



# Magic Hat



ans years  
años Jahre


6-99


Jeu de mémoire  
A memory game  
Merkspiel  
Juego de memoria



 **Ages:** 6 to 99

 **Number of players:** 2 to 4 players

 **Contents:** 6 magic hats (each with 1 animal inside), 6 animal cards, 4 magic hat tokens, 1 magic wand token.

 **Aim of the game:** To be the first player to collect the magic wand token.

### **Game setup:**

Place all of the magic hats in the centre of the table with the bottom side down, so that the inside is hidden. Place the 6 animal cards face up in a row to one side. Place the magic hat and magic wand tokens to one side.



The game is played in multiple rounds:

#### **Setting up a round:**

Mix up the hats (while keeping the inside hidden) and remove 1 of them at random.

Place this hat in the box (while still keeping the inside hidden): this is the animal that the magician has made disappear.

Arrange the remaining 5 hats in a circle in the middle of the players next to the animal cards.



#### **Playing a round:**

The youngest player starts, then play continues in a clockwise direction.

On their turn, the player may:

- Look inside a hat

#### **OR**

- Call out the name of the missing animal

#### **Looking inside a hat:**

Without showing anyone else, the player looks inside one of the hats in the centre of the table, then puts it back. They must then **switch this hat with another one**.

**Note:** The switching of the hats must be done in full view of the other players.

#### **Calling out the name of the missing animal**

The current player says the name of the missing animal out loud. Without showing anyone else, they then look inside the hat that was placed in the box.

- If the animal inside is the one they called out, they win the round. A new round then begins, and the player to the left of the winner becomes the first player in this new round.
- If the animal inside is not the one they called out, they are out of the round and must keep the identity of the missing animal secret. The other players continue to play until one of them wins the round.

**Note:** When there is only one player left in the game, they immediately win the round.

#### **Winning a round:**

When a player wins a round, they take a magic hat token. If they already have one, they take a magic wand token and win the game.

#### **End of the game:**

When a player wins the magic wand token, they win the game.

**Variant for expert players:** After switching one hat with another, if they want to, the player may switch 2 more hats of their choice.