

Hedgehog Hop

Goal

Lead the most spectacular Hedgehog dance crew in the Grand Finale. Do this by attracting Backup Dancers during play and by having the most Happenin' Lead Dancer in the Grand Finale.



12 min



2 players or 3-6*

*see back for
multiplayer rules

Components:
36 Cards



Example Setup



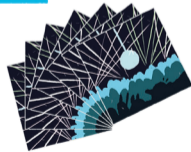
Dance Mob



Draw Pile



Player One's Hand



Player Two's Hand

2

2-Player Setup

1. Shuffle the Hedgehogs and place them in a facedown Draw Pile.
2. Deal seven Hedgehogs to each player.
3. From the Draw Pile, create a three by three grid of faceup Hedgehogs.
(all arrows should always be in the upper left corner)





2-Player Play

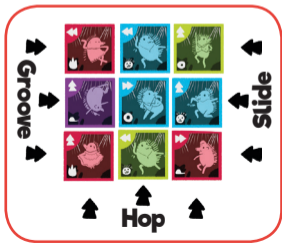
Play begins with the person who's most recently enjoyed a dance-related activity (car bopping, kitchen dancing, and playing this game count).

In the 2-player game, every Hedgehog increases the Dance Mob's size, changing its shape.



On your turn, choose a Hedgehog to play into the Dance Mob.

Hedgehogs push into the Dance Mob according to their dance move: hoppers always **Hop**, groovers always **Groove**, and sliders **Slide**.



Hop

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



Groove

A Groove pushes into the Dance Mob from the left, pushing the entire row one space to the right.



Slide

A Slide pushes into the Dance Mob from the right, pushing the entire row one space to the left.

Hedgehogs may be played either from your hand **or** from your line of Backup Dancers (see page 6). If a Backup Dancer is chosen, the player must discard a Hedgehog from their hand at the end of their turn.

Hedgehog Styles!



Retro



Rave



Spicy



Street



Are you In Sync or a Hot Mess?

After the Hedgehog pushes into the Dance Mob, check to see if you collect a Backup Dancer from the Draw Pile. For each Hedgehog orthogonal, adjacent, and “In Sync” with the **one you played**, you collect a Backup Dancer to place in front of you faceup.

Hedgehogs are “In Sync” if they are doing the same Dance Move **and** share one other quality, **either** Color **or** Style. **They must be doing the same Dance Move.**

Color can be determined by the border. Determine Style by the illustration or the Style symbol in the bottom left.

Don't worry if you're a Hot Mess, everyone is a Hot Mess sometimes. You just won't collect a Backup Dancer that turn.



In Sync!

 Same Move
Same Color



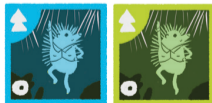
Hot Mess!

 Same Move
Different Color
Different Style




In Sync!

 Same Move
Same Style



Hot Mess!

 Same Color
Same Style
Different Move



Example Play

Mark chooses to play the Green Hop from his line of Backup Dancers, scoring him two new Backup Dancers.

After he collects his new Backup Dancers, he discards the Red, Retro Slide from his hand since he played from his line of Backup Dancers this turn.



Place Backup Dancers that you collect face-up, in front of you (not in your hand). If the Draw Pile is empty you may steal a Backup Dancer from your opponent's line of Backup Dancers.

If you played a Hedgehog from your line of Backup Dancers during your turn, at the end of your turn you must discard. Place your discard on the bottom of the Draw Pile faceup.



Example Play

Wendy is thinking about playing her Green, Rave Hop.

Hops always move in from the bottom. She can play it anywhere on the bottom.

There are five places to play a Hop. One will not earn a Backup Dancer. Three will earn at least one Backup Dancer, and one location will earn two!



Wendy Hops her Hedgehog up from the bottom, pushing the whole column one card up.

Wendy checks to see if she gets a Backup Dancer.

Since her Hedgehog is a Green, Rave Hop and is next to another Green Hop, **and** another Rave Hop, she gets **two Backup Dancers!**

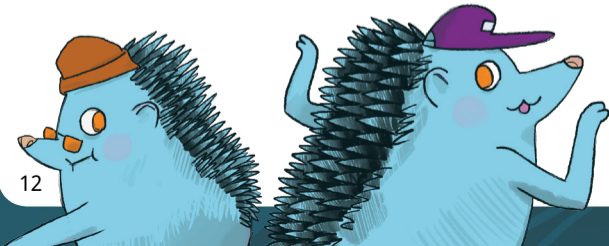


Play Ends

Play continues until each player has only one Hedgehog left in their hand. This Hedgehog is your Lead Dancer for the Grand Finale.

★ The Grand Finale & Scoring

The Hedgehog remaining in your hand is your Lead Dancer. You will score more points if that Hedgehog is Happenin'. Score your Grand Finale according to the Move, Color, and Style of your Lead Dancer.



Score the Following:

- ★ Count your remaining Backup Dancers.
You score one point for each.
- ★ Count the largest contiguous group of Hedgehogs doing the same Move as your Lead Dancer.
You score one point for each.
- ★ Count the largest contiguous group of Hedgehogs of the same Color as your Lead Dancer.
You score one point for each.
- ★ Count the largest contiguous group of Hedgehogs sharing the same Style as your Lead Dancer.
You score one point for each.

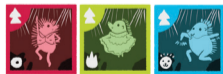
Example Grand Finale



Dance Mob



Wendy's Lead Dancer



Wendy's Backup Dancers

Count your Backup Dancers!

★ Wendy counts her Backup Dancers and scores 3 points!



Dance Mob



Wendy's Lead Dancer



Wendy's Backup Dancers

Wendy Scores: **3**

What is your Lead Dancer's Move?

★ Wendy's Lead Dancer is Grooving!

★ Wendy finds the largest group of Grooving Hedgehogs and scores **3 points!**



Dance Mob



Wendy's Lead Dancer



Wendy's Backup Dancers

Wendy Scores: **3**

What is your Lead Dancer's Color?

★ Wendy's Lead Dancer's color is Blue.

★ Wendy finds the largest group of Blue Hedgehogs and scores **1 point!**



Dance Mob



Wendy's Lead Dancer



Wendy's Backup Dancers

Wendy Scores: **1**

What is your Lead Dancer's Style?

★ Wendy's Lead Dancer's Style is Street.

★ Wendy finds the largest group of Street Hedgehogs and scores **5 points!**



Dance Mob



Wendy's Lead Dancer



Wendy's Backup Dancers

Wendy Scores: 5

Wendy's Total Points: 12



Winning

If your Grand Finale scores the highest, you win!

In case of a tie, the player with the most Backup Dancers wins. If there is still a tie, the player with the most Backup Dancers of any single Color wins. If there is still a tie, the player who went first wins.





Want to play the very different, 3-6 player Hedgehog Hop? Download the multiplayer rules from our site.



You can play 3 players right out of the box, but to play 4-6 players you'll need a second copy of the game.

Visit fightinabox.com/hop for the rules, videos and PDFs.

Game Mechanics by Seppy Yoon

Art & Graphic Design by Mark Eberhardt

Edited by Wendy Brunsman, Queen of the Universe

Special Contribution by Bob, Logan, Edward, Andrew, David, Nicki and Atlas Games.

*Come join us on social media
@fightinabox*



Fight in a Box wants to thank all of our fans, but especially our playtesters. **You keep us grooving!**

