



amigo-spiele.de/01857

by Jörg von Rügen, with illustrations by Björn Pertoft

Players: 2-6

Ages: 7 and up

Duration: about 20 minutes

Components: 66 playing cards: 52 number cards (7 x 0; 6 each of 1,2,3; 5 each of 4,5,6; 4 each of 7,8,9) 14 action cards (5 x "Cleanup"; 9 x "Flip") 6 beaver lodges, each with spaces for five number cards

THE IDEA OF THE GAME

In **BiberClan**, each player has their own beaver lodge. During the game, you'll try to collect cards with the highest possible values in your lodge. But the lower-value cards are nothing to sneeze at either, because having the same card multiple times gives you bonus points. Of course, it's not easy to keep the best cards. Cards can be swapped in the blink of an eye, so no card ever stays where it is for long!

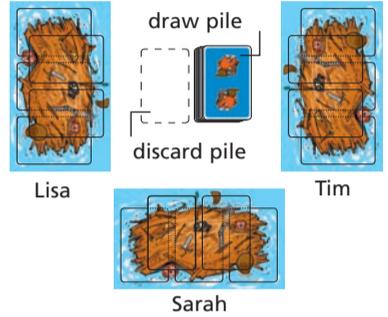
Once the first player has added five cards to their lodge, all the other players get to take one final turn. After the crazy card swap, the players add up the points in their beaver lodges. The player with the most points after a set number of rounds is the "beaver boss."

SETTING UP THE GAME

Each player takes a beaver lodge and places it in front of them. Shuffle all the cards together and put them in a face-down draw pile in the center of the table. You're going to create a face-up discard pile next to it while playing the game.

The Beaver Lodges

Each beaver lodge has spaces for five number cards. Three cards go in the bottom row and two cards in the top row. You can only place a card in the top row if the two spaces below it have been covered.



PLAYING THE GAME

The oldest player starts the first round. After that, the turn to play passes in a clockwise direction. When it's your turn, take the top card from the draw pile and look at it without revealing it to the other players. The card you draw will either be a number card with a value between 0 and 9 or an action card.

Note: If the draw pile runs out, shuffle the discard pile and create a new, face-down draw pile.

Placing Number Cards In a Beaver Lodge

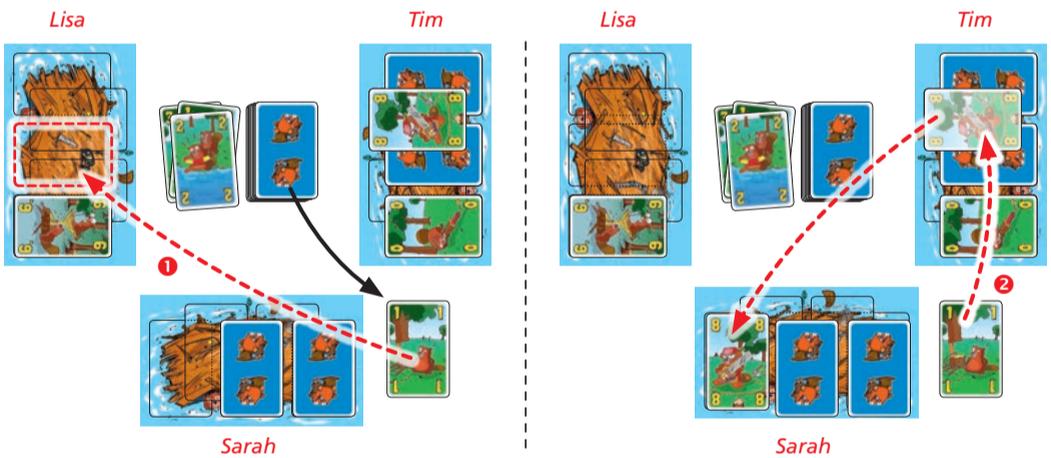
If you've drawn a number card, you must add it to a beaver lodge, following these rules:

- You can add it to your own lodge or the lodge in front of another player.
- You can place it in an empty space or swap it for another card already in the lodge.
- You can play it face up or face down.

Once you've placed the number card, your turn ends.

If you swap the card for a card in another player's lodge, you must then place the card you received in an empty space in your own lodge, face up or face down, your choice. If the card was face-down before you took it, you get to look at it before deciding how to play it in your lodge.

If you swap for a card in your own beaver lodge, put the card you swapped out on the face-up discard pile. **Note:** You're not allowed to look at any face-down cards in **any** beaver lodge at any time (including your own).



Example: Sarah draws the top card from the draw pile. It's a "1". She wants to get rid of this card. [1] She could place the card in an empty spot in Lisa's beaver lodge, either face up or face down. [2] Instead, she chooses to swap the "1" for the face-up "8" in Tim's lodge. This valuable card now goes in an empty space in Sarah's own beaver lodge, face up.

