



HAMSTERN



SETUP

Give **1 game sheet to each player** and get the pen and the die ready. If possible, play with one pen each. The sheets have a light (A) and a dark (B) side. Make sure that everyone **plays on the same side**. For the first game we recommend using side A.

OBJECT OF THE GAME

Fill your burrow with supplies for the winter! Choose wisely where you put your crosses and with a bit of luck you will win the game. You will score for each completely crossed off chamber, as well as for crossed off mushrooms and nuts.

GAMEPLAY

Each turn, the die is rolled exactly once. The result is used by all players.



The central cave is highlighted by a darker floor color.

Place the very first cross of the game in any space inside the central cave. In subsequent turns you must always place the first cross either vertically or horizontally adjacent to a cross that has already been placed.

You must cross off the **exact number of spaces indicated by the die**. All crosses must be placed within one chamber and must be adjacent to each other. You're **not allowed to spread the roll across several chambers or to separate parts of a chamber**.

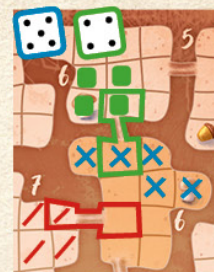


Example: In the first turn, a 3 was rolled and the first three spaces were crossed off contiguously in the starting chamber (blue). Now a 1 is rolled and you want to cross off exactly 1 space. You may only cross off

the spaces marked in green, but not the ones marked in red as they are not adjacent to an already existing cross.

You may start a **new chamber** if a space next to a **connecting tunnel** is already crossed off inside your **current chamber** (the old chamber does not have to be completely crossed off).

You may then use your **entire die roll for the new chamber**, starting from the space next to the connecting tunnel.



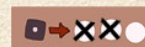
Example: In the first turn, a 5 was rolled and you crossed off 5 spaces in the starting chamber (blue). Now a 4 is rolled and you want to **start filling a new chamber**. You may cross off the spaces marked in green as you have already crossed off the space next to the connecting tunnel within your old chamber. You may not cross off the spaces marked in red, as you have not reached the connecting tunnel yet.

You must **always cross off exactly as many spaces as the number on the die shows**. If you can't, you'll have to pass.

SPECIAL CASE: 1 IS ROLLED

If a 1 is rolled you can decide for yourself how many contiguous spaces you want to cross off (1-7).


For each space that you want to cross off, you must mark one slot of the row. You may only cross off as many spaces in a chamber as you have free slots left on the row. If all the slots have been used up, you can no longer cross off anything if a 1 is rolled!

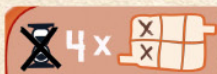


Example: A 1 was rolled and you want to cross off exactly 2 spaces. You mark two slots of the row.


ACTIVATING THE TIMER

After any player has crossed off the first space in their fourth chamber, all players have to activate the timer.


Cross off the hourglass ! All of you will have to check the timer in all subsequent turns.




Example: A player has marked a cross inside their fourth chamber (black).

Now all players have to cross off the hourglass  to indicate that the timer has been activated.


CHECKING THE TIMER (ONLY AFTER THE TIMER HAS BEEN ACTIVATED)

Did you roll a 4 or higher? If so, all of you have to cross off a  on the timer before you continue crossing off your spaces as before.



Example: A 5 was rolled after the timer had been activated. Thus, the first  on the timer gets crossed off.

END OF GAME AND SCORING

The game ends after the turn in which the last  on the timer is crossed off.

POINTS

- For each **entirely crossed off chamber** you score the number of points indicated next to the chamber.





Example: This chamber has been crossed off completely and gains you 6 points (- the mushroom will be counted separately, see below).

- You **won't score** for a chamber that has not been **crossed off completely**.



Example: At the end of the game there are still empty spaces inside this chamber, thus you don't receive any chamber-points (- however, the nuts will still count, see below).

- For **each crossed off mushroom**  you will be awarded 1 point even if the chamber isn't completely filled with crosses.
- For the nuts , the number of points you gain **depends on the number of nuts you have crossed off**. For 1, 2, 3 or 4 nuts you will score 2, 4, 8 or 16 points. It doesn't matter if the chamber was completely crossed off or not.

The player with the highest score wins the game. Tiebreaker (in this order): Most points for chambers, most points for mushrooms, most points for nuts.



Scoring example

4
+
3
+
17
=
24

GAME VARIANT

If all players are familiar with the game, you may choose to cross off your very first space in any chamber instead of the starting chamber.

A huge thanks to all playtesters!

Game design: Moritz Dressler

Game development: Steffen Benndorf

Illustration and layout: Christian Opperer



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Nürnberger-Spielkarten-Verlag GmbH
Forsthausstraße 3-5
D-90768 Fürth-Dambach

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