

ZickeZacke®



# ZickeZacke Igelkacke

by Klaus Zoch

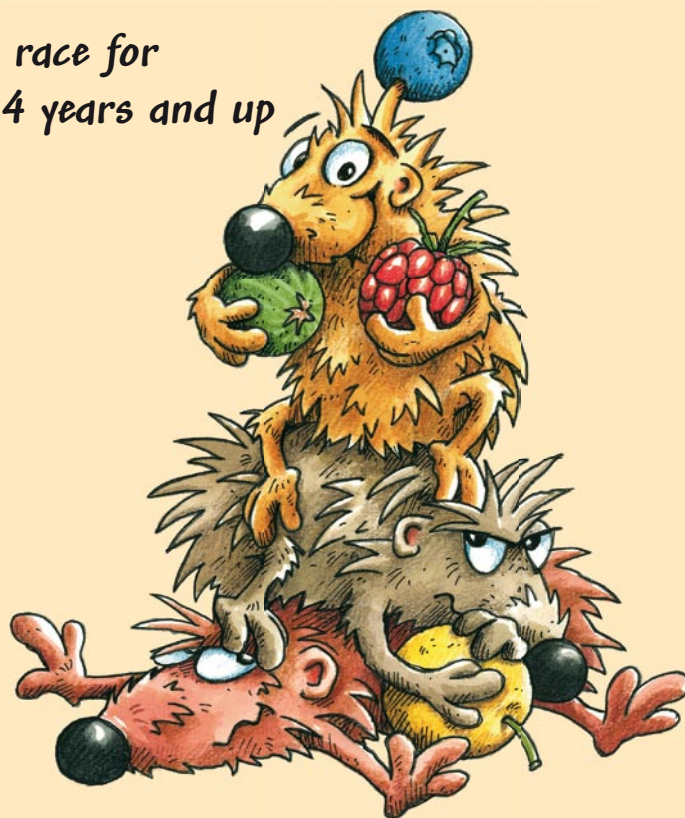
A speedy memory race for  
2-4 junior hedgehogs, 4 years and up

## IDEA OF THE GAME:

There's a lot going on in the orchard!!! On this day, the Hedgehog Olympics are all about fruit snatching. Each hedgehog (= Igel!), while zipping by, wants to snatch the pinned fruit from his friends' quills. The first to "relieve" all competitors of the fruit they collected, is the winner. Only if you remember the way around your garden will you make good progress; because a dull-quilled hedgehog with memory lapses won't get any of the glory at the medal awarding.

## CONTENTS:

- 24 serrated path-leaves
- 12 eight-cornered garden tiles
- 4 hedgehogs
- 4 pieces of fruit (raspberry, blueberry, gooseberry, mirabelle)



## SET-UP:

Lay the 12 eight-cornered garden tiles face down in the middle of the table and mix them. Then place the 24 serrated path-leaves in any order face up in a circle around the garden tiles.



Now each player gets one hedgehog onto which he pins one piece of fruit to start. Put the hedgehogs on the path-leaves in such a way that there is the same distance between all hedgehogs (that means with 4 hedgehogs there are 5 path-leaves in between each).

## HOW THE GAME PLAYS:

### Moving:

The hedgehogs move on the serrated path-leaves in clockwise order. The youngest hedgehog begins. On your turn, you may pick in the garden and flip over one of the tiles lying there. All junior hedgehogs take a look at the picture. Then the garden tile is put back face down on the same spot in the garden.



Before this, of course you have compared the image on the garden tile with the path-leaf lying directly ahead of you. If both images are identical, you move onto this path-leaf. Now you may flip over another garden tile. You continue your turn until you flip over a non-matching garden tile. If the images don't match, you must stop, and your turn is over. In this case, it's your left neighbor's turn, until he flips over a non-matching tile. In this way, the hedgehogs zip around clockwise from leaf to leaf.

EXAMPLE:



## Overtaking:

As soon as you have reached another hedgehog, you may start to overtake him: if you are standing right behind another hedgehog, you may jump over him if you flip over the garden tile with the same image that is also shown on the path-leaf right in front of the hedgehog you are overtaking. Then you may snatch all pieces of fruit from that hedgehog and pin them onto your own hedgehog.

EXAMPLE:



If, after overtaking, you now also find the next picture in the garden matching what's lying ahead of you, you may immediately go on running.

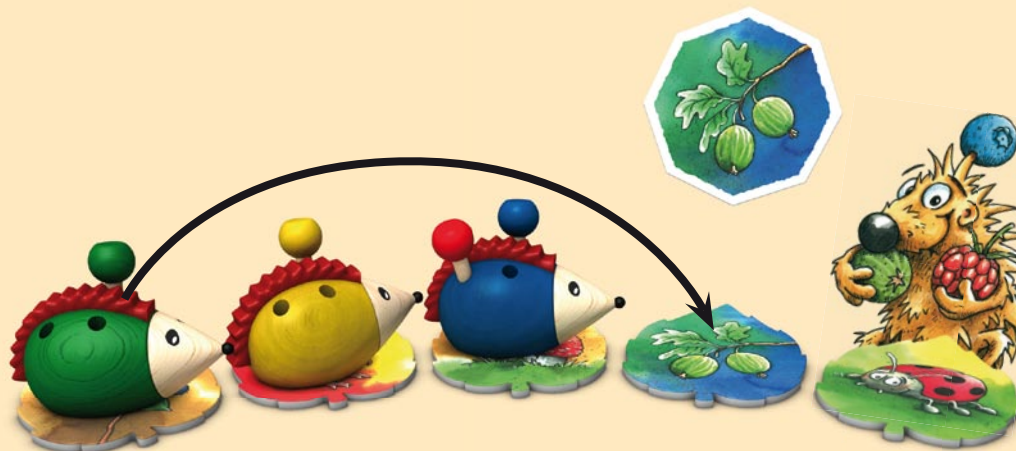
EXAMPLE:



You may also overtake 2 or 3 hedgehogs at one go if they are directly one after another.

EXAMPLE:

If he finds the gooseberry, the green hedgehog will even get three pieces of fruit—and, in doing so, win the game.



## ENDING AND WINNING THE GAME:

The first hedgehog to have all pieces of fruit in the game pinned to his coat of quills, wins.

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