Protected Number Cards

Certain cards in a beaver lodge are "protected" and cannot be swapped out or affected by action cards. Cards in the bottom row are protected when they are covered by a card in the top row. This protection is cancelled if the top card is removed.

If a beaver lodge contains only **one face-up card**, this card is protected as well. Only the player who owns the lodge can swap out this card or affect it with action cards. The other players cannot. This protection is cancelled the instant another face-up card is placed in the lodge.



Example: The two cards in the bottom row of Lisa's lodge are protected, because there's a card on top of them. The "9" in Tim's lodge is protected, because it's the only face-up card in his beaver lodge.

The Action Cards

If you draw an action card, carry out the corresponding action, then put the card back in the box (do not place it in the discard pile).

Once you've carried out the action, you get to **draw another card from the draw pile**.

It's possible to draw multiple action cards in a row before drawing a number card. Your turn only ends after you have placed a number card in a beaver lodge.



The Cleanup Card:

Take an unprotected card from **any** beaver lodge and put it on the discard pile. It does not matter if the card you choose is face up or face down.

Example: Sarah takes the "8" out of Tim's lodge and puts it on the discard pile.



Tim



The Flip Card:

Turn over an unprotected card in **any** beaver lodge. If it was face-down, it is now face-up, and vice versa.

Example: Tim flips a card in Lisa's lodge. Now, Lisa has two face-up cards in her beaver lodge and her "7" is no longer protected.



Lisa

Important: In very rare cases, players may be unable to carry out an action. In this case, the action card is cancelled and the player immediately draws the next card. But, if an action **can** be carried out, it **must** be carried out, even if it has a detrimental effect on the player.



Lisa

The End of a Round

The end of the round begins as soon as any player places a fifth card in their beaver lodge.

Important: The fifth card in a lodge can only be placed by the owner of that lodge. **Also, all cards in a beaver lodge that has five cards in it are protected.**

After that, **each of the other players** has one final turn each.

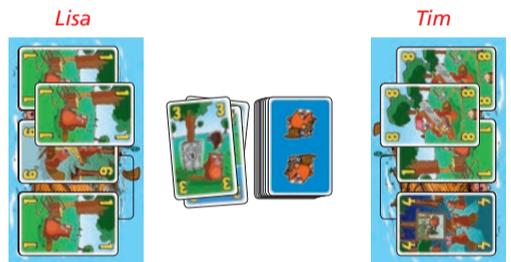
Adding Up the Points

Once the round is over, all players turn their cards face up and add up the values on the cards (= victory points).

Bonus: If a player has managed to collect **three** number cards with the same value in their lodge, they receive an additional bonus of 15 victory points. If they have managed to collect **four** cards with the same value, they get a 25-point bonus. And a player who has managed to get five cards with the same value in their lodge immediately wins the entire game.

Deductions: The first player to place a fifth card in their lodge had better be sure that they have collected the most points for this round. If even one other player ends up having more points than them (once the values and bonus points have all been added up) they suffer a penalty of **10 points**, which are **deducted from their victory point total**.

Example: Sarah has placed her fifth card and started the end of the round. After Lisa and Tim have taken their final turns, they all add up their points. Lisa receives 9 points (1+1+1+6), plus a bonus of 15 points for the three "1"s, so she has 24 points in total. Tim has 21 points (1+4+8+8). Sarah has collected 23 points (3+4+4+5+7). However, since Sarah started the end of the round and she does not have the highest total (that would be Lisa's 24), 10 points are deducted from her total and she ends up with just 13 victory points.



Lisa

Tim

Write down everyone's points on a piece of paper. Then shuffle **all** the cards together and get them ready as the new draw pile for the next round. The player who started the final phase of the last round gets to go first this time.



Sarah

THE END OF THE GAME

Play five rounds. The player with the most points after five rounds wins the game. If there is a tie, you have several winners.

VARIANT COMBINING BIBERBANDE AND BIBERCLAN

If you own the game **Biberbande**, you can combine both games! Shuffle together all the cards from **BiberClan** and the following cards from **Biberbande**: 4 each of the number cards "0" through "9" and 7 each of the action cards "Swap" and "Peek".

Play according to the rules of **BiberClan**, but with these additional rules for the action cards from **Biberbande**:



The Swap Card

You have to swap two unprotected cards from any two different beaver lodges. You may choose to swap a card from your own lodge with one from another player's lodge or swap cards between the lodges of two other players.

Note: You may **not** look at face-down cards before, during, or after swapping them. Face-down cards remain face down after the swap, while face-up cards stay face up.



The Peek Card

Take a look at any one unprotected face-down card in any beaver lodge without revealing it to the other players.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

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

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