

# BIBERBANDE

The Clever Card-Swapping Game



amigo-spiele.de/02920

Players: 2–6

A Game with Art by Björn Pertof

Playing Time: about 20 minutes

Ages: 6 and up

## Components

66 cards 45 number cards

(4 x each with values from 0 to 8  
and 9 x value 9)

21 special cards  
(9 x Swap, 7 x Peek  
and 5 x Draw two)



1 scorepad



## The Idea and Aim of the Game

Taking a dive and causing confusion—that’s what these little rodents like best! Only very rarely do they peek out from under the face-down cards. You’ll have to pay really good attention not to forget which cards you have. Otherwise, the water rats will have a chance to sneak in—and you certainly don’t want that, do you?

**Biberbande** is a game about swapping out the cards in front of you as cleverly as possible. At the end of each round, you want to have cards with low values in your display. However, there’s a catch: All cards are face down and you’ll have to try and remember them! Special cards will mix things up by changing cards’ positions, so your challenge is to stay cool and end the round at the best time. The player with the fewest points after several rounds wins the game.

## Setting Up the Game



Shuffle all the cards and deal four to each player. The remaining cards make up a face-down draw deck in the middle of the table. Reveal the top card and put it next to the deck, face up. This is the start of the face-up discard pile.

Don’t look at your four cards—no peeking! Put them in front of you in a row face down. Then, take a quick

look at the cards all the way to the left and right of your row and memorize them well.

## Playing the Game

The last player to have nibbled on a tree trunk starts the first round. You’ll play as many rounds as the number of players taking part, so each round gets started by a different player.

Exception: If there are only two players, you’ll play four rounds.

Over the course of each round, you’ll take multiple turns going to the left. When it’s your turn, pick exactly one of these two actions to carry out:

### Action A – Draw a card from the face-down deck

Look at the card you’ve drawn without revealing it to the other players. Choose one of these options:

- If you drew a **number card**, you may swap it for one of the face-down cards in front of you: Pick any one of your four face-down cards, reveal it, and put it on the discard pile. Then put your new number card in the freed-up spot, **face down**.



*Example: Ina draws a card from the deck and looks at it: It’s a number card. She reveals one of her four face-down cards and puts it on the discard pile. Then she puts the card she drew in the same spot.*

**Important:** Make sure the other players can’t see the value of your new card!

- If you drew a **special card**, you may carry out the action on that card (see *The Special Cards*, below). Then put the special card on the discard pile.
- Discard the card **unused**. In this case, it doesn’t matter if you’ve drawn a number card or a special card.

If the draw deck runs out, take the top card off the discard pile and leave it on the table. Shuffle the rest of the cards in the discard pile and turn them into a new draw deck.

### Action B – Draw the top card from the discard pile

You can only pick this action if the top card on the discard pile is a **number card**. Swap the card for any one of your face-down cards: Pick any one of the four, reveal it, and put it on the discard pile. Then put the card you drew from the discard pile in the same spot **face down**.

Once you’ve completed your action, your turn ends and the player to your left gets to choose either one of the two possible actions.

## The Special Cards

If you draw a special card when taking **Action A**, you may use its special ability. Either way, put the special card on the discard pile, face up.



### Swap

Take one of the face-down cards in front of you and swap it for a card in front of any other player.

**Important:** Make sure that **no one** can see the fronts of either of the cards you swap.



### Peek

Pick any one of your four face-down cards and look at it carefully, making sure no one else sees it. Then put it back in its place face down.



### Draw two

Draw one or two cards from the draw deck and use them as described for **Action A**: First, draw one card. If you decide to use it as ① a number card or ② a special card, the **Draw two** special action ends immediately. If you decide to ③ discard it unused, you may draw a second card from the draw deck and carry out **Action A** with it.

## The end of a round (Knocking)

If you're happy with your four cards, you may announce the end of the round after you've carried out your action for your turn. In order to do so, knock on the table so everyone can hear you and announce: "Last round!" All the other players get one more turn each. Once your neighbor to the right has carried out their action, the round ends and you determine your scores.

**Important:** You may only knock if every player has had at least one turn.

## Scoring the round

Reveal your four cards. Is there a **special card** among them? If so, draw cards from the draw deck until you've revealed a number card. Use this number card to replace the special card in your row. If you have more than one special card, replace each of them with a number card from the draw deck.

Note: If there is more than one player who must replace special cards, start with the person who knocked. Then take turns going to the left.

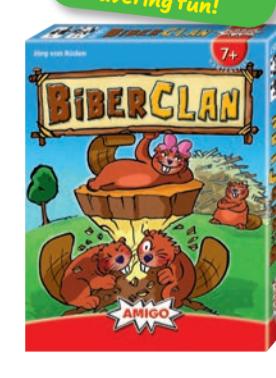
When you all have only number cards left in front of you, everyone adds together the values on their four cards. Note down the number of points for each player and start the next round by shuffling all the cards back together and dealing four to each player. The player to the left of the person who started the last round goes first this time.



**Example:** Rudi has 7 points (1+2+1+3) that get noted down, and Ina has 11 points (4+2+0+5). Justin must replace a special card before he can determine his score, by drawing a number card from the draw deck. In the end, his 12 points (0+4+8+0) are written on the scorepad.

## The End of the Game

The game ends when you've played as many rounds as there are players (exception: If there are two players, the game ends after four rounds). After scoring the last round, add up your points: The player with the **lowest** total wins the game!



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with **BIBERBANDE**  
—for double the  
beavering fun!

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Do you have any questions? We will be glad to be of help:

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