

# **RISE OF THE HEDGEHOG**

**By Nico**

## **Game pieces**

2 dice

4 player pieces

8 enemy pieces

8 rings

4 shield generators

1 board

## **Goal of the game:**

Get to the Chaos Emerald in the center of the board

## **Setup:**

Each player starts with a player piece

Each player starts at a corner.

Place enemies on the board on spaces on the grass.

Place rings near enemies on the grass.

Place the 4 shield generators surrounding the emerald.

## **Players turn:**

Player may fight an enemy next to them first or move.

Player rolls 1 die and move that number of spaces on the track.

Player may not move diagonally.

When on a space beside an enemy, player can choose to fight it.

## **To fight:**

Roll 1 die to see if player can roll 3 or higher.

If they can, enemy is defeated. Take the enemy off the board and move player to the enemy's space.

If they don't, their turn is done and it is the next player's turn.

If player lands on a space with a ring, they put the ring on there player card.

Only players with three rings or more may cross the bridges to the middle island.

Each shield generator must be destroyed to get the Emerald.

To destroy a shield generator, player must roll a 4 or higher.

If they do not, it is the next player's turn.

Destroy all shield generators to get the emerald.

When players destroy all shield generators the game is won!