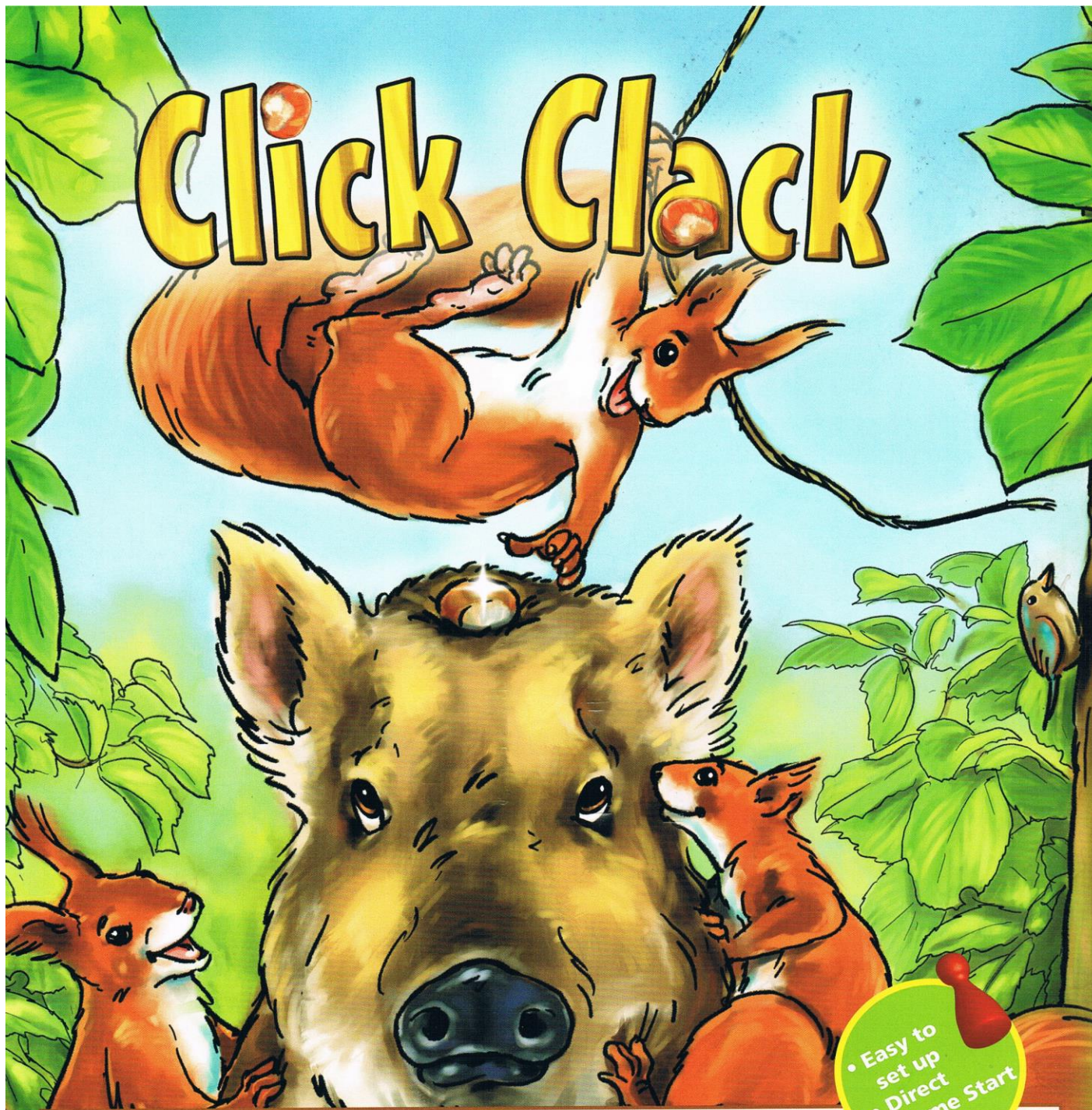


Click Clack



 English

RULES OF THE GAME

Freddy the Piglet has a difficult task, because lots of tasty titbits are hidden in the forest and he has to keep an eye on them all.

The squirrels in the Hazelnut Gang are up to their usual mischief, however, and have also taken an interest in the crunchy hazelnuts, juicy berries, chestnuts and fir cones.

***Your task is to be the first to steal 7 titbits from under Freddy's nose!
Whoever manages this will be the new leader of the HAZELNUT GANG!***

A game by Birgit Hähnle for 2-4 players aged 4 and over.

- Easy to set up
- Direct Game Start

Game Materials

- **4 squirrels:** in 4 different player colours.
The squirrels' feet are magnetic to attract the feeding discs.
- **Freddy the Piglet**
- **24 metal discs:** the Feeding Discs
- **1 arch with 28 stickers:** 6 x hazelnut, 6 x blueberry, 6 x chestnut, 6 x fir cone and 4 squirrel stickers.
- **1 circular game board:** subdivided into 4 sections: Frog, Butterfly, Snail and Beetle. There are 4 squirrel feeding holes in each area.

- **1 dice:** with the symbols Frog, Beetle, Butterfly, Snail and 2 x Freddy



Note:

Titbits must be stuck onto the metal discs before the first move.



1 titbit should be applied to each disc with nothing on the reverse side.

*A squirrel sticker is applied to the **bottom step** in each corner.*

The log is inserted into the hollow in the tree trunk in the middle of the board.



Preparing the Game

The game box is opened and placed in the middle of the table (the lid is not needed). The circular game board is placed on the side to begin with so that the food discs can be distributed in the hollows.

