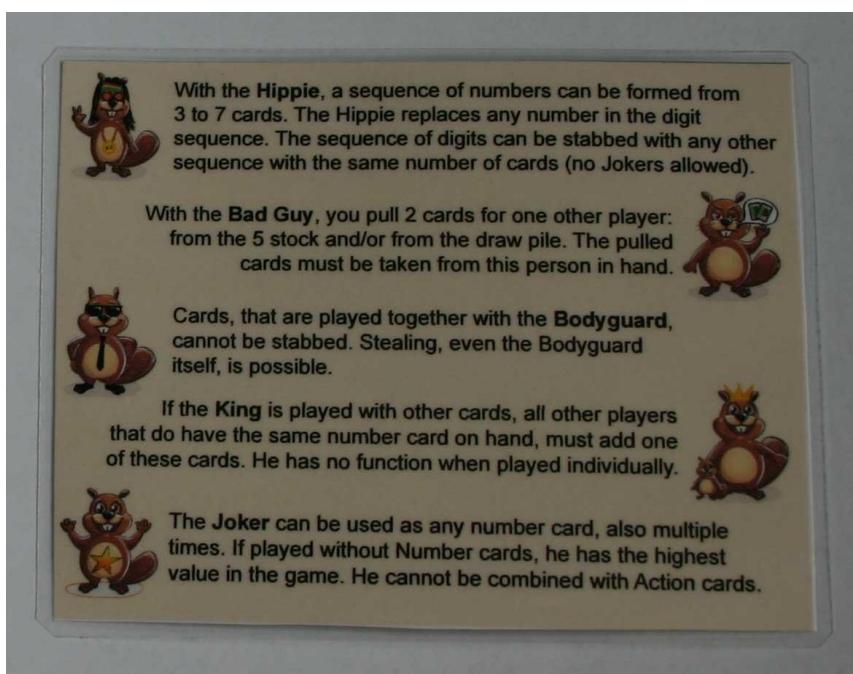
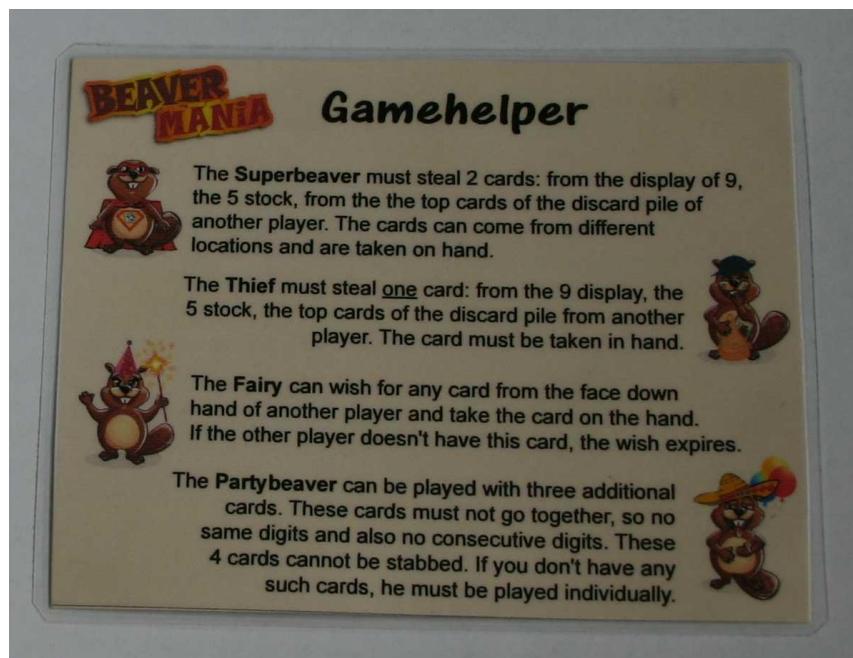


BEAVER MANIA

Gamehelper

Print, cut out, fold, glue or laminate.



