

INTRODUCTION

In the world of **Hamstergeddon**, the stakes have never been higher. The hamster economy is booming, and every ambitious rodent is scrambling to build the ultimate seed empire. As the head of your very own hamster-run corporation, you must gather the brightest, most industrious hamsters, hoard precious seeds, and outmaneuver your rivals in a race for dominance.

But the path to success is never easy. Unexpected twists, cunning competitors, and the ever-present hunger for more power can make or break your company. Will you rise to the top, leading your hamster workforce to prosperity? Or will your dreams crumble under the weight of the ruthless hamster economy?

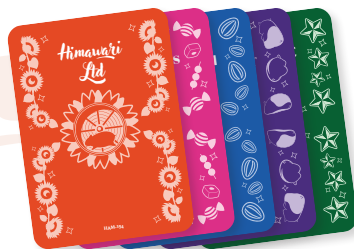
Hamster business is brutal. Only the strongest will survive.

Welcome to Hamstergeddon.

COMPONENTS



58 Seed Tokens



5 Company Cards (1 x player)



8 Ability Cards



4 Discount Tiles



40 Starting Cards (8 x player)



142 Market Cards



2 End Game Cards



1 Event die



9 Trick Cards



5 Hamsters (1 x player)

SETUP

- A** Shuffle the Market Cards. Take 18 of them and create the **Market** with 3 rows of 6 cards. Add a discount tile in each corner.
- B** Divide the remaining cards into 4 piles of roughly the same size. Put 2 of these piles back into the box.
- C** Shuffle 2 **End Game Cards** into 1 of the remaining 2 piles. Then place the last pile (WITHOUT **End Game Cards** in it) on top, forming the **Market Deck**.
- D** Each player takes a **Company Card**, a **Hamster**, and 8 **Starting Cards** of the same color.
- E** The player with the cutest hamster face (or the biggest bank account) is the first player. Starting from the last player and going counter-clockwise, players place their **Hamster** in the **Market**, on a card of their choice.
- F** Shuffle your deck of **Starting Cards** and draw 3.
- G** Shuffle the deck of **Trick Cards**.



GAMEPLAY

The game is played in turns, starting with the first player and going clockwise until the end of the game is triggered. When it's your turn, you must complete 2 actions:  **Play a Card** OR  **Plan**.

You may choose the same action twice.

PLAY A CARD

Choose a card from your hand and play it. Activate its effects in order from left to right, then put the card into your discard pile, next to your deck.

Card Effects:

SEED 
Take a **Seed**.

DRAW 
Draw a card from your deck. If your deck is empty, shuffle your discard pile to create a new deck before drawing.

BUY 
Buy a card from the **Market**. You can buy the card beneath your **Hamster** at cost, or a card orthogonally adjacent to your **Hamster** for 1 extra seed. If the card you buy is orthogonally adjacent to a **Discount Tile**, it costs you 1 seed less. Put the card you buy directly into your hand.

ROLL 
Roll the die and take that number of **Seeds**.

STOCKPILE 
Choose a card from your hand and place it in front of you. It will be scored at the end of the game, but it's not part of your deck anymore.

MOVE 
Move your **Hamster** to an orthogonally adjacent card.

TRICK 
On some cards and certain sides of the die, there is a **TRICK** icon. When this icon is played or rolled, a trick-loving hamster appears to stir up chaos. Draw the first card of the **Trick Deck** and apply its effect, then discard it next to the deck. If you need to draw a **Trick Card** and the deck is empty, shuffle the **Trick Card** discard pile to create a new deck before drawing.

You may choose not to apply the **Trick Card's** effect, but most of the time you should have no reason not to.



CARD COMBOS

If you have two cards of the same color in your hand that combine in a left/right combination, playing them both counts as a single action. You still apply all effects on both cards.



SPECIAL CARDS

When you play a **Special Card**, choose whether to apply the first or second row of effects. These cards cannot be included in Card Combos, as they have no color.

Please note: two of the starting **Special Cards** have a  symbol on the top left corner. You cannot stockpile them.



LOCATION CARDS

To buy **Location Cards**, you must pay the cost in seeds AND discard 2 cards from your hand. Place any **Location Cards** you buy in front of you, not into your hand. These cards give you a permanent bonus.

PLAN

Draw 2 cards from your deck. If your deck is empty, remember to shuffle your discard pile to form a new deck.

Once you complete your 2 actions, your turn is over. If you bought any cards, refill any empty spaces **WITHOUT Hamsters** in the **Market** with new cards from the **Market Deck**. Then it's the player on your left's turn.

END OF THE GAME

The game ends if:

🐹 One of the 2 **End Game Cards** is purchased.

OR

🐹 Both **End Game Cards** are in the **Market**.

The game ends immediately.

Players add up the victory points from their **Locations Cards**, **Stockpiled Cards**, and cards in their deck and discard pile. The player with the highest total is the wealthiest Hamster, and wins the game!

In case of a tie, the player with the most remaining **Seeds** wins the game.

If the tie persists, the players share the victory.

LOCATION CARD SCORING

Your **Location Cards'** points depend on the cards you have at the end of the game. Unless specified, include your **deck**, **discard pile**, **Stockpiled Cards**, and **Location Cards**.



1 point for every 2 blue, red, or green cards.



1 point for every **Special Card**.



1 point for every **Seed token**.



2 points for every **Location Card**, including this card.



1 point for every Hamster with this shape: .
< This topleft icon doesn't count.



1 point for every icon on your cards.
< This topleft icon doesn't count.



1 point for every icon on your cards.
< This topleft icon doesn't count.



2 points for every icon on your cards.
< This topleft icon doesn't count.



1 point for every card in your hand.

VARIANT

ABILITIES

There are **Ability Cards** for each company CEO (Chief Executive Hamster).

At the beginning of the game, you can choose or randomly give one **Ability Card** to each player.



CREDITS

Game Designer & Illustrator: Maru Design

CEO: Cedric Littardi

Artistic Director: Sébastien Rost

Project Manager: Marcello Bertocchi

Graphic Design: Noa Vassalli, Cindy Bourgeot

Additional texts: Martina Marinoni

Production: Nicolas Aubry

Proofreading: Claire Schaffer



DON'T PANIC GAMES

38 rue Notre-Dame-de-Nazareth 75003 Paris, France

Follow us: www.dontpanicgames.com

@dontpanicgames

@DontPanicGames

f Don't Panic Games

X @DontPanicGames!