The discs are distributed as follows, depending on the number of players:

- ...two players: 4 discs of each kind
- ...three players: 5 discs of each kind
- ...four players: 6 discs of each kind

The food discs required in a game with ...

...two players:



...three players:



...four players:

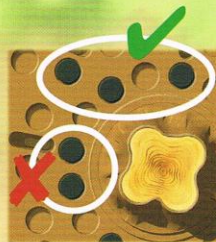


The food discs are placed in the round hollows with the sticker facing down. Food discs may not be placed next to one another, but they are allowed to border on one another diagonally.

Once all of the necessary food discs have been distributed, the circular game board is placed on top. The board must click in easily, otherwise it is not positioned properly.

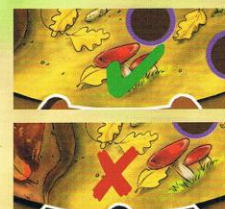
Each player picks a squirrel in the colour of their choice and places it in front of them. Freddy the Piglet is positioned on the tree trunk in the middle of the board.

All that is needed now is the dice and the game can begin.



Permitted: Two discs diagonally next to one another or with a vacant hollow in between.

Not permitted: Two discs directly adjacent to one another!



Correct: Grip holes to the right and left of the cavity.

Wrong: 1 grip hole in the middle of the cavity.

Note: It's best to position the box so that you can easily reach the corner that belongs to your figure.

Game Sequence

Are you the youngest player? If so, you can start ...

Your move is in two steps:

■ Place a piece

■ Turn the board

■ Place a piece

Throw the dice once. Depending on the result, you have two options:

- You either **position your squirrel figure** or
- you move **Freddy the Piglet**

• Placing the squirrel figure



If the dice shows one of these 4 symbols, you must position your squirrel piece in the section of the board with the same symbol. When doing so, you must always place your figure in a vacant feeding hole.

Note: If the dice shows the section you are already in, you can move your squirrel to any vacant hole within this section. If all of the feeding holes are occupied, you can move your piece to any vacant feeding hole.

You can collect food discs by playing your squirrel piece.

Whenever a squirrel has "attracted" a food disc, there is a click and you can take the disc and put it in your tree trunk.

To do so, take your piece off the board and remove the disc before putting the squirrel back onto the feeding hole where it was previously.

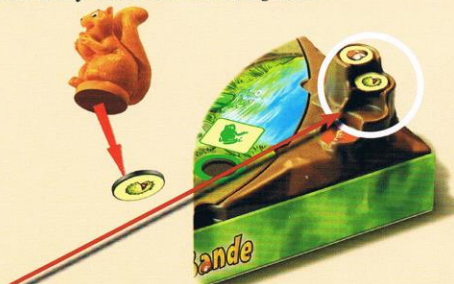
Note: When you use your squirrel, it doesn't matter whether you can see any food discs in the holes or not. You can also look whenever you like to see if your squirrel has "attracted" any food discs.



The symbols "Frog", "Butterfly", "Snail" and "Beetle". You place your squirrel piece in one of these 4 sections.



Example: Robin has thrown the Frog symbol. He can position his squirrel piece in any vacant hole in the Frog section.



Example: Robin has collected a chestnut. He briefly removes his squirrel piece from the board, removes the food disc and places it in his store in the tree trunk. He then puts his squirrel back in the feeding hole.

• Moving Freddy

If the dice shows the “Freddy” symbol, you can position Freddy in any desired section of the board or move him from one area to another.

Once Freddy has been released in an area, all of the squirrels flee. They are placed on the tree trunk in the middle of the game board.

You can only put your squirrel back on the board once you have thrown the symbol of a section in which Freddy is not currently located. If you throw the symbol of the section in which Freddy is currently located, you cannot place your squirrel piece in that section or move it there from another area.

In this case, your squirrel must stay where it is.



The “Freddy” dice symbol. You must either place Freddy on the board or move him from one section to another.



Example: Nina has thrown the Freddy symbol and moves the piglet to the “Butterfly” section. Robin must now rescue his squirrel from Freddy by moving it to the blue squirrel on the tree trunk in the middle of the board.

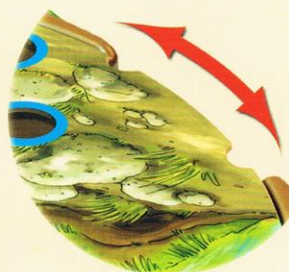
■ Turning the board

Once you have moved your squirrel or Freddy, you must turn the board in any desired direction. Always turn the grip hole from one cavity to the next. The board will click in gently at the end of the turn.

When a squirrel “attracts” a food disc by turning the board (there is an audible “click”), the disc can be gathered in immediately.

Each player collects the discs from their own squirrel whether it is their turn or not.

The feeding discs are deposited in the tree trunks in the four corners of the board.



Grip hole in the board

Example: You turn the board by pushing the grip hole to the other end of the cavity with your finger. The direction does not matter.

Note: You are allowed to turn the board even if you cannot move your piece.

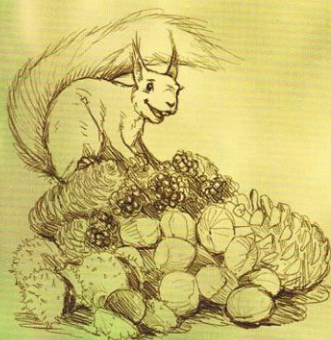
Once you have taken these two steps, your turn is over. Pass the dice to the player on your left who now continues the game.

End of the Game

The game ends when you have stolen 7 titbits from Freddy and collected them in your tree trunk.

You can win prematurely, however, by collecting 4 identical food discs.

And now we wish you lots of fun hunting for food!



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