

MADDER than a HATTER

A game by Chevee Dodd
3-4 players | Ages: 12+ | 20 min

Contents:

32 Hat cards
4 Haberdasher cards

You have noticed that your small city is lacking a proper haberdashery. Who better to fill that role than you? You love hats! With a wallet full of cash and a new lease signed, you set out to open your very own store. Unfortunately, a few other individuals have had the same idea. To make matters worse, there's only one hat maker in town! Compete with your opponents to stock your shelves with the best selection of hats while sticking them with stock they won't be able to sell.

Cards in the Game:



- There are four **Haberdashers**. Each with their own unique ability.



- There are eight **Styles** of Hats with four cards for each Style; three regular and one Premium.



- Each Style has one **Premium Hat** which also has a special ability.

Goal:

A game consists of a number of rounds equal to the number of players. For example, in a 3 player game, you play 3 rounds. After each round, count your points and record them. You score points for having individual Hats, or all Hats of a Style (this is called an **Exclusive**). At the end of the game, total your points from all rounds and the player with the most points wins!

Setup:

Separate the four Haberdasher cards from the 32 Hat cards.

Choose a player to deal the first round.

Playing a Round:

The dealer shuffles the four Haberdasher cards and deals 1 to each player face down. You can look at your Haberdasher card but should not show it to your opponents!

The dealer shuffles the 32 Hat cards and deals the following cards to each player:

3 players	- 1 face up, 3 face down
4 players	- 1 face up, 2 face down

The face down cards form your hand. You may look at the cards in your hand but should not show them to your opponents. Your face up Hats make up your **Inventory** and should be kept in front of you so that all players can see what you have.

The dealer turns over a number of cards from the top of the Hat deck face up in a row to form the **Assembly Line**.

3 players	- 4 cards
4 players	- 5 cards

Place the remaining Hat cards at one end of the row, in a face down deck. The card farthest from the Hat deck is the first Hat in the Assembly Line.



Setup for a 4 player game.

The dealer takes the first turn and play passes to the left.

On Your Turn:

1. You must play a card from hand by placing it into any player's Inventory, including your own. If the card played is a Premium Hat, you may execute the action by following the text on the card. *Note: using the special action is optional!*
2. Take the first Hat from the Assembly Line into your hand.

After your turn, the player to your left takes their turn.

When the last Hat from the Assembly Line has been taken, turn over new Hats face up to form a new Assembly Line and continue playing. Proceed in this fashion until all Hats from the Hat deck and assembly line have been taken. Then continue to the End of the Round.

End of the Round:

You may now choose to play the cards remaining in your hand, but only to your own Inventory. You are never required to play these cards. Do not execute actions from Premium Hats played.

After all players have finished playing, reveal your Haberdasher cards simultaneously. Starting with the dealer, and in turn order, players may use their Haberdasher's ability.

Total your points:

- For each Style in which you have exactly 1 Hat: 1 point
- For each Style in which you have an **Exclusive**: 3 points
- Any bonus points provided by your Haberdasher

Record the scores and pass the all cards to the left including the Haberdashers. That player will be the dealer for the next round.

End of Game:

After all players have been the dealer once, the game ends. Total your points for all rounds. The player with the most points is the winner! If there is a tie, play another round.

Game Design: Chevee Dodd

Art and Graphic Design: The Hat

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Scoring Example:

At the end of the round this is your Inventory:



In your hand you have a Newsboy and a Homburg. You choose to play the Newsboy because it will score you a point. You decide not to play the Homburg however because it will not help you.



Using your Haberdasher's ability, you can discard up to 2 hats of your choice.



You decide to discard 1 Fedora and 1 Homburg. Leaving you with 1 of each remaining. This ability just earned you 2 more points!

Totaling your score, you have 4 single Hats, worth 4 points, and no Exclusive Styles. You score 4 points this round. If you had managed to gain 1 more Boater, you would have scored an additional 3 points for having an Exclusive set.



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