Food cards
This card will show what food targets to aim for and how many balls you have to try. Example: Jason has pulled out the card shown below. He will be aiming for the earth worm and the snail, and he has 3 tries to do so.

To win a food card, you must bounce the balls in ALL the targets next to the corresponding food icons on the target tray.

If you successfully bounce the balls in ALL the targets in the number of tries indicated on the card, then you win the card. Place it food side up in front of you. Important: Each ball must be bounced on the table at least once before it lands in the target (see “Suggested Bouncing techniques” below). You cannot aim the balls directly at the game board and land in the target without bouncing them.

Suggested bouncing techniques

Long shot: player bounces the ball farther away from the target.

Short shot: player bounces ball, aiming at table directly in front of the target.

If you cannot bounce the balls into all the targets with the number of tries indicated, you must flip the card over and reveal the Owl. Place this card in front of you. If 8 or more Owl icons are shown face up on the table at any time, all players lose the game.

If you succeed at bouncing balls in all of the food targets indicated on the card and still have some balls left, you may attempt to “scare the Owl.” Try to bounce your remaining balls into the red ring underneath the Owl.

If you successfully bounce the ball into the red ring, everyone wins instantly and the game is over. You have scared the Owl away and all the hedgehogs make it home to Mama with their dinner!

Scare the Owl cards
Scare the Owl cards show a red ring instead of food icons.

If you draw one of these cards, try and bounce your ball into the red ring underneath the Owl. If you successfully bounce the ball into this ring everyone wins instantly. If you are unsuccessful, you must flip the card over and reveal the Owl. If 8 or more Owl icons are shown face up on the table at any time, all players lose the game.

FREQUENTLY ASKED QUESTIONS
What if the ball didn’t go into a target?
Sometimes the ball might stop on the game board without going in a target. This is a miss, but leave it there. You may be able to hit it into a target with future attempts.

What if the ball goes into a target you weren’t aiming for?
If the ball goes into a target not shown on your Food Card, this is a miss.

What if the ball bounces off the playing area?
If the ball bounces off the game board and onto the table, this is a miss.

What if the ball gets stuck in Mama Hedgehog’s burrow?
Sometimes the ball gets trapped inside this area. This is a miss (but it makes Mama Hedgehog happy!).

Note: Some of the cards show 2 Owls. These cards represent 2 of the 8 Owl icons that equal a loss.
HEDGEHOG HUSTLE

1-6 PLAYERS • AGES 5+ • AVG. GAME 15 MIN.
To view video instructions, please visit us at www.haywiregroup.com/hedgehog

CONTENTS
3 dimensional forest scene with plastic target, 5 hedgehog ping pong balls, ping pong ball holder, 16 cards, rules

OBJECT OF THE GAME
Hedgehog Hustle is cooperative game play. Players work together to collect food cards to win the game. Players win if there are 6 food icons facing up. Players lose if there are 8 Owl icons facing up. Note: If your group is older and more skilled, you may increase the number of food icons to 8 for a win. If your group is younger and less skilled, a win is achieved with 4 food icons.

SET UP
1. Ball holder
Pinch the folded cardboard holder closed and insert it into the slot on one of the support legs. Repeat this for the second support leg, then fold the holder outward. Place the balls into the completed holder.

2. Target tray
Empty all contents from the box. Fold down the 4 sides of the cardboard target support and place it in the empty box bottom. Place the plastic target tray on top so that the pockets fit into the 6 holes of the target holder.

3. Top of game
Fold the Mama Hedgehog panel and insert the 4 tabs into the slots on the rectangular backboard. Then insert the 2 tabs on the bottom of the Mama Hedgehog panel into the thin slots on the plastic target.

4. Owl panel & cards
Align the 2 slots at the bottom of the Owl panel with the 2 slots at the top of the Mama Hedgehog panel and push into place. Shuffle all 16 cards and place them in the spaces on either side of the plastic target tray, 8 per side. Try to place the cards without looking at the bottom halves that show the food and Owl icons.

Note: Make sure the 2 thin slots on the plastic tray are aligned with the slots on the target support.

Note: The first time you assemble this product, the tabs may fit tightly.

PLAYING THE GAME
The youngest player goes first. Play passes to the left. On your turn, select one of the cards from either side of the game box and place it face up in front of you. Players may turn the game to get a better shot or gather on one side of the table to take turns.

Cards
There are 2 types: Food Cards and Scare the Owl Cards.