

# Hamster clan

A lively collecting and cooperative game for 1 - 4 cheeky hamsters from 4 years.

**Author:** Tim Rogasch  
**Illustration:** Cornelia Haas  
**Length of the game:** 10 - 15 minutes



It's fall in Hamsterland. The sun still shines warmly on the forests and fields, and the cheeky hamster clan frolics happily through their large burrow. They ride up and down in the elevator, run through the hamster wheel, and scamper around on the cable car and wagon, while the crunchy carrots, golden wheat and juicy clover grows outside. But soon the leaves begin to fall as winter quickly approaches. So hurry up little hamsters and harvest your food and fill your storerooms before all of the leaves fall off the tree!

Players work together as a hamster clan to cooperatively collect the carrots, clover and wheat. They must carry each food individually to the correct, matching underground storeroom before all of the leaves have fallen off the tree. The hedgehog eagerly awaits the leaves as they fall as he wants to be able to burrow into the leaf pile. If the hamsters harvest all of the food before all the leaves have fallen, then they are the best and happiest hamster clan countrywide!

## Contents

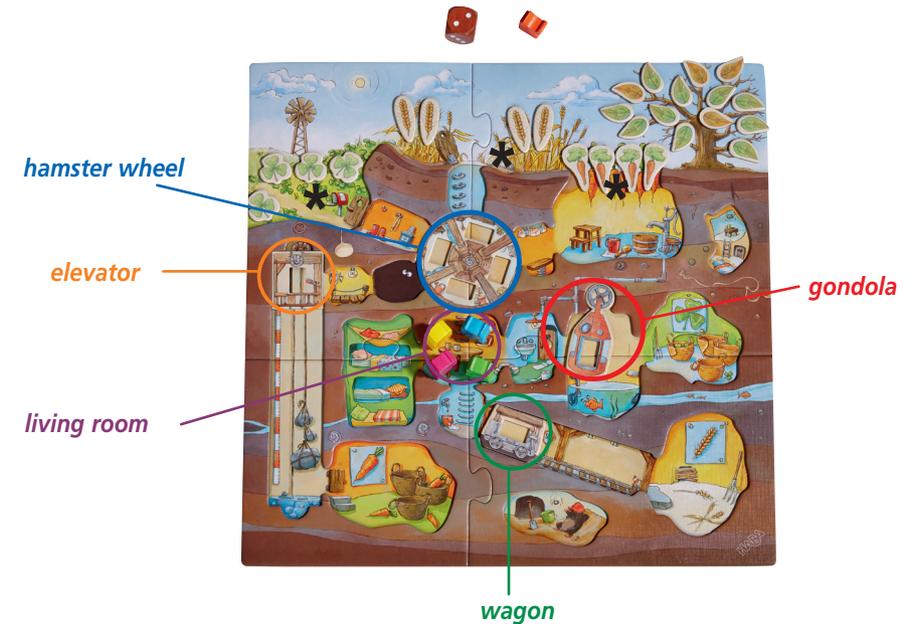
4 hamsters, 1 hedgehog, 1 dice, 12 food tiles (4 carrots, 4 clover leaves, 4 wheat),  
 1 game board with 1 elevator, 1 hamster wheel, 1 wagon, 1 gondola, 14 tree leaves,  
 1 set of instructions

## Preparation

To get started first puzzle together the pieces of the game board. Place the **wagon**, the **elevator**, the **gondola** and the **hamster wheel** in the appropriate **indentations** on the game board; they should move easily. Place all of the **leaves on the tree**. Place three food tiles per player (each 1x carrot, 1x wheat, 1x clover) on the appropriate **fields (\*)** on the game board.

Each player selects a hamster game piece, which they will use throughout the game, and places it in the **living room**. Have the dice ready. The person who can puff up their cheeks to most look like a hamster goes first, and places the hedgehog in front of them.

The hedgehog remains there for remainder of game, reminding players to remove a leaf after every round. The hamsters are playing against the hedgehog. The hedgehog wants to collect all the leaves from the tree before the hamster clan is able to collect and store all the food. After each round, a leaf is removed from the tree and placed next to the hedgehog. Game material that isn't needed should be put back in the box.



## How to play

Play in a clockwise direction. The starting player rolls the dice and moves their hamster the corresponding number of rooms in a direction of their choice. The elevator, wagon, gondola and hamster wheel count as one space (including the movement of the object). The clover garden and the field of wheat count as a room (one space movement). If a player's hamster lands on a field with food (carrot, clover or wheat), they take one of the food tiles and place it in front of them. Their task now is to carry the food tile to the appropriate storeroom. Each player may only have one food tile in front of them at a time.

Remember this is a cooperative game, the hamsters are working as a clan. If you land in a room where another hamster is already sitting you can transfer your food (carrots, clovers, wheat) to this player if this player doesn't already have any food. This transfer may help your clan get the food to the storerooms faster.

Once a player reaches the correct storeroom for the food tile that is in front of them, they place it in the storeroom. Note! Surplus dice points never expire; players can continue to move the hamster back out of the storeroom. Once a player has moved their hamster, it is the next player's turn to roll and move.

After each and every round (i.e. each player has had a turn) the clan must remove one leaf from the tree and place it with the hedgehog. After all the hedgehog needs a warm place to sleep for the winter.