

IMPORTANT: If the **Wave** is on the Beach card to which you wish to move Hermie, you may only move him if at least 1 symbol of the recreated pattern is **on a piece of driftwood**.



Phase 4: Move the Wave

Move the Wave **1 card to the right** (away from Hermie) **unless** you moved Hermie this turn **and** fulfilled 1 of the following requirements:

1 If you placed 2 of the same seashells or starfish next to each other, **don't move the Wave**. 1 of these symbols must be on the card you just placed.

2 If you placed 2 pools next to each other, move the Wave **1 card to the left** (closer to Hermie). 1 of the pools must be on the card you just placed.

IMPORTANT: If this would cause the Wave to land on Hermie, **don't move the Wave**.



NOTE: Symbols are considered next to each other if they are horizontally or vertically adjacent to each other, not diagonally.

END OF THE GAME

You win immediately, as soon as you move Hermie onto the Beach card with the Wave. He's safely back in the ocean now!

IMPORTANT: At least 1 symbol of the recreated pattern must be on a piece of driftwood.

You lose as soon as the Wave moves off the Beach card on the far right, **or** as soon as there are not enough cards left for you to draw in phase 1.

CHALLENGES

Have you beaten the base game? Then take on bigger challenges! Simply raise the difficulty level, or raise it and add an extra task to complete.

RAISE DIFFICULTY LEVEL

You can make the game more difficult in 2 ways, which you can combine with each other:

- Wave with 2 pieces of driftwood (instead of 1)**
During game setup, place the Wave with the side showing 2 pieces of driftwood face-up. In order to move Hermie to the Beach card with the Wave, at least 2 symbols of the recreated pattern must be on a piece of driftwood (instead of 1).
- Wave on the 8th Beach card (instead of the 6th)**
During game setup, place the Wave on the 8th Beach card from the left (instead of the 6th).

TASKS

For more variety, complete various tasks with different difficulty levels. During game setup, choose 1 of the following tasks and the difficulty level. Keep a record of your successes in the table.

- Base game:** Play according to the usual rules.
- Garbage:** Never cover any bottle caps during the game.

- Sandcastle:** You must place the cards in a 6x6 grid in your play area. This means you can never have more than 6 symbols in a row and column.
- Dunes:** Win the game with at least 2 unused cards (in the pile and/or in your hand).
- Crab Dance:** Place 3 pools in a row or column next to each other. (You may cover them up again later.)
- Nature Reserve:** No visible bottle caps in the play area at the end of the game.
- Big Beach:** Never cover more than 2 symbols when placing a Beach card.
- Crashing Waves:** At least 4 Beach cards to the right of the Wave at the end of the game.

Task	Crustacean 1 piece of driftwood and the Wave on the 6 th Beach card	Shrimp 2 pieces of driftwood and the Wave on the 6 th Beach card	Crayfish 1 piece of driftwood and the Wave on the 8 th Beach card	King Crab 2 pieces of driftwood and the Wave on the 8 th Beach card
Base game				
Garbage				
Sandcastle				
Dunes				
Crab Dance				
Nature Reserve				
Big Beach				
Crashing Waves				

PLAYING WITH MORE PEOPLE

You can also play **Hermit** cooperatively with multiple people. For this, each player needs their own copy of **Hermit**.

GAME SETUP

Prepare the game as you would a solo game. You share the Coast, Wave, and Hermie. You each have your own pile of cards and your own play area. The others each shuffle **all** their Beach cards and place them in a pile. They place 1 card from the pile in front of them in their play areas, with the seashell side up.

GAMEPLAY

The goal is for all of you to get Hermie to the Wave together. Each round consists of the 4 usual phases, some with modified rules. You each play the round at the same time. The game ends as in the solo game: **You win** as soon as you move Hermie onto the Beach card with the Wave. **You lose** as soon as the Wave moves off the Beach card on the far right, **or** as soon as at least 1 player doesn't have enough cards left to draw from in phase 1.

PHASE 1: If any player has 2 or more visible bottle caps in their play area, **all** players' hand limits are reduced to 1. If you each have at most 1 visible bottle cap in your own play areas, everybody's hand limit is 2. Draw cards accordingly: The player who set up the game draws from the pile or from the Coast, as in the solo game. All other players always draw from their own pile, never from the Coast.

PHASE 2: Everybody places 1 card in their own play area. The rules for this remain unchanged.

PHASE 3: Hermie will only move if you **all** have recreated the pattern with at least 1 symbol on the card you just placed.

IMPORTANT: To move Hermie onto the Wave, **all** players must have at least 1 symbol of the recreated pattern **on a piece of driftwood** (or at least 2 symbols if you are playing with the 2-driftwood Wave).

PHASE 4: Move the Wave **1 card to the right**, **unless**:

1 Hermie was moved in this round **and** at least one person has placed 2 of the same seashells or starfish next to each other. **In this case the Wave doesn't move**. 1 of these symbols must be on a card that has just been placed. **IMPORTANT:** The symbol must also be in the recreated pattern.

2 At least 1 player has recreated the pattern **and** placed 2 pools next to each other. In this case move the Wave **1 card to the left**. 1 of the pools must be on a card that has just been placed.

