

Hop'n'ROLL

RULES

In **Hop'n'ROLL**, you'll always have a choice between several dice.

Use your pawn to hop to the number you want and cleverly enter it on your score sheet. Each color row has its own specific rules and challenges. As soon as someone has filled two rows, scoring begins.

The player with the most points wins!

"Standard" RULES

SETUP

Everyone takes one **sheet from the pad** ① and a pen.

For your first game, use the side of the sheet marked with **one disco ball icon** ② in the bottom left corner.

Each player takes a **pawn** ③ in a color of their choice.

Take as many **standard dice** ④ as there are players. Additionally, take the **disco die** ⑤.

Place the **dice board, "A"-side up**, ⑥ in the center of the table. Place your pawns from top to bottom in the **left column** ⑦ of the board, starting with the youngest player, then clockwise.

Mark the color of your pawn in the top right corner of your sheet ⑧!

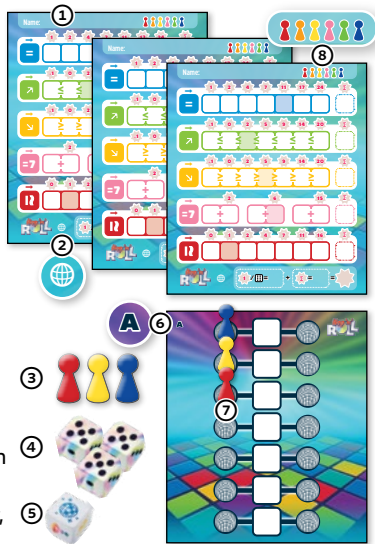
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GAMEPLAY

The game is played over several rounds. Each round consists of the following steps:

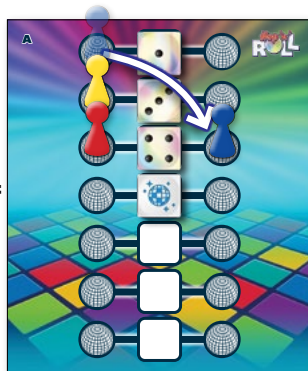
1. At the start of a round, the player whose pawn is currently on the top space of the dice board takes **all** dice and rolls them. *(In the first round, this is the youngest player.)*

3-player setup:



2. Sort the dice by value and place them in the **middle column**: The smallest result goes on the top space, the next larger below it, and so on. Dice with the same value are placed below each other, not on the same space. Place the **disco die** ⑤ on the space below the last standard die.

3. All players now take turns, starting with the player whose pawn is on the top space. On your turn, choose one die (standard die or disco die) that you want to record. **Hop with your pawn over the dice to the other side of the board.** Place your pawn on the space next to the chosen die *(in the example on the right-hand side: next to the "4" die)*. In round 1, you hop left to right; in round 2, right to left, alternating each round.



IMPORTANT: Only one pawn may occupy a space!

4. Once all players have hopped, enter the result of the die next to your pawn in a space on your sheet. Afterwards, a new round begins.
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ENTERING DICE RESULTS

There are five color rows on the sheet. Each color row can contain up to seven numbers.

- Enter your results from left to right, following the →. **You may not leave any gaps between them!**
- You may start any number of rows.

- There are bonus spaces that are fully colored in the row's color. Numbers entered there grant bonus points during → **SCORING**.
- When you fill the last space of a row, announce it immediately. If this is your second completed row, proceed to → **END OF THE GAME**.

Each color row has its own special rules for entering numbers.

Same numbers



The first number in this row may be chosen freely. All following numbers must be **identical**.

Ascending Numbers



The first number in this row may be chosen freely. Each following number must be **equal to or higher** than the previous one. You may skip numbers.

Descending Numbers



The first number in this row may be chosen freely. Each following number must be **equal to or lower** than the previous one. You may skip numbers.

Sum Seven



You must achieve the sum "7" three times. The first number of each pair may be chosen freely. The second number must result in a **total of 7**. Entries must still be made from left to right with no gaps!

Even / Odd



You must **alternate** between even and odd numbers. The first number may be chosen freely. Numbers may be repeated throughout the row.



In addition to the standard dice, there is the **disco die**. If you choose it, you may enter any number ("4" in the example above). The color of the disco ball determines which color row you must use. You may choose any row if the die shows ?.

END OF THE GAME

If at least one player has **completed two full rows** at the end of a round, play one additional round. Afterwards, the game ends and you can begin scoring.

