

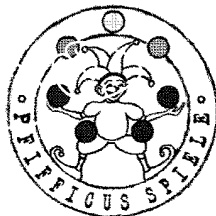
GAME DESIGN: Anselm Ostertag und Malte Ostertag

GRAFICS: Anselm Ostertag

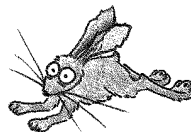
If you need further information please don't hesitate to contact us.

PFIFFICUS-SPIELE GbR
Anselm und Helge Ostertag
Badstraße 12
D-79295 Sulzburg
GERMANY

www.pfifficus-spiele.de
contact@pfifficus-spiele.de



© 2004 Anselm und Helge Ostertag



HATZ FATZ

A fast card game for 3-7 players of 8 years and older.

CONTENTS:

120 cards (with 12 different animals, each animal 10 times)

SHORT DESCRIPTION:

The players stalk through the forest and card by card they turn up the hidden animals. When a hunting is caused by one player, all other players may hunt as well. You have to be fast to catch one of the other animal. If there is a struggle about a card, you must quickly imitate the noise of the hunted animal to gain the card. In the end the booty will be counted. An animal thereby counts the more points, the more times it was hunted.

PREPERATION:

Shuffle all 120 cards and place them face down widespread on the table to build a forest. Place the open game box in the middle of the table. Each player takes covered cards from the forest into his hand:

3 players	6 cards
4 players	5 cards
5 players	5 cards
6 players	4 cards
7 players	4 cards

It is not allowed to hold more than one animal of a kind, so if it's necessary players must exchange cards until they've got only different animals. The cards on the players' hands are the **hunting cards**. Now, before the game starts, each player turns up 3 cards from the forest.

PLAYING THE GAME:

The slowest player begins.

When it is your turn you can either **stalk** or you **open a hunting**.

STULKING:

The player turns up one card of the forest so that another animal lays open.

OPEN A HUNTING:

The player puts one of his **hunting cards** into the game box. This opens the hunting on the shown animal.

HUNTING:

All players are allowed to take part on the hunting. Each player tries to grab as much animal cards of the shown animal as possible. You may hunt with a single hand only!

If two or more players grab a card at the same time, not the strongest player gets the card, but the one who at first imitates most striking the voice of the animal.

All grabbed cards are booty, that the players collect in safe distance to the forest and their hunting cards.

After a hunting the game goes on by turns either with stalking or opening a hunting.

END OF GAME:

The game ends when either all players have played their hunting cards into the box or if all forest cards are turned up. If a player still has got hunting cards on his hand, they now go into the game box without causing a hunting. All remaining animals in the forest go aside.

VALUATION:

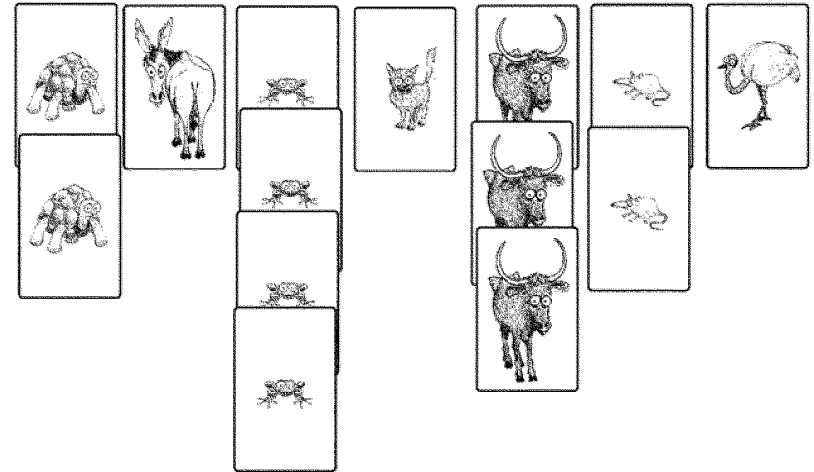
Separate all hunting cards from the game box by species and put them visible for all players on the table.

Now each player counts the points of his booty. For every hunting card in its kind an animal in the booty counts one point.

The player with the highest score is the most successful hunter and wins the game.

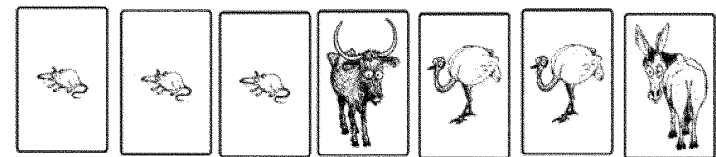
VALUATION EXAMPLE:

Within the hunting cards there were two turtles, one donkey, four frogs, one cat, three water buffaloes, two mice and one ostrich.

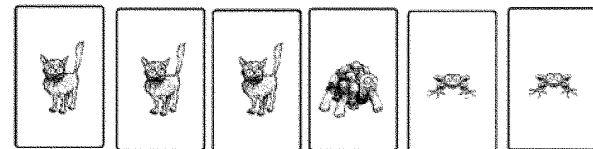


Player Malte has the following animals in his booty:

Three mice, one water buffalo, two ostriches, one donkey three cats, one turtle and two frogs. Player Malte reaches 25 points.



$$2 + 2 + 2 + 3 + 1 + 1 + 1$$



$$+ 1 + 1 + 1 + 2 + 4 + 4 = 25$$