

やどかりコサリン

Hermit Hop

20 min

2-4 players

Ages 8+

EN English Rulebook

Overview

Roll the die and collect shells!

Sell shells you collect to make bigger ones easier to get. But someone else might scoop up all the shells you sell...

Luck, tactics, and timing decide the winner. Who will come out on top?



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Components

- 14 shell cards



- 2 burrow cards



x2

- 4 player cards



- 1 wooden die



- 4 hermit crab tokens



- Rulebooks

- English (this sheet)
- Japanese (separate sheet)

The number in each shell's pattern is its point value.

01 Setup

1. Build the beach

- Arrange the shell and burrow cards in a circle. Place the inner box in the center.
- Each player takes a player card and a matching hermit crab token.
- Keep your player card in front of you to remember which hermit crab is yours.

2. Choose the first player

- Whoever is touching the die goes first.
- If no one is touching it, use rock-paper-scissors or any other method to choose.

3. Make your first move

- Starting with the first player, each player chooses a burrow.
- In the same order, roll the die and move that many spaces from your burrow in either direction. You may reroll once before moving.
- If you land on another crab, push it and any crabs in its way one space each in your direction of travel.
- After everyone moves, begin play!

02 Example Layout

For your first game, we recommend placing the shells in the order shown. You can also arrange them however you like!



The Two Sides of Your Hermit Crab Token

- Shelled: You own at least one shell.
- Bare: You own no shells.
- If you fail to get a shell while Bare, you may reroll once per turn.



Shelled



Bare

03 Your Turn

When You Are on a Shell



1. Sell a shell you own

Sell a shell to boost your roll

- Before rolling, you may sell one shell you own.
- Add the sold shell's number to your roll this turn.
Example: Sell a 3 and roll a 4. Your result is 7.
- Place the sold shell face down beside the box in the center.
- You may skip selling, but you cannot sell later in your turn.

2. Roll the die

✓ Your result is at least the number of the shell you are on!

- Take that shell and place it in front of you.
- Also take every shell inside the central box. Lucky you!

✗ Your result is lower than the number of the shell you are on...

- Too bad! You get nothing.
- But if you own no shells (you are Bare), you may reroll once per turn.



3. Move

Move as many spaces as you rolled, in either direction.

- Do not count the bonus from selling a shell.
- If you land on another crab, push it and any crabs in its way one space each in your direction of travel.

4. Put the sold shell in the box

- Move the shell you placed beside the box into it.
- Several shells may build up inside the box.

Next player's turn

04 Game End

Ending the Game and Scoring

The game ends when either of these happens:

- There are fewer spaces than players and no room to move.
- No shells remain on the beach.

Add up your collected shells' points

- The number in each shell's pattern is its point value.
- After totaling your shells, add your collection bonus.

When You Are in a Burrow



1. Choose another player's shell

Sneak in and steal a shell!

- If you succeed, you steal one shell from another player.
- There is no penalty for failing.
- When stealing, you cannot sell a shell to boost your roll.
- If no other player owns any shells, roll the die and move without attempting to steal.

2. Roll the die

✓ Your result is at least the chosen shell's number!

- Steal that shell and place it in front of you.
- You cannot take shells from the central box. Don't be greedy!

✗ Your result is lower than the chosen shell's number...

- Too bad! You get nothing.
- But if you own no shells (you are Bare), you may reroll once per turn.



3. Move

Move as many spaces as you rolled, in either direction.

- If you land on another crab, push it and any crabs in its way one space each in your direction of travel.

Next player's turn

Empty Spaces

Close the gap when you start moving.

- Count the space of the shell you just took as 0.
- Skip it on later laps too.

Collection Bonus!

- Starting with the lowest number, make the longest possible run of consecutive values.
- Repeat with the remaining shells.
- Each run of 2 or more shells scores +1 point per shell.
[1,2] → +2 [1,2,3,4] → +4
[1,2,4,5] → +4 [2,3,4,4,5] → +4

The Winner

- Add your shell points and collection bonus.
- The highest total wins! Tied players share the win.