

The Game of Hedgehog

Rules

1. Two players or teams take turns.
2. In your turn: roll an ordinary die. If you roll 2, 3, 4 or 5 then you score that amount. You can now choose to pass the turn to the other player or roll again. If you pass, you score the total you have made in this turn. If you roll again, you can add to your score if you roll 2, 3, 4 or 5. If you roll 1 then your turn is over (but you can add the 1 to your score for this round). If you roll a 6, then you score zero for this round and your turn is over.
3. The first player (or team) to reach 30 points is the winner.



Example Game

Player A rolls 2 then 1. Turn ends, turn score 3	Player A: 3	
Player B rolls 4 then 5 then 6. Turn ends, turn score 0	Player A: 3	Player B: 0
Player A rolls 2 then 2 then 1 turn ends turn score 5	Player A: 8	Player B: 0
Player B rolls 3 then 5 and passes turn score 8	Player A: 8	Player B: 8
Player A rolls 2 then 1 turn ends turn score 3	Player A: 11	Player B: 8
Player B rolls 5 then 4 and passes turn score 9	Player A: 11	Player B: 17
Player A rolls 5 then 3 and passes turn score 8	Player A: 19	Player B: 17
Player B rolls 4 then 5 then 4 (and wins) turn score 13	Player A: 19	Player B: 30

In team play (and in the tournament) a team of 5 plays as one player, playing in turn within their team. They roll the dice in turn. They can either roll or pass. They must not communicate with each other in any way.

You should play this game many times. Try to decide on a strategy. When should you carry on rolling and when should you pass? Think about the level of risk and the reward.