IMPORTANT: If this would cause the Wave to land on Hermie, **don't move the Wave**.

Hermit

Small crab, big wave



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SERVICE & SUPPORT

Thanks for playing with us! If you have any questions or there's anything wrong with your game, or if you need pieces replaced, please use the contact form atboardgamecircus.com/service - we'll be happy to help.

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GAME COMPONENTS

16 BEACH CARDS **1 HERMIT CRAB "HERMIE"**
1 WAVE CARD **1 PLAYER AID**
1 RULEBOOK



A hermit crab hides its soft underbelly by hiding in empty conch shells or other scavenged items to protect itself from predators. Unfortunately, the oceans and beaches are very polluted, so it will also use bottle caps or other trash for protection.

AIM OF THE GAME

Help the hermit crab (*affectionately nicknamed "Hermie" from now on*) to reach the ocean before the Wave gets too far away.

To do this, you must recreate patterns with your cards. Will you manage to help our little friend back to the ocean?

THE BEACH CARDS



BEACH SIDE

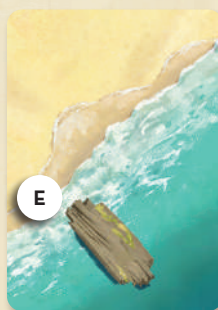
The beach side always shows a pattern, consisting of 3 seashells and/or starfish in a row.



SEASHELL SIDE

The seashell side shows a 2x3 grid with various combinations of bottle caps **A**, a piece of driftwood with a seashell or a starfish **B**, pools **C**, and starfish and seashells **D**.

THE WAVE



The front shows 1 piece of driftwood **E**. The back shows 2 pieces of driftwood.

If you use the side with the 2 pieces of driftwood, the game will be more difficult. See section "Challenges."

GAME SETUP



Setup for the base game.
 For a more difficult game, read the section "Challenges."

GAMEPLAY

Each round consists of 4 phases: In the 1st phase, you draw cards. In the 2nd phase, you place a card in your play area. In the 3rd phase, Hermie moves and finally, in the 4th phase, the Wave moves.

Phase 1: Draw cards

Check how many bottle caps are visible in your play area.

If there is **at most 1 visible bottle cap**, draw cards from the pile until you have 2 cards in your hand. Always hold the cards in your hand with the seashell side facing you.

If there are **2 or more visible bottle caps** in your play area, your hand limit is 1. So you may only draw 1 card if you have no cards left in your hand. Otherwise you draw none.

IMPORTANT: If the pile is empty, draw up to your hand limit from the Coast behind Hermie (from the left).

Phase 2: Place a card

Place 1 card from your hand in your play area. Rotate it as you wish. Place it either **next to a card**, so that 1 or more symbols are next to each other (the cards' edges must touch, not just their corners), **or** place it **on top of a card**, so that 1 or more symbols are covered.

If you cover a symbol, you must cover it completely. The symbols don't have to match—you can place any symbol on top of any symbol. You may also cover a card completely. Never place a card diagonally (see Figure 1).

- 1 Shuffle the **16 Beach cards** and place **10** in a row, beach side up, so that the symbols are at the top. This is the **Coast**.
- 2 Place Hermie to the left of the first Beach card on the Coast.
- 3 Place the **Wave** on top of the **6th Beach card** from the left. The side with 1 piece of driftwood should be face up. Make sure that the Wave doesn't cover up the symbols.
- 4 Place the remaining **6 Beach cards** in a pile, **beach side** face up.
- 5 Place **1 card** from the pile in front of you in the play area, with the **seashell side** up.

GAME OVERVIEW

The game is played over several rounds. In each round, choose 1 card from your hand and place it in your play area. Your goal is to recreate the patterned row so that Hermie moves one step closer to the Wave. If Hermie reaches the Wave before it moves back too far, you win the game.



Your goal is to recreate the pattern on the Beach card directly to the right of Hermie. You may mirror it and rotate it, but the symbols must lie **horizontally or vertically in a row or column** and in the **order shown** (see Figure 2).

Phase 3: Move Hermie

Were you able to recreate the pattern that is on the Beach card directly to the right of Hermie? And is at least 1 of the symbols you needed on the card you just placed? Great! Move Hermie **to that Beach card**.

Otherwise, Hermie doesn't move.

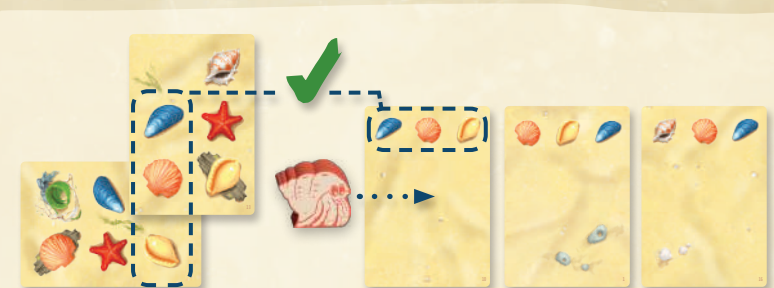


Figure 2