

Magic Hat

Board game

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GAME RULES

side 1



5 +
age



2-4
players



20
minutes

IN THE BOX:

- 20 character cards (red face),
- 24 cards with a choice of hats including 4 cards with the Magic hat (green face),
- 4 help cards,
- 16 penalty tokens,
- game rules.

FOCUS OF THE GAME

Memorising the cards, matching, bluffing and misleading the other players a bit.

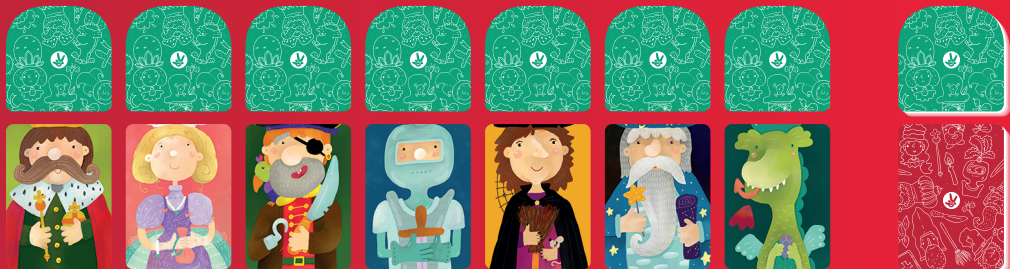
AIM OF THE GAME

Match the character with the hat. Collect as many matching combinations as possible: character + Hat.

BEFORE YOU START

- 1 Shuffle 20 character cards and place 7 cards in one row face down on the table.
 - 2 Shuffle 24 hat cards and place them face up above the character cards: one hat card above each character card. Place the rest of the cards face up on the table.
- * Sometimes there will be no character - Hat match amongst the cards that are placed on the table (and no Magic hat). This will come up in the first few rounds. In this case shuffle the cards again and re-start the game.

Here what the initial setup looks like: 7 character cards, 7 Hat cards above the character cards and two decks of cards - one with the Hats and the other one is with character cards.



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GAME RULES

side 2

GAMEPLAY

Traditionally the youngest player starts the game.

At his turn the player has the following options:

- 1 Check a Hat. Choose a Hat card above any character and open the card without showing it to any other players. Now you know what Hat is there. Place the card back.
- * It's a good idea to remember which Hat cards were checked by your opponents.
- 2 Swap a Hat. Choose two Hat cards and swap them.
- 3 Open a hat. The player says "I open a hat!" and turns open the chosen Hat card above the character card.
 - ⊙ If it's a match and the hat belongs to the character (for example the Crown belongs to the King and the Diadem to the Princess) the player collects the cards. Two cards are replaced from the drawing piles - a character card is open and a Hat card is face down.
 - * If you are not sure, there is a help card with the correct matches.
 - ⊙ If it's not a match and the Hat doesn't belong to the character, the player turns the card face up again and takes a penalty token.
 - ⊙ If it's the Magic hat card then the player takes the Hat card only and a new card is placed above the character from the drawing pile. At the end of the game one Magic hat card will cancel one penalty token. It's a very useful quality!

END OF THE GAME

The game is over when there are only three pairs of character and Hat cards left on the table.

Count the points. Each pair of cards that you have is one point, each penalty token is minus one point. Remember that each Magic hat card cancels one point.

The player with the most points is the winner!

ADVANCED VERSION

For those who like a challenge, we recommend removing 4 Magic hat cards from the deck. All other game rules remain the same. The game will become more intense if you remove the probability of chance.

FROM THE «SIMPLE RULES» TEAM

Magic hat is our first game with Medieval fairytale theme. We created a unique atmosphere of adventure and mystery. This game combines very simple rules with extremely exciting game process. The game is filled with passion, tension, opportunities to mislead your opponents a bit and even bluff at times.

We hope that you enjoy the game!

We look forward to receiving your comments, reviews and your variation of the game rules! Send us a message!

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