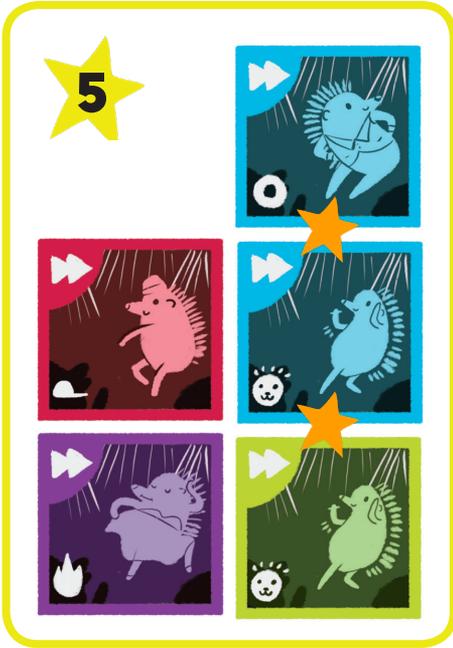
Score one point for each pair.

Winning

The player with the most points wins.

In case of a tie, the player with the most Hedgehogs wins. If there is still a tie, the player with the most Hedgehogs of any single Color wins. Third tiebreaker is most Hedgehogs in any single Style. If still tied, the game is a draw, and there is no winner.

Example Grand Finale



- ★ Largest Group - 5 points
 - ★ In Sync Hedgehog Pairs - 4 points
- Total - 9 points**



4+ Player Dance Battle Royale



All 4+ Player games require a second copy of Hedgehog Hop. This version is the most complicated Hop and isn't for first-timers.

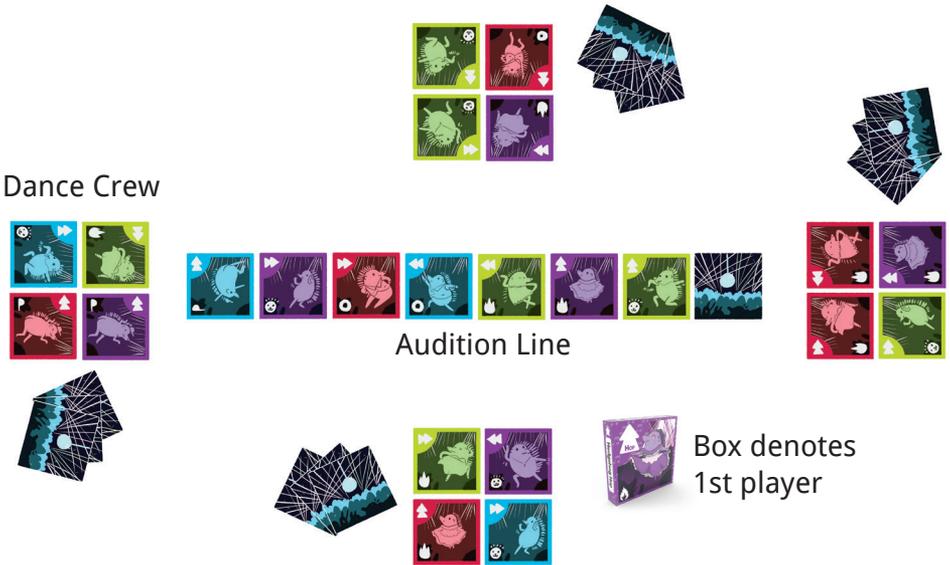
4+ Player DBR adds simultaneous play. Players should be comfortable with 3-Player DBR playing 4+ Player games.

4+ Player DBR Setup

1. Shuffle two copies of Hedgehog Hop together.
2. Deal seven Hedgehogs to each player. Place the remainder of the deck facedown creating the Draw Pile.
3. From their hands, each player sets up their Dance Crew, a 2x2 grid of faceup Hedgehogs. The remaining three Hedgehogs become the players' starting hand.
4. From the Draw Pile, deal seven faceup Hedgehogs into a line in the middle of the table creating the Audition Line.
5. The starting player is the person who participated in a dance-related activity most recently. Use the Hedgehog Hop box to mark the starting player.

