

MAGIC HAT

GAME RULES

CONTENTS

- 20 character cards



- 1 help card



- 24 hat cards



- 16 penalty chips

- game rules

1

THE GOAL

To collect as many cards as possible, minus penalty points.

PREPARING FOR THE GAME

Shuffle the character cards and put 7 of them in the open row on the table. Leave the rest in the pile.

Shuffle the hat cards and put 7 of them on the character cards facing down, one above each card. Leave the rest in the pile.

2



GAME PROCESS

The youngest player starts the game.

In his/her turn, the player can make one of three moves:

1. Look at the hat – choose the card above any open character card and secretly from all look at it.

3

2. Swap hats – choose two cards over any open character cards and without opening and showing them, swap the cards.

3. Open the hat – Say, «I open the hat!» and flip the selected card.
If the hat matches the character, (a crown for the king, a cap for the wizard, a plume for the knight, etc.), the player takes this match.

The cards need to be replaced with a new pair. The character is put facing up, and the hat facing down. If the player is wrong and the hat does not match the character, then the player puts the card back and takes a penalty chip.

4

If the open card has the magic hat on it, the player takes it to his/her reserve and puts a new hat from the deck above the character.



At the end of the game, the magic hat cancels out one penalty chip.

When the player has made the move, a turn goes to the next player in a circle.

5

END OF THE GAME

The game ends when there are 3 pairs of character-hat cards left on the table.

Each player counts his/her victory points. One character-hat match brings 1 point. Each penalty chip takes 1 point away.

*Do not forget to cancel out one penalty for each magic hat card.

The winner is the one who scored the most points.

6

IMPORTANT THINGS TO REMEMBER

1. If there are no matches or magic hat cards among laid out cards (this becomes clear in a few moves) then just shuffle the cards and start again.
2. You can't look the hat that the previous player looked on his/her turn.
3. You can't swap the same pair of hats that the previous player swapped on his/her turn.
4. The list of all characters with the names of their headwear is presented on the help card.

7

ADJUSTING COMPLEXITY

You can remove all 4 magic hats from the deck and play by the same rules. Then the element of chance will be reduced, and the game will become more intense.

8

Everything is like in a real royal court. You never know what's on someone's mind, and everyone is trying to trick you.

Enjoy the game and join us in social media.



@prostyepravila



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