

Get Spike home

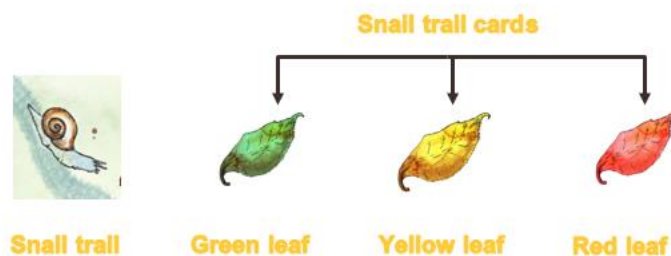
Spike is lost and now he needs help to find his way back to his home. But watch out it's not easy being a little hedgehog, there are so many dangers out there. Can you help Spike get home?

Before you start, cut out all the pieces and glue together the board game and the dice.

Aim: The aim of the game is to get Spike to his home safely. You can play in teams (print out more coloured hedgehog discs), with each team winning only when all coloured hedgehogs get home, or as an individual multiplayer game competing to get your hedgehog home.

Rules:

1. You start on the leaf that says 'Start' and you finish when you reach the hibernaculum (the home).
2. You can choose 'slow and steady wins the race' and simply roll the dice as you make your way slowly but safely through the leaves. Or you can take your chances to get to your home quicker before winter comes by using the snail trails if you are lucky enough to land on a leaf that has them.
 - a. Snail trails: Hedgehogs love to eat snails, so take the extra energy and slide to your home. But watch out for dangers. **When you land on a snail trail you may choose to ignore it or take your chances by picking a card from the deck.**
 - i. **Green:** it's helpful to hedgehogs so you can make your way down the snail trail to the next leaf.
 - ii. **Yellow:** these are things that could provide a benefit or a hazard. You can't advance and must stay on the same leaf you landed on.
 - iii. **Red:** Oh no, these things are harmful! Go back 2 spaces!



*We left some cards empty so that you can create your own.



START

Cut around dotted line and glue white part to the back of the other board piece