Arrange cards with all arrows in the upper left corner when setting up your Dance Crew.

Example Setup



The Audition Line is different than 3-Player DBR. You never play directly from the Audition Line. Instead, players take their Backup Dancer from the Audition Line on their turn. Also, the Audition Line refills at the end of each player's turn.



Plan Your Move

At the beginning of each round of 4+ Player DBR, all players simultaneously choose which Hedgehog they want to play for the round and place it facedown in front of them.

Hedgehogs will execute during each player's turn.

On Your Turn

In every round but the first, check to see if you collect a Backup Dancer from the Audition Line. If you have any number of In Sync pairs touching in your Dance Crew, collect a single Backup Dancer.

Remember, In Sync pairs **must match Move** and **either Style or Color**.

Next, reveal your Hedgehog and push them into your Dance Crew. Hedgehogs execution is similar to 3-Player DBR.

After the final bump of a dance move, take the last displaced Hedgehog into your hand and check to see if your Dance Crew is In Sync. If your crew is In Sync, take a Hedgehog from the Audition Line. End your turn by refilling the Audition Line from the Draw Pile for the next player.

Slide

A Slide pushes into the Dance Crew from the right, pushing the entire row one space to the left. The Hedgehog bumped out of your formation pushes into the player to your left's Crew in the same row bumping a Hedgehog out of formation and pushing into the next player etc.

See example on page 10



Groove

A Groove pushes into the Dance Crew from the left, pushing the entire row one space to the right. Same as above except this time going right.

See example on page 11



Hop

A Hop pushes into the Dance Crew from the bottom, pushing the entire column up one space.

For even player counts, the active player Hops at the person across from them.

For odd player counts, the active player chooses which of one of the two players across from them they hop towards.

