

RULES 4 HIPSTERS!

TONIGHT!

**AT A TABLE
NEAR YOU!**

**ALL
AGES**

**FOR 3-6
PLAYERS**

OBJECTIVE

You and your hipster friends have decided to settle the debate as to who among you is the coolest. Of course, the coolest hipster would have the coolest collection of stuff they like. But, being hipsters, it's just not cool to like the same things everyone else does!

CONTENTS

You should have X cards and these rules. If you don't, send an email to: custserv@company

CARD TYPES

Most of the deck consists of numbered cards. These are your main source of points, as described in "Scoring." The numbers on the bottoms of the cards are just the number of copies of that card that are in the deck. Non-numbered cards have a few different types.



designed by freepik.com

**DON'T BE
SQUARE,
BRAH!**

PBR

Each PBR card is always worth exactly 1 point no matter what, so it's a good play when you need to stall, don't want to use any more shelf space right then, or your hand is terrible and that will totally be the only reason you lost.

EXTRA SHELVES

Play a shelf card and put it in your collection to increase the limit of how many different numbered cards you can have in your collection.

JOKERS, ETC.

The five Jokers and the remaining other cards each do something different, as explained on that card. The Blue and Yellow Jokers stay in play in your collection but the others are discarded when you play them.

INCRIMINATING EVIDENCE

When you play an Incriminating Evidence card put it in another hipster's collection instead of yours. It gives them a penalty to their score and they can't disown it! Ouch! Hey, at least it doesn't take up shelf space.

**Antique
Typewriter**



2

Numbered
Cards

Non-
Numbered
Cards

**Dumpster
Dive**



Discard this card, then
add any other card from
the discard pile to your
hand.

SETUP

Shuffle the deck and deal five cards to each player. The player who taught the others to play goes first unless you all knew how to play already or can't agree on who that was. In that case, roll dice or play Rock Paper Scissors Lizard Spock or something.

YOUR COLLECTION

Cards that you play go into your collection unless they say otherwise. You can have four different numbered cards in your collection unless you have a Shelf Space card. Then you can have five or six different cards. Multiple Shelf cards don't do you any good, so don't Bogart the shelfage! There's no limit to how many copies of each numbered card you can have, though. This is a set collection game, after all. Neither is there any limit to all that other stuff like PBR and Incriminating Evidence. Just the numbered cards. In case you haven't figured it out yet, those numbered cards are super important!

OPTIONS

ON YOUR TURN:

You must do one of these four things, then you must draw or discard cards until you have exactly five in your hand. But don't worry, you have options!

SCORING

Numbered cards are worth points, but how many has nothing to do with that number. (That's just how many copies of that card are in the deck.) Each copy of any numbered card is worth points equal to the number of players who do NOT have any copies of that card. Remember you want to like things that no one else likes!

So if there are five players and two of you have Velvet Underground, then each copy of the card is worth 3 points. If Trevor has one copy and you have two, then you have 6 points and he has 3, until somebody inevitably screws that up.

PBR is always worth one point per card no matter what. You put it in your collection and it doesn't take up shelf space. Just throw the empties anywhere.

TURN ORDER

After the first player has taken a turn, the players go in COUNTER-clockwise order. Never forget that you are total nonconformists.

A) Collect

Add one numbered card from your hand to your collection.

C) Disown cards

As described below.

B) Play a non-numbered card

The card will tell you what to do if these rules don't.

D) Recycle

Discard any cards you don't want from your hand.

DISOWN CARDS

If a numbered card in your collection isn't so great anymore, you can disown it to clear shelf space. On your turn, say "I used to like [card name] but NOW IT SUCKS!" Then discard all copies of it from your collection. Then say "Now I'm into [another card name]" and play one copy of that card from your hand. It's okay if the new card is one that you already have copies of. Note that the replacement card is required. You can't Disown without playing exactly one new numbered card.



VICTORY

The game ends immediately when the deck is exhausted. Then each player adds up all of their points and the one with the highest total wins! Break ties by adding up the numbers on your numbered cards. In that case the highest total of those wins. If that's still a tie, then you're all winners, just like your moms said at soccer practice.

OPTIONAL RULE: SMALLER DECK

If you want games with fewer players to go faster you can take the Soy Latte cards out and see if that helps.

OPTIONAL RULE: RUNNING TALLY

At the end of each round the player who has each of these scores 1 point:

- * The most PBR
- * The highest current score
- * Each numbered card of which they have at least three copies