BIBER GANG



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A game by Haim Shafir, with art by Jan Bintakies and Ran Arieli

Players: 2–6 **Ages:** 8 and up **Playing Time:** about 15 minutes

Components



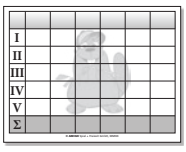
104 number cards (eight each with values 0 to 12)



4 beaver cards



2 player aids for final scoring



1 scoring pad

The Idea of the Game

Become a member of the ***Biber Gang***! Cleverly swap your cards to have the fewest points at the end of each round or, even better, create columns of the same values, trying to collect as few points as possible over five rounds. Will you risk swapping numbers blindly or do you prefer revealing your cards first? If you get really lucky, a beaver will come your way to help you improve your score and win the game!

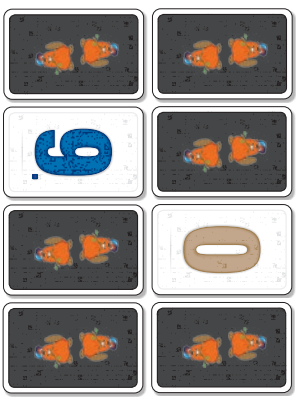
Setting Up the Game

At the beginning of each round, shuffle all of the number and beaver cards together and deal eight cards face down to each player. Place your cards in front of you, still face down, in two rows of four cards each. These cards are called your **display**.

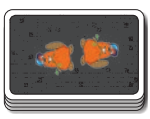
The remaining cards make up a face-down deck. Turn over the top card to start a discard pile. Cards in the discard pile are always face-up.

Next, each player turns over any two of their eight cards. The player whose cards add up to the largest sum goes first. If there is a tie, the player whose birthday is coming up next gets to start.

Important: You're not allowed to look at face-down cards in your display at any point during the game. Furthermore, only Beavers may change their position in your display, and only under certain circumstances!



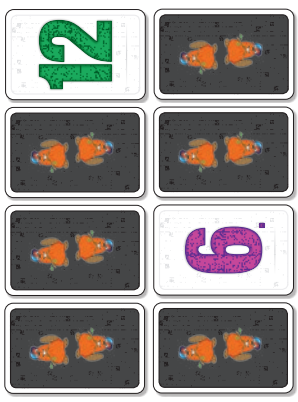
Jasmin



Deck



Discard Pile



Ricarda

Playing the Game

The turn order passes in a clockwise direction. When it's your turn, you must draw either the top card from the deck or from the discard pile. Look at your card and choose one of the following three actions:

Action 1: Swap the card you've drawn for one **face-up card** in your display and put that card on the discard pile, face up. Then place the card you've drawn face-up in your display.

Action 2: Swap the card you've drawn for a **face-down card** in your display without looking at it first and put that card on the discard pile, face up. Then place the card you've drawn face-up in your display.

Action 3: If you don't want the card you've drawn for your display, you may put it on the discard pile, face up. However, if you do, you must also turn over one card in your display.

Only one face-down card left in your display?

If you have only **one face-down card** in your display, you have another possible action you may choose:

Action 4: Put the card you've drawn on the discard pile, face up, **without** turning over a card in your display.

The Beavers

Beavers are wild cards and can take on any value. They will help you make matching pairs.

Swimming Beavers

Beavers are the only cards in your display that can change their positions. Each beaver has the same value as the face-up card directly above or below it.

If you draw another card of that value, you may swap it for the beaver in your display. **Don't** discard the beaver! Instead, swap it for any **face-down card** in your display. Put the card you've swapped out face-up on the discard pile.

A pair of two beavers takes on a value of your choice. Cards making up a pair of beavers may not be swapped out.



Lucky Jasmin has drawn a 6 she can use to swap out her beaver. The beaver swims on and creates a matching pair with the 10.

