

AUF DER HUT



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Did somebody conjure the wizard's hat off his head? And what is the crown doing on the chef's head? Some things have been mixed up. But you'll certainly get the right hats back on the right heads... and maybe the other players won't even notice!

Object of the Game

Pair up the matching hats and heads – in such a way, if possible, that the other players don't notice it. Then collect as many characters as possible that have the right hat on.

Set-up of the Game



- Put the **16 bald heads** within reach.
- Shuffle the **20 character cards** and form a face-down pile. Reveal 7 characters and place them in a row, next to one another, in the middle of the table.
- Shuffle the **24 hat cards** and form a face-down pile. Draw 7 hats without looking at them, and place one of them face down above each character's head.

Course of the Game

The player who last wore a hat begins. After that, play continues clockwise. On your turn, you carry out **one** of these three actions:

- 1. Look at a hat secretly**
Choose one hat and look at it secretly without showing it to the other players.
- 2. Swap two hats**
Choose two hat cards and swap them without looking at them.
- 3. Reveal a matching hat (above the right character)**
Say aloud: "Here's a match!" and then reveal one hat. Then the following happens:

Does the revealed hat match the character that is wearing it? Well done!

Take the character and the hat and put them in front of you.

- After that, refill the empty spot in the display. To do so,
 - draw a character card from the corresponding pile and place it face up, and
 - draw a hat card from the corresponding pile and lay it out face down above that character.

Is the revealed hat a wonderhat? Super – such a hat always fits!

Take the wonderhat and put it in front of you. However, leave the character in place.

- After that, refill the empty spot in the display with a face-down hat that you draw from the corresponding pile.

Does the revealed hat not belong to the character that is currently wearing it? Oh dear, bad luck...!

Unfortunately, now you have to take a bald head and put it in front of you.

- After that, you turn over the revealed hat again and put it back above this character.

Ending and Winning the Game

The game ends as soon as you can no longer refill an empty spot in the display.

If you want, you can also keep playing until there are only 3 characters (with hats) left in the display. Before the game begins, agree on whether you want to do this.

For a good score, you need as many characters with a hat as possible. If you have collected bald heads, you lose hats:
→ Cover with each bald head one of the hats you have collected.

The only remedy against bald heads are wonderhats:
→ Cover each bald head, if possible, with a wonderhat you have collected.

If you don't have enough wonderhats to do this, you'll now unfortunately have characters with a bald head in your collection.

Then everybody counts how many characters **with a hat** they have. Visible bald heads are not included in the count, of course. The player who has the most characters with a hat wins the game. There can be more than one winner.



Example: You have collected two bald heads, but only one wonderhat. You can use the wonderhat to cover one of the bald heads. Thereby you would have three characters with a hat. One bald head is still left, unfortunately.

In this overview, you see which hat belongs to which character:

