

H&A Card Game - Rules

By Sam Robinson

Version 1.0

Players: 2-4

Time: 15-30mins

Ages: 8+

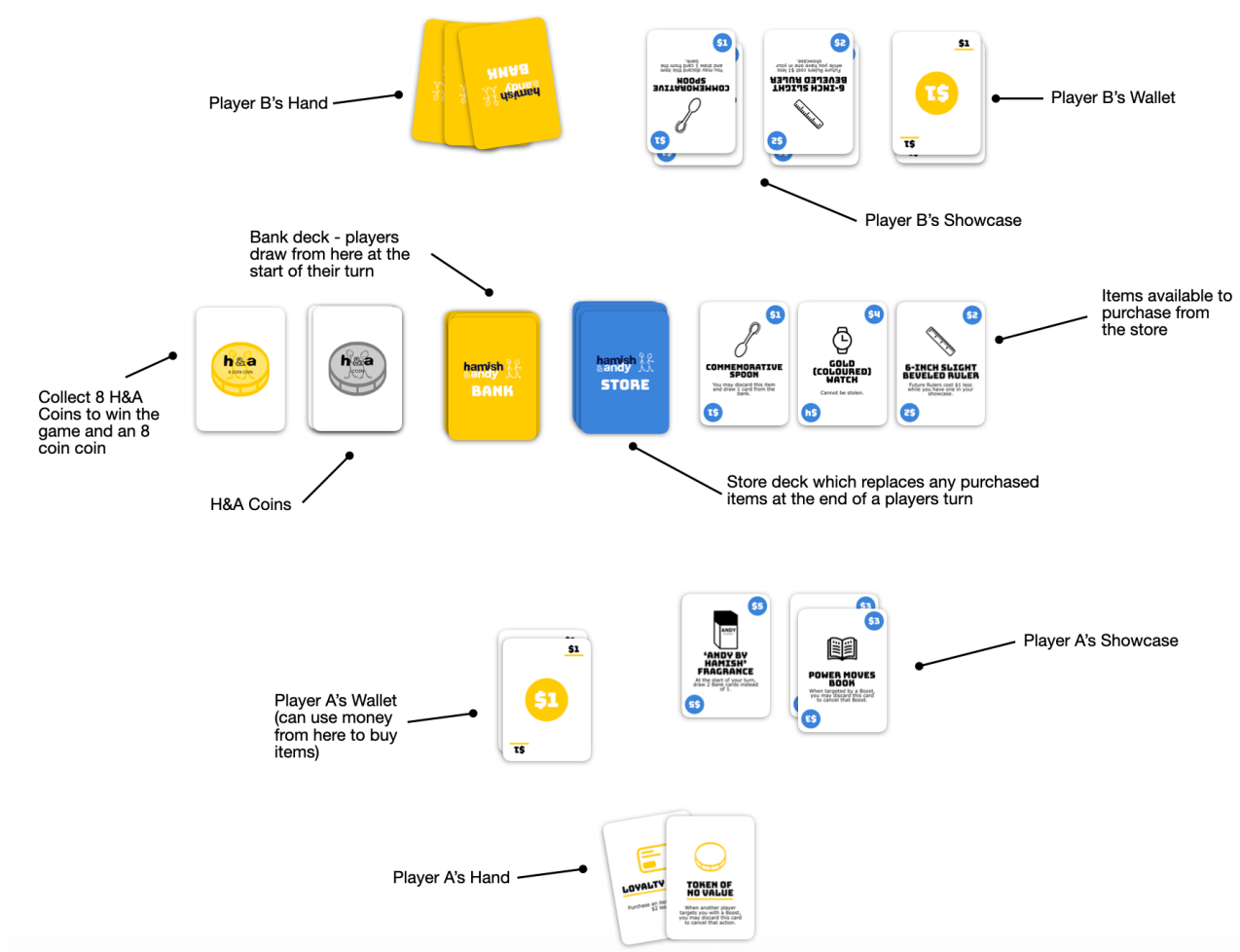
Objective

Be the first player to collect **8 H&A Coins** by completing sets of iconic Hamish & Andy items. The first player to reach 8 H&A Coins claims the **8 Coin Coin** and wins the game.

Setup

1. Separate the cards into three decks:
 - **Store Deck** (Item cards)
 - **Bank Deck** (\$1 and Boost cards)
 - **H&A Coin Deck**
2. Shuffle each deck separately.
3. Deal **3 Item cards** face up from the Store Deck to create the **Store**.
4. Each player starts with **\$3** (one H&A Coin) in their **Wallet**.
5. Last player to listen to an episode of H&A goes first.

Overview



Turn Sequence

Each player's turn consists of five steps.

1. Resolve Start of Turn Abilities

Resolve any abilities on items in your Showcase that occur at the start of your turn.

2. Draw from the Bank

Draw **2 cards** from the Bank Deck unless an item or Boost card changes this.

3. Take Up to Two Actions

Choose any **two** of the following actions (you may choose the same action twice):

- Add money from your hand to your Wallet.
- Purchase an Item from the Store and place it in your Showcase.
- Refresh the Store by discarding one Store card and replacing it with the top card of the Store Deck.
- Play a Boost card from your hand.

4. Complete Sets

If you have completed a set in your Showcase, you may trade it in for the listed number of H&A Coins and add those coins to your wallet.

Discard every card in that completed set after claiming your reward.

5. Refill the Store

If fewer than three Items remain in the Store, refill it back to three cards.

Wallet

Your Wallet contains the money you can spend to purchase Items.

- **\$1 cards** are worth \$1.
- **H&A Coin cards** are worth \$3.

Money remains in your Wallet until spent.

Item Cards

Your **Showcase** is the space in front of you where you can display items you have purchased.

Each Item provides a unique ability while it remains in your Showcase.

When an Item is traded in as part of a completed set, it is discarded and its ability is lost.

Item	Cost	Set	Reward	Ability
Commemorative Spoon	\$1	2	1 Coin	You may discard this card to draw 1 Bank card.
Andy by Hamish Fragrance	\$5	2	4 Coins	At the start of your turn, draw 2 Bank cards instead of 1.
Gold Coloured Watch	\$4	3	4 Coins	This item cannot be stolen.
Power Moves Book	\$3	2	2 Coins	When targeted by a Boost, you may discard this card to cancel that Boost.
6-Inch Slightly Bevelled Ruler	\$2	3	2 Coins	Future Rulers cost \$1 less while you own one.

Bank Cards

Money \$1 Add this card to your Wallet to increase your spending money.

Boost Cards

Loyalty Card x3 Purchase one Item for up to \$2 less.

Weasel x1 Steal one Item from another player's Showcase.

Token of No Value x3 When another player targets you with a Boost or attempts to steal one of your Items, discard this card to cancel the action. The cancelled Boost is also discarded.

Lightning Bolt Energy Drink x3 Draw 2 additional Bank cards.

Happy Birthday Andy x3 Each other player must pay you \$1. If they have no money or coins in their wallet, they must instead give you one Item from their Showcase (of their choosing).

Special Skill x1 Choose any Boost card from the discard pile and immediately use its effect.

Winning the Game

Whenever you complete a set, immediately claim the appropriate number of H&A Coins.

The first player to collect **8 H&A Coins** wins the game and claims the **8 Coin Coin**.