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For 1 - 4 players age 4 - 99 years old

Content:

1 beaver

1 three-piece landscape (a creek with 2 banks)

2 green fleece sticker

42 logs and 42 discs in 3 colours (10 orange, 12 yellow, and 20 brown logs)

1 sticker sheet with 42 magic foil stickers (27 annual rings, 9 worms and 6 stars)

1 wooden stick

Billy Beaver has piled up logs in the river, and guarded them carefully. Yet the young beavers keep trying to steal the logs. One by one, they push the logs out of the pile - very carefully so that nothing wobbles! Otherwise, Billy notices the brazen theft and grumbles.

But beware! Some logs have hidden woodworm. What bad luck! Only logs that carry annual ring or star symbol count.

Objective of the Game

Be the first to collect 2 brown, 2 orange and 2 yellow logs that show annual ring or star symbol.

Before the First Game

- Click in the disc onto the open-end of the log of matching colour (see Figure A).

Attention: After snapping in the disc onto the log, they can't be separated!



Figure A

- Paste the magic foil sticker on the smooth end of each log (see Figure A). The sticker sheet is divided into brown, yellow or orange background colour.
- Paste the green fleece sticker onto the inside surface of each of the 2 green banks (see Figure B).

Game Set Up

- Insert the left and right banks onto the creek. Place it at the middle of the table (see Figure B).

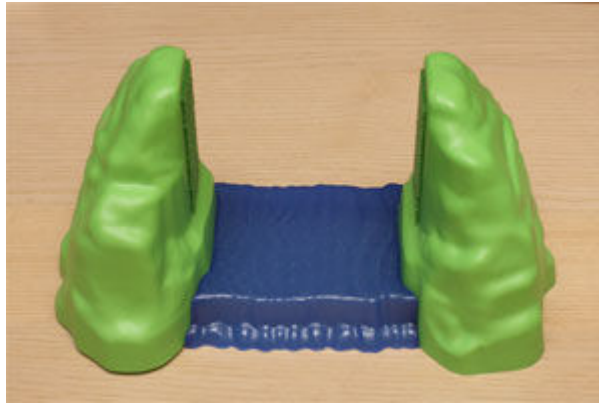


Figure B

- Pile up the logs between the banks in random colour. Referring to Figure C, first lay 5 logs on the water, then 6 logs, then 5, etc. The top row consists of 4 logs. The end showing magic foil sticker can be shown in either direction.



Figure C

- There is a switch on the belly of the beaver. Switch on the beaver and lay it gently on top of the log pile (see Figure C). The beaver may grumble at once but it doesn't matter. Once lying on the log pile, it would calm down again.
- Face the log pile so that you can see all the logs. It doesn't matter whether you see from the front or back side.
- Get ready the wooden stick.

And Off You Go!

The youngest player starts. Then players take turn in clockwise manner.

1. Slide Out a Log

When it's your turn, take the wooden stick. Use the wooden stick to push a log gently out of the pile without moving or toppling the other logs. Correction is allowed.

It is not permitted to move the logs of the top row. If all logs of one colour lie on the top row, you may sort the entire pile again before you push a log.

2. Watch Billy's reaction

• Billy Beaver not grumble:

If you manage to push a log off the woodpile without Billy Beaver grumbling, you check the symbol of the magic foil (see Point 3 - Symbol Checking)

Note: Pay attention to push the colour you need. If you accidentally push out a colour that you don't need, give it to any other player.

If you push more than 1 log out of the pile, you may keep only one. Give the others to any other player who may need them. If none of your opponent needs it, put it back on the woodpile.

• Billy Beaver grumbles:




If the wood pile moves too much or collapses, Billy Beaver will grumble loudly. The log is to be returned to Billy Beaver. Put back the fallen logs into the woodpile, place Billy Beaver on top of the pile. Then the next player continues.

If a player deliberately shakes the table and causes Billy Beaver complains, that player must put one of his/her log back to the woodpile.

3. Symbol Checking

Place your thumb on the magic foil. After a short while (about 5 seconds) remove your thumb from the log, and check the symbol appearing on the magic foil.

If the magic foil shows:

-  Annual ring: You can keep this log. The next player continues.
-  Star: You are lucky! You can keep this log. Besides, you can take another turn to push another log.
-  Worm: What bad luck! A woodworm hides inside the log. Put the log aside. It will be added to the woodpile after the next collapse. The next player continues.

What to do when the magic foil doesn't show anything?

The magic foil responds to heat. If finger is cold, sometimes the symbol may not appear. In this case, place the magic foil against your forehead which is usually warmer than your finger. Alternatively try to rub the magic foil with your finger.

Play Only At Room Temperature!

If the air is too warm, symbols may appear on its own. In this case, you may still play the game. Collect 2 logs of each colour regardless of their symbol.

End of Game

Once a player has got 2 brown, 2 orange, and 2 yellow logs having annual ring or star symbol, the game ends. This player has won the game.

Game Variants

For One Player Only ...

How many logs carrying annual ring or star can you push out without disturbing Billy Beaver? Can you push out 4, or 6, or more?

Try to set up your personal best record.

For Professionals ...

Billy Beaver is set up with the nose facing down or up on the woodpile. Play the game per the rules described above.



General Information on the Care and Use of Billy Biber

Use of batteries

Billy Beaver works with two batteries type 1.5V LR44/A76/KA76/V136A. The replacement of the batteries must be carried out by an adult. Lid of the battery compartment is located on the underside of the beaver. Open the battery compartment cover using a Phillips screwdriver. Insert the batteries so that the positive and negative polarities correctly match the marking, and then screw the battery compartment lid.

Safety

- Non-rechargeable batteries may not be recharged at all!
- Rechargeable batteries are only to be charged under adult supervision!
- Rechargeable batteries are to be removed from the toy before being charged!
- Different types of batteries, or new and used batteries, are not to be used together!
- Place batteries according to the "+" and "-" sign correctly in the battery compartment!
- If batteries are used up, or if the game will not used for a long time; the batteries must be removed!
- The battery terminals are not be shorted!
- Alkaline batteries are recommended.
- Use only batteries of the specified type or equivalent.
- Replace all batteries at the same time, not just individual battery.
- Used batteries should always be disposed at waste battery collection point. Please dispose only discharged batteries.



Products marked with this symbol should be disposed of in the following way: Do not dispose of electrical components of the game in household waste, but pass it to waste collection point for electrical and electronic equipment. Ask your local community the municipal waste management options for the return of used equipment.