See example on page 12



Example Play 1 - Plan Your Move

Chosen Hedgehog
Facedown



Audition Line

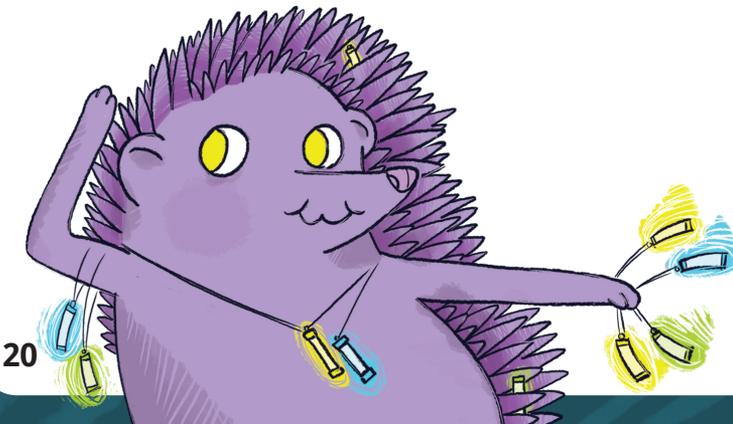


Audition Line

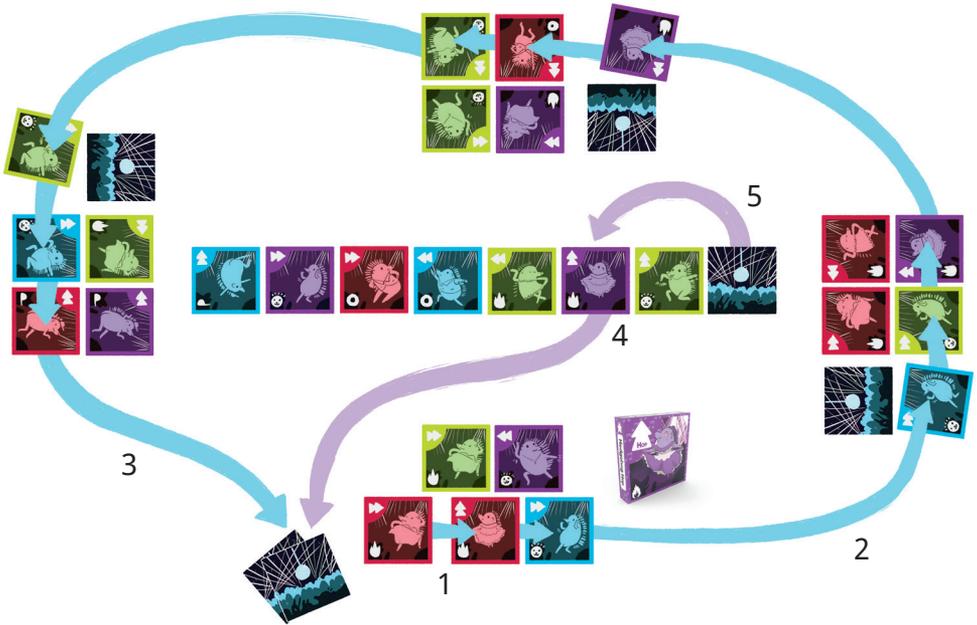


Box denotes
1st player

1. Since Bob danced to the radio on his way to game night, he is the first player. Place the Hedgehog Hop box in front of him.
2. All players choose the Hedgehog that they would like to play this round and place it facedown in front of them.



Example Play 2 - Play Your Hedgehog



1. Since Bob is the first player, he reveals his Hedgehog first. Bob plays a Groove from his hand. Grooves always move in from the left and push right.
2. Bob's Groove bumps a Hedgehog from his bottom row into Logan's bottom row. Hedgehogs bump around the table until the last Hedgehog bumps out.
3. The Hedgehog bumped out of Andrew's bottom row becomes part of Bob's Hand.
4. At the end of his turn, Bob checks to see if any of his Hedgehogs are In Sync. Since he has two Grooves that are both Spicy next to each other, he collects a Backup Dancer from the Audition Line.
5. Since Bob collected a Backup Dancer from the Audition Line, he replaces that Dancer from the Draw Pile.

End of the Round

After the last player makes a move in the round, all players check to see if

their Dance Crews are still In Sync. If they are, they take a Hedgehog from the **Draw Pile** into their hand.

The first player marker moves to the next player and the process begins again with each playing choosing a Hedgehog to play.

Play Ends

For a 4-Player game, gameplay ends after eight rounds (each player is the starting player twice). For 5 or 6 Player, play as many rounds as there are players. After gameplay ends, begin the Grand Finale and Scoring.

Grand Finale & Scoring

Scoring in the 4+ DBR is the same as 3-Player.

Use your entire collection of Hedgehogs from your hand and Dance Crew, and rearrange them for the Grand Finale:

1. Separate your Hedgehogs by Move.
2. In each group, arrange them to make the most In Sync pairs possible.

Score the Following

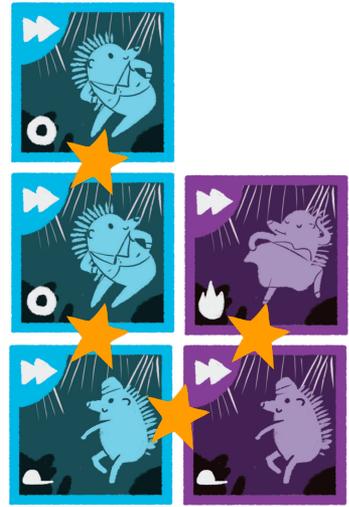
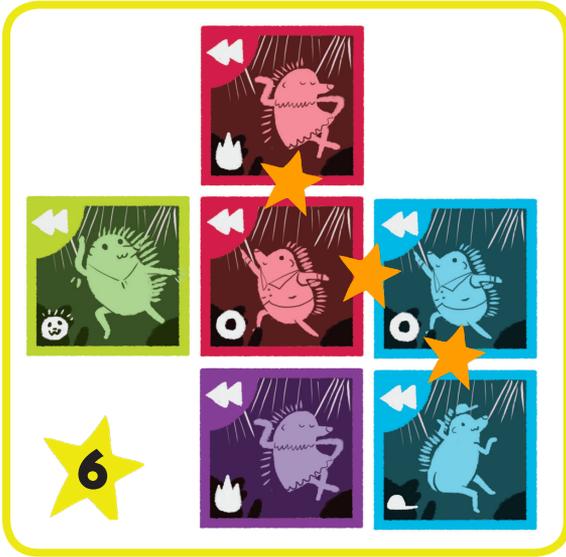
 Count the number of Hedgehogs in the largest group doing the same Move.

