

FETTE BEUTE



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A game by Andy Niggles

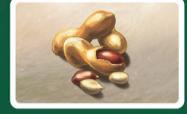
With art by Christine Deschamps & Maëva Da Silva

Players: 3–6 Personen

Ages: 8 and up

Playing Time: about 15 minutes

COMPONENTS



80 food cards (16 each of walnuts, hazelnuts, sunflower seeds, acorns, and peanuts)



1 crown

30 animal cards (6 sets of 1 squirrel, 1 raccoon, 1 hamster, 1 marmot, and 1 beaver each)

THE IDEA & AIM OF THE GAME

Look at the cute animals stockpiling food for the winter... Wait a minute! They're not cute at all! No one will let the others have even the smallest nut! They grab what they can, hoard it and steal it. Watch out for your own food, or you won't even see the greedy paws coming...

In each round, you send two of your animals out to gather food. Beginning with the starting player, you each reveal one animal after the other. Usually, you'll get food, either from the supply or from the other players. Only the hamster doesn't gather any food: Instead, it will defend your stores from the other players.

The first player to collect five food cards of the same type is the king or queen of the forest!

SETTING UP THE GAME

Give each player a set of five different animal cards. Any leftover sets go back in the box.

Shuffle the food cards and put them face down in the center of the table as the "food supply." Each player draws three food cards from this deck and places them face up in front of them. These are the first cards in your personal "stores."

Note: It's best to put cards with the same type of food together, so you can easily see the state of your stores at a glance.

The hungriest player takes the crown and becomes the starting player for the first round.



PLAYING THE GAME

A game of *Fette Beute* has several rounds. In each round, all players pick two animals each at the same time, then you take turns using the animals' abilities. Continue playing until one player has five food cards of the same type in their stores.

A. PICKING ANIMALS

You have all five animals at your disposal each round. Pick **two** of them in secret and place the cards in front of you on the table, face down. All players do this at the same time.

B. USING ANIMAL ABILITIES

The starting player (who has the crown) goes first, then the turn to play passes clockwise. When it's your turn, reveal only one of your animals and use its ability immediately. Then, the next player reveals one of their animals, and so on, until **all** animals picked for this round have been revealed.

Note: It's possible that you don't have any face-down cards left by the time it's your turn. In this case, you simply get skipped over.

The round ends once all players have revealed both their animals and used their abilities. The starting player passes the crown to the player on their left. Take your five animals back in your hand and pick two of them for the next round, just like before.

THE ANIMALS' ABILITIES



THE SQUIRREL

Draw **one** food card from the face-down food supply and put it in your stores, face up.



THE RACCOON

Steal any **one** food card of your choice from any other player's stores and put it in your own stores, face up.

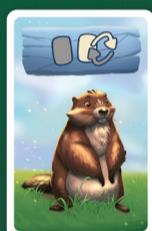


THE HAMSTER

The Hamster doesn't gather food for you, but it will defend your stores! If another player uses a raccoon and tries to get their hands on the food in your stores, reveal your hamster immediately—even though it's not your turn. The raccoon's action has no effect. Leave the hamster and the raccoon on the table face up for the rest of the round. The turn to play passes to the raccoon player's left-hand neighbor.

If it's your turn and the hamster is the only card face down in front of you, you must reveal it without effect.

Once it has been revealed, the hamster won't protect you from raccoons for the rest of the round anymore, unfortunately.



THE MARMOT

Always reveal the marmot as your **second** card if you've picked it: it copies the ability of your first animal in the current round.

If your first animal was a raccoon, you don't have to steal from the same player. You may choose another player's stores.

If your first animal was a hamster, the marmot can defend your stores against another raccoon. Use it in the same way you would a hamster.

Note: You can't copy the beaver's ability. If you've picked a marmot and a beaver at the start of the round, the marmot has no effect when you reveal it.



THE BEAVER

If you reveal a beaver, **all** other players **must** reveal their beavers if they picked one for this round. Now, there are two possibilities:



You've got the only beaver this round? Draw **three** cards from the food supply and put them in your stores.



There are two or more beavers? Then all players who **have not** revealed beavers draw **one** card each from the food supply and put them in their stores. If there is more than one player who gets to draw cards, start with the starting player and go clockwise.

THE END OF THE GAME

The game ends **immediately** when one of you has **five food cards of the same type** in their stores. Any face-down animal cards are ignored and you can celebrate the new king or queen of the forest!

The game also ends immediately if the last card is drawn from the food supply in the center of the table. Any face-down animal cards are ignored. In this case, the player with the **most** food cards in total wins. If there is a tie, you have more than one winner.

5- AND 6-PLAYER VARIANT

Do you find picking beavers too risky when there are so many players? Then you may want to tweak the rules a little if you have five or six players playing:

THE BEAVER

If you reveal a beaver, all other players must reveal their beavers, as usual. Now, there are three possibilities:



If your beaver is the only one in the round, draw **three** food cards from the food supply, as before.



If exactly one other player reveals a beaver (so that there are two beavers in the round), you each get **two** food cards from the supply.



If there are three or more beavers in the round, all players who **have not** picked beavers get **one** food card each.

All other rules remain unchanged.



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AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach, Germany
www.amigo-spiele.de, email: hotline@amigo-spiele.de
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