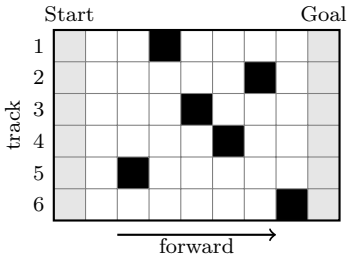
Hedgehogs in a Hurry: Rules Reference

The board and the goal

The board has 6 tracks (rows), numbered 1–6, and 9 columns. Hedgehogs race from the Start column on the left to the Goal column on the right. Each player has 4 hedgehogs.



Hedgehogs can share a square by stacking. A hedgehog that moves onto an occupied square goes on top of the stack. Only the top hedgehog of a stack is free to move; the ones underneath are stuck until those above them leave.

To win: be the first player to get 3 of your 4 hedgehogs into the Goal column.

Your turn: three steps

1. **Roll the die.** The number rolled is the track where you will have to move a hedgehog forward in step 3. Nothing moves yet, but keep it in mind for step 2.
2. **Sidestep (optional).** You may move one of your own free hedgehogs, anywhere on the board, one track up or down, staying in the same column. Sometimes no sidestep is possible, and you can choose not to sidestep even when one is.
3. **Move forward.** Move one free hedgehog in the rolled track one column forward (toward the Goal). It can be anyone's hedgehog, yours or an opponent's. You must move a hedgehog if you can; a forward move is skipped only if there is no free hedgehog in the rolled track.

Black squares

Each track has one black square. A hedgehog on a black square is stuck there until every square behind it, in all tracks, is empty. For example, a hedgehog on the black square in track 5 (in the third column) can't leave until the Start column and the column after the Start column are completely empty. Once every hedgehog has moved past a black square's column, the black square works like a normal one.

Hints

- You are allowed to sidestep in a way that leaves no hedgehog able to move forward in the rolled track.
- You can sidestep one of your hedgehogs into the rolled track and then move that same hedgehog forward.
- Moving an opponent's hedgehog forward can be a strategic choice, for example to uncover one of your own hedgehogs underneath it or to land it on a black square where it will be stuck.

Variants

There are numerous rules variants for Hedgehog in a Hurry. You may encounter some of the following in the program you are testing. Everything not mentioned works as in the standard rules.

Black square variants replace the black square rule. They apply whenever a hedgehog lands on a black square, whether by a forward move or a sidestep.

- **Urhedgehog:** black squares are ordinary squares.
- **Super Turbo Hedgehogs:** black squares are trampolines. A hedgehog that lands on one immediately moves one more square forward in the same track (including onto the Goal, if that's next).
- **Concrete Block:** hedgehogs can't enter black squares at all, so a hedgehog just in front of one can't move forward.
- **Slide:** a hedgehog that lands on a black square slides back to the Start column in the same track.
- **Pits:** only the first hedgehog to land on an empty black square gets stuck there. Hedgehogs that land on top of it can move on as usual.
- **The Black Hole:** a hedgehog that lands on a black square is removed from the game. The first player to get one hedgehog into the Goal wins, or the last player with hedgehogs left on the board. A player with no hedgehogs left still takes turns.

Turn variants each change one step of the turn.

- **Anarchohedgehog:** in step 2, you may sidestep any free hedgehog, not just one of your own.
- **Fizzy Lifting Hedgehogs:** if none of your hedgehogs can sidestep, you may instead pick a stack that contains one of your hedgehogs and move your lowest hedgehog in it to the top. This is optional and takes the place of step 2.
- **Hedgehogs Pushing:** if no hedgehog can move forward in step 3, then every free hedgehog on the board moves forward one square in its own track unless it would land in the Goal column.