

# BEAVER GANG

## BIBERBANDE

by Monty & Ann Stambler



**Players:** 2 – 6

**Age:** 6 years and up

**Duration:** approx. 20 minutes

### IDEA OF THE GAME

Each player has four cards in front of himself, face-down. There are cards with values from 0 to 9, plus three different kinds of special cards. During the game, all players try to get cards with low values, while avoiding the high-valued ones. The tricky part is keeping the values of one's cards in mind – they keep changing position, and soon no card is where it used to be.

At the end of a round, each player turns his cards face-up and adds their values. The totals are noted on the scoring pad. The player with the lowest total after a number of rounds wins the game.

## PREPARATION

The oldest player shuffles all cards and deals **four** cards to each player. All players must put their cards on the table in front of themselves next to each other, face-down, without looking at them (no cheating, ok?).



Put the remaining cards in the centre of the table as a **face-down stack**. Turn over the top card and put it next to the stack, face-up: it is the first card of the **face-up discard pile**.

Each player may now peek under **the leftmost and the rightmost** of his cards and try to memorise their values before putting them back face-down.

**Note:** There may well be special cards among a player's four face-down cards – not only at the beginning of a game, but also during its course or even at the end of a round. What happens with these is described in the section on “Special Cards”.

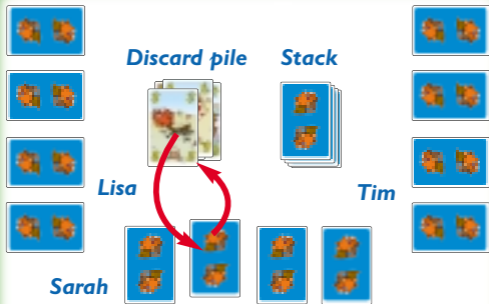
## HOW TO PLAY

The player to the left of the oldest player begins, then the turn to play passes clockwise. On his turn, a player **must** choose one of the two following actions (A or B).

### Action A:

The player takes the top card of the **face-up discard pile**. He **must** swap it for one of his four cards. The player may freely decide which of his four cards to give away for the one he has drawn, but **must not** look at the card before the swap. The swapped card is then put on the discard pile, **face-up**.

**Note:** If the top card of the discard pile is a special card, the player may not take it. In this case, he **must** choose Action B.



*Sarah takes the top card (value 2) from the discard pile and swaps it for one of her own cards (the second from the left). She puts the discarded card on the discard pile face-up. After the swap, there are once again four face-down cards in front of Sarah.*

### **Action B:**

The player takes the top card from the **face-down stack** and looks at it. He now has three options, **one of which he must choose**:

- ➔ He may discard the card, i.e. put it on the discard pile face-up.

- ➔ If it is **not** a special card, he may swap it for one of his face-down cards.
- ➔ If it **is** a special card, he may play it and do what the card says. Note: Of course, a special card can also be discarded if the player doesn't want to use it. A discarded special card has no effect.

As soon as the player has taken his action, it's the next player's turn. Should the stack be used up over the course of the game, shuffle the discard pile and put it on the table face-down as a new stack.

## SPECIAL CARDS

A player who draws one of the special cards from the stack with Action B may use it to take a special action. As soon as he has, the card is put on the face-up discard pile.



### Swap

The player takes one of his four face-down cards and swaps it for one of a fellow player's cards. He may **not** look at either card.



### Peek

The player may look at any one of his own face-down cards. Afterwards, he must put it back into place face-down.



## Draw Twice

The player draws the top card from the stack and looks at it. If he likes it, he can use it in one of the ways described under Action B and his turn ends. If he does not want to use the card, he may discard it onto the discard pile and draw another card from the stack. He must use this second card in one of the ways described under Action B.

**Important note:** Special cards do not have values. If there is a special card among a player's four cards at the **end of a round**, he must put it aside and draw a card from the stack to replace it.

If he happens to draw another special card, he draws again until he draws a number card. A player who has more than one special card among his cards must replace all of them.

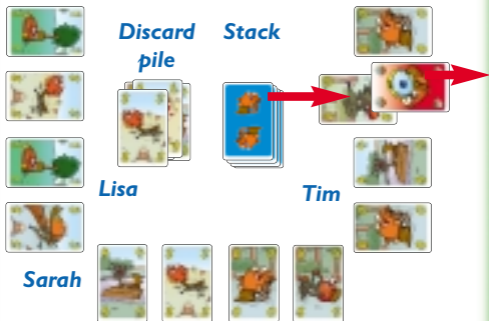
## END OF A ROUND

If, after taking his turn, a player thinks that the total value of his four cards is low enough, he knocks on the table and says: "End of the Round". **Note:** No one may knock before each player has had at least one turn.

After a player has knocked, all **other** players get one more turn before the round ends. The player who knocked does **not** get another turn.

All players then turn over their four cards face-up and add their values. Don't forget that special cards must be put aside and replaced with cards from the stack. If more than one player needs to replace special cards, they do so in normal playing order, beginning with the player who knocked.

*Sarah has 11 points (4+2+0+5). Lisa has seven points (1+2+1+3). Tim has a special card; he puts it aside and draws the top card of the stack as a replacement (8). He ends up with 12 points (0+4+8+0).*



## END OF THE GAME

Each player's score is noted on the scorekeeping pad. After that, shuffle all cards to begin a new round in the same manner as the first.

The game goes on for as many rounds as there are players. Exception: In a two-player-game, you play four rounds. The player with the lowest score after the last round wins the game.