BEAVER MANIA

BEAVER MANIA



Gamehelper

The **Superbeaver** must steal 2 cards: from the display of 9, the 5 stock, from the the top cards of the discard pile of another player. The cards can come from different locations and are taken on hand.



The **Thief** must steal one card: from the 9 display, the 5 stock, the top cards of the discard pile from another player. The card must be taken in hand.



The **Fairy** can wish for any card from the face down hand of another player and take the card on the hand. If the other player doesn't have this card, the wish expires.

The **Partybeaver** can be played with three additional cards. These cards must not go together, so no same digits and also no consecutive digits. These 4 cards cannot be stabbed. If you don't have any such cards, he must be played individually.



The **Thief** must steal one card: from the 9 display, the 5 stock, the top cards of the discard pile from another player. The card must be taken in hand.



The **Fairy** can wish for any card from the face down hand of another player and take the card on the hand. If the other player doesn't have this card, the wish expires.

The **Partybeaver** can be played with three additional cards. These cards must not go together, so no same digits and also no consecutive digits. These 4 cards cannot be stabbed. If you don't have any such cards, he must be played individually.

If the **King** is played with other cards, all other players that do have the same number card on hand, must add one times's value in the game. He cannot be combined with Action cards.



Cards, that are played together with the **Bodyguard**, cannot be stabbed. Stealing, even the Bodyguard itself, is possible.



With the **Hippie**, a sequence of numbers can be formed from 3 to 7 cards. The Hippie replaces any number in the digit sequence. The sequence of digits can be stabbed with any other sequence with the same number of cards (no Jokers allowed).



With the **Bad Guy**, you pull 2 cards for one other player: from the 5 stock and/or from the draw pile. The pulled cards must be taken from this person in hand.



With the **Hippie**, a sequence of numbers can be formed from 3 to 7 cards. The Hippie replaces any number in the digit sequence. The sequence of digits can be stabbed with any other sequence with the same number of cards (no Jokers allowed).



The **Joker** can be used as any number card, also multiple times. If played without Number cards, he has the highest value in the game. He cannot be combined with Action cards.



<p>The Superbeaver must steal 2 cards: from the display of 9, the 5 stock, from the the top cards of the discard pile of another player. The cards can come from different locations and are taken on hand.</p> <p>The Thief must steal <u>one</u> card: from the 9 display, the 5 stock, the top cards of the discard pile from another player. The card must be taken in hand.</p> <p>The Fairy can wish for any card from the face down hand of another player and take the card on the hand. If the other player doesn't have this card, the wish expires.</p> <p>The Partybeaver can be played with three additional cards. These cards must not go together, so no same digits and also no consecutive digits. These 4 cards cannot be stabbed. If you don't have any such cards, he must be played individually.</p> <p>The Fairy can wish for any card from the face down hand of another player and take the card on the hand. If the other player doesn't have this card, the wish expires.</p> <p>The Partybeaver can be played with three additional cards. These cards must not go together, so no same digits and also no consecutive digits. These 4 cards cannot be stabbed. If you don't have any such cards, he must be played individually.</p> <p>With the Hippie, a sequence of numbers can be formed from 3 to 7 cards. The Hippie replaces any number in the digit sequence. The sequence of digits can be stabbed with any other sequence with the same number of cards (no Jokers allowed).</p> <p>With the Bad Guy, you pull 2 cards for one other player: from the 5 stock and/or from the draw pile. The pulled cards must be taken from this person in hand.</p> <p>With the Hippie, a sequence of numbers can be formed from 3 to 7 cards. The Hippie replaces any number in the digit sequence. The sequence of digits can be stabbed with any other sequence with the same number of cards (no Jokers allowed).</p> <p>The Joker can be used as any number card, also multiple times. If played without Number cards, he has the highest value in the game. He cannot be combined with Action cards.</p>
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