



2-3
player
5-10
minute

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Components: 10 pennies, 6 nickels, 6 dimes, 1 quarter, 1 Card per player



The Player Card: has 3 rows of circles on it in which player can place coins to take actions.
- **set market** allows player to influence market.
- **sell wigs** allows player to sell wigs.
- **buy wig** allows player to take wig from supply.

The Market Card: has 3 columns. each column can be used to sell 1 type of wig.

The Pieces: In this game, the wigs are represented by coins.

Players will also need a way to keep score like a phone or d20 or piece of paper, or paperclip.



Setup: each player choose a player card and place in front of them.
each player take **1 penny, 1 nickel, and 1 dime.**
place remaining coins between the players in "**supply area**"
place the **market card** between the players..
place the **quarter** in between the players.

Action Order: in this game, players use coins to activate actions.
When performing these actions, **dimes go 1st, nickels go 2nd, and pennies go 3rd.**
When both players are using same coin, player with quarter goes first.

Gameplay:
Each Round is divided into **4 Phases;**

Phase 1 Select Action: Players secretly place coins **Heads-Up** on **player card.**
to enable them to take actions over the course of the round.
- no more than 1 coin may be placed in each circle on the card.
- you do not need to place all coins during this phase.
- first player to finish placing coins may grab the quarter.

Phase 2 Set Market: if player has coin on **set market** area of player card, player may move any coin from **supply** to lowest empty circle of any of the 3 columns on **market card.**
- once a coin has been placed in a column, no other type of coin may be placed in that column for the remainder of the round.
- player with dime on **set market** goes, nickel goes second, penny goes 3rd.
- if players have same coin type on **set market** space, player w/ quarter goes first.

Phase 3 Sell Wigs: if player has coin(s) on **sell wigs** space(s) of player card, player may sell any number of wigs/coins in **ONE of the columns** on **Market Card,**
- if nobody set market, column with P in bottom is for selling pennies, column with N in bottom is for selling nickels, column with D in bottom is for selling dimes.
- if there is a coin in column (from **set market**), column is for selling that type of coin only. (ignore letter in bottom circle.)
- when selling, place each coin you sell in the **lowest empty circle** in the column that you are selling in.
- for each **coin** you sell, gain **gold** equal to the number in the circle you placed the coin in. (use phone, d20, or pencil and paper to keep track of gold)
- players can sell coins that are in hand. you **may not** sell coins that are on player card.
- if there are no empty circles in a column, you can't sell there

Phase 4 Buy Wigs:
- if player has coin(s) on buy wigs space(s) of player card, player may take 1 coin from supply area (not market card). Each buy wig space you have a coin in allows you to take 1 coin.
- remember, player with dime on buy wig space goes 1st, nickel 2nd, penny 3rd. (quarter breaks tie)

Keeping track of stuff: when player takes action, flip the coin on player card that enabled that action from **Heads to Tails.**

End of Round
after all actions have been taken;
- return all coins from market card to supply
- return quarter to center of table.
- return all coins from player card to hand
- if no player has 20 or more gold, begin next round

Engame and Scoring : Game ends at end of round in which any player has 20 or more gold. Most gold wins.