Score one point for each Hedgehog.

 Count each Hedgehog pair with adjacent sides (not corners) that are In Sync in all of your groups.

Score one point for each unique pair.

Example Grand Finale



 **Largest Group - 6 points**

 **In Sync Hedgehog Pairs - 7 points**

Total - 13 points

Winning

The player with the most points wins.

In case of a tie, the player with the most Hedgehogs wins. If there is still a tie, the player with most Hedgehogs of any single Color wins. The third tiebreaker is most Hedgehogs in any single style. If still tied, the game is a draw, and there is no winner.





4+ Player Puzzler *(Alpha - Early Testing)*



There are quite a few requests for a higher player count Puzzler version of Hedgehog Hop. Here are the rules we are currently testing. A significant gameplay issue is the Puzzler version is more manageable using a Deluxe Tile version of the Hop rather than a card version. The multiplayer Puzzler version also needs ample table space.

4+ Player Puzzler Setup

1. Shuffle two copies of Hedgehog Hop together.
2. Deal six Hedgehogs to each player. Place the remainder of the deck facedown, creating the Draw Pile.
3. From the Draw Pile, create your starting Dance Mob See *diagram on page 25*

Place cards so that the arrows are always in the upper left corner.

4+ player Puzzler plays like the 2-Player game (*see the rules in the box*) except for:

1. You play 5 hedgehogs instead of 6.
2. 6x6 is the maximum Dance Mob size. When you add a 7th Hedgehog to a row or column, you push the Hedgehog at the end of the line out. The displaced Hedgehog goes to the top of the Discard Pile.

All other rules are as in the 3-player Puzzler.

Example 4+ Player Puzzler Setup



Unicorn Hedgehog

Unicorn Hedgehog loves to dance with everyone.

Place Unicorn Hedgehog in the center of the Dance Mob during the setup of a 2-Player game, or any Puzzler version of Hedgehog Hop.

Unicorn Hedgehog is Wild. When a player plays a Hedgehog that is adjacent and orthogonal to Unicorn Hedgehog, that Hedgehog is always In Sync with Unicorn Hedgehog.

During the Grand Finale, Unicorn Hedgehog counts as being every Move, every Color and every Style.



Example Setup - 2-Player Game



Example Setup - Puzzler



Zombie Hedgehog

Zombie Hedgehog is hungry.

Zombie Hedgehog can only play in a 2-Player games and Puzzlers and always starts at the center of the Dance Mob.

When Zombie Hedgehog is pushed into another Hedgehog, they always eat the next Hedgehog in the direction that they are moving. When a Hedgehog is eaten, remove it from the game.

Zombie Hedgehog is Red and Street.

Example Play 1 - Zombie Groove

1



2

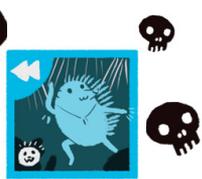


Example Play 2 - Zombie Hop

1



2



Zombie Hedgehog - Vegan Variet

Zombie Hedgehog is hungry for friendship.

Zombie Hedgehog can only play in a 2-Player games and Puzzlers and always starts at the center of the Dance Mob.

When Zombie Hedgehog is pushed into another Hedgehog, they always tag out the next Hedgehog in the direction that they are moving. When a Hedgehog is tagged, remove it from the game.

Zombie Hedgehog is Red and Street.

Example Play 1 - Zombie Groove

1



2



Example Play 2 - Zombie Hop

1



2



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