SCORING



- ① **Color rows:** Look at the space where you entered the last number of each row. The star above it shows how many points that row is worth. Completely empty rows are worth 0 points.
- ② **Bonus spaces:** Each row contains one fully colored space. Add the number written there to the row's score. Enter the total in the space on the right.
- ③ **Row totals:** Add up the totals of all rows and enter the result in the scoring space at the bottom.
- ④ **"Sixes" Bonus:** Count how many times you entered the number "6" on your sheet. Each "6" is worth 1 additional point. Enter the total in the corresponding space.

$$1 \text{ (star)} / \text{dice} = 1 \text{ (star)} + \Sigma = 61 \text{ (star)} = 62 \text{ (star)}$$

Add up all points. The player with the **highest total wins**. In case of a tie, the player who completed more rows wins. If they are still tied, the victory is shared.

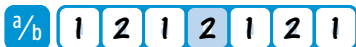
“Advanced” RULES

SETUP, GAMEPLAY and **END OF THE GAME** remain the same, with the following exception: Numbers are no longer entered only left to right, but also in **pyramids**; here, entries may be made top to bottom or bottom to top, following the respective \rightarrow . **Again, no gaps are allowed!**

ENTERING DICE RESULTS

There are special rules you'll have to follow for each color row.

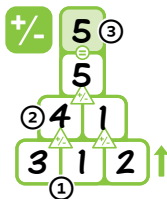
Two numbers



The first two numbers are chosen freely but must be different. Afterwards, only these two numbers may be entered, **alternating** after every entry.

Calculation Pyramid

Start by entering a number in **any space of the bottom level**. You may only enter numbers in the level above once the level below is completely filled. You may choose any space on that level.



For the three spaces connected by \triangle these rules apply: The two adjacent numbers ① may be added **or** the smaller subtracted from the larger. The number entered above these two has to be the **result of one of these calculations** ②. The space on top must contain the same number as the space directly below it ③. If two 4s, 5s, or 6s are entered next to each other, you can no longer enter any numbers in the space above them.

Unequal Numbers

Each number may be entered only once in the pyramid. You have to start at the **top of the pyramid**. You may only enter numbers on lower levels once the level above has been completed.



Pairs and Triples



Each pair or triple may contain only **identical numbers**. Same numbers may be reused across different pairs or triples.

Smaller / Larger

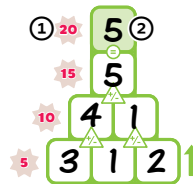


Consecutive numbers must **alternate** between being smaller and larger than the previous number. Numbers may repeat.

SCORING

Scoring follows the “standard” rules, with these additions regarding the **pyramids**:

- The stars next to the pyramid levels indicate the points you receive for completing them.
- You only get points for the highest **fully completed** level ①.
- Also, remember the fully colored bonus spaces ②: You may add that number to the pyramid's total, even if it is on a level that has not been fully completed!



CREDITS We would like to thank everyone who tested **Hop'n'ROLL** at Wer() spielt mit?!, SpielBar! Hamm, Spielunion Dortmund, Spieleautorentag im Mittleren Ruhrgebiet, and privately with us, especially our families and our club, Game's Afoot Boardgame Crew - you are the best! Thanks to the Spiel Das! team for the great creative collaboration and the opportunity to make **Hop'n'ROLL** a reality!

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Robert Heller
Am Schächtchen 8
55413 Weiler bei Bingen, Germany

Designers: Patricia Limberger, Felix Leder
Graphics: Christian Schaarschmidt
Editing: Julia Schneider, Robert Heller



kontakt@spiel-das.de
www.spiel-das.de
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"B-side" RULES


B

Once you are familiar with **Hop'n' ROLL**, try playing on the "B"-side of the dice board. This side adds optional effects that might make it a bit more challenging to choose a fitting space. All other rules remain unchanged.

1. Dice are placed from top to bottom (just like on the "A"-side), starting at the space **matching the number of players**.  = 
2. The disco die is always placed on the bottom space.
3. The effects you may use during your turn are **optional!**
4. If you modify a die's value, you do so mentally only (and when entering it on your sheet). The die itself is not changed and turn order for the next round remains unaffected.

EFFECTS



 **The value of a die may be reduced by 1.** The value cannot be reduced below "1" and a "1" cannot be changed into a "6".

 **The die value may be reduced or increased by 1.** The value cannot be reduced below "1" or increased above "6", a "1" cannot be changed into a "6" and a "6" cannot be changed into a "1".



The pawn on this space may choose one of the two dice, regardless of whether one of them was already used.



When landing on the DJ space, choose any **standard die** from the current round and enter that value on your sheet. Always use the rolled value, even if another player modified it by using the  or  effect. The player on the DJ space always goes last in the next round.