The End of a Round

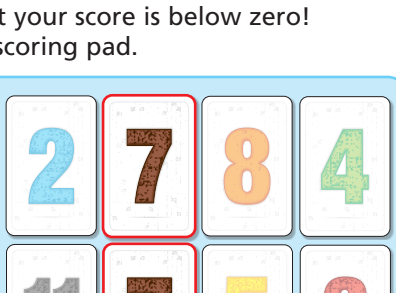
When one of you turns over the last card in their display, **each of the other** players gets one last turn.
Then, turn over any remaining face-down cards in all players' displays and tally up the scores.

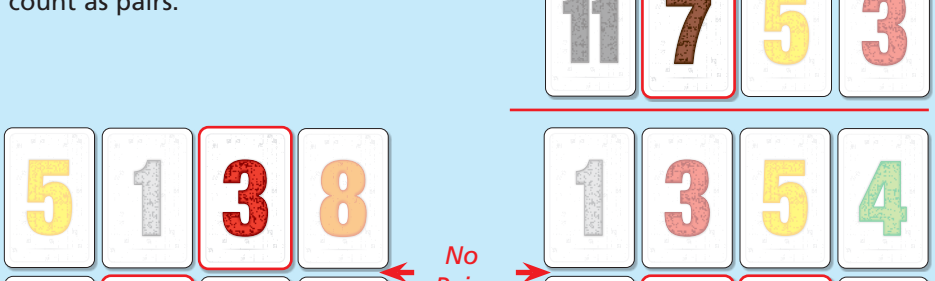
Scoring

At the end of each round, you count your points. Each card is worth its value in points. If you have managed to create matching pairs, they reduce your points. If you did especially well, you may even find that your score is below zero!
Write down your points for the round on the scoring pad.

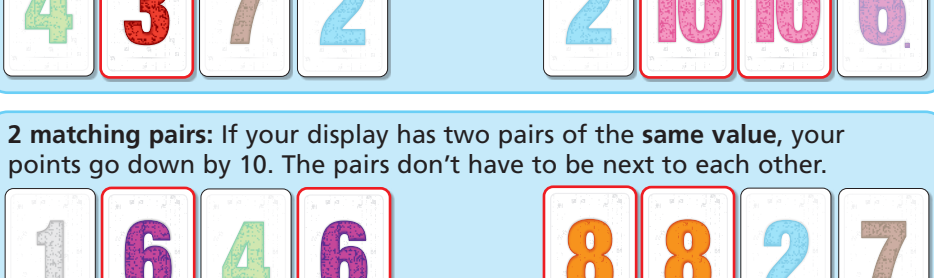
1 pair: Two cards of the same value in the same column make up a pair. A pair is worth **0 points**, no matter what value is printed on the cards.

Note: Two cards of the same value **next** to each other or in **different** columns **don't** count as pairs.





2 matching pairs: If your display has two pairs of the **same value**, your points go down by 10. The pairs don't have to be next to each other.



3 matching pairs: Three pairs of the same value reduce your points by 15.

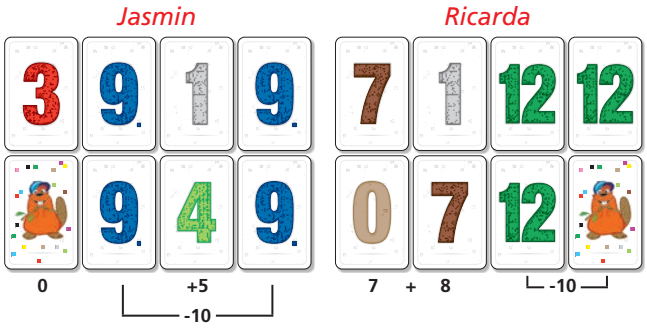


4 matching pairs: Four pairs of the same value reduce your points by 20.



Example: *After the first round, Jasmin has earned -5 points, Ricarda has 5 points.*

Jasmin *Ricarda*



	Jasmin	Ricarda
I	-5	5
II		

The Next Round

To kick off the next round, shuffle all of the cards back together and deal eight to each player.

The End of the Game

The game ends after the fifth round. The player who has collected the **fewest** total points over all of the rounds is the winner! If there's a tie, there is more than one winner.





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