



Components:

- 35 Wig Tiles (7 of each type)
- 4 Player Screens with Money Clips
- 1 Market Board



Setup:

- Place all Wig Tiles face-down in box and shuffle (this is 'Supply Area').
- Place a Screen in front of each player.
- Set money clip to 2 Gold on screen.
- Place Market Board between players. Place a 2, 3, and 4 Tile face-up beneath Market (Debut Tiles).
- Randomly choose a starting player.
- Draw 4 random Wig Tiles per player (8 for 2P game, 12 for 3P game, 16 for 4P) and place them face-up between the players.
- Starting with Starting Player, and moving clockwise, each player take 1 Tile at a time and place them behind screen until each player has 4 Wig Tiles.



Debut Tiles

Gameplay: Game is played over the course of several rounds.

- Each Round consists of 4 Phases;
- 1) Wear Wig :** Take one of the Wig Chips from behind your screen and place face-down in front of your screen. This is the wig you are wearing this Round. The wig you wear determines turn order and special ability for the Round.
 - 2) Set Market :** Draw 3 random Wigs from supply and place them in Market.
 - 3) Sell Wigs :** Sell Wig Tiles from behind your screen to Market for Gold.
 - 4) Buy Wigs :** Buy Wig Tiles from Market for Gold.

- 1) Wear Wig :** Choose one of your Wig Tiles from behind your screen and place face-down in front of your screen.
 - The Wig you choose will determine your Turn order and ability for the Round.
 - After all players have placed their Wig Tiles, turn them face-up to reveal.
 - You can't sell the Wig that you are wearing this Round.
 - The Wig you are wearing will return to behind your screen at end of Round.

Turn Order & Wig Abilities :

The number on Wig Tile is its Turn Order.



1) Bon Vivant: After selling, take 1 random Tile from supply for each matching pair of Wig Tiles behind your screen (do not count the Wig that you are wearing this Round).



2) Trendsetter : When setting Market, draw 5 random Wig Tiles from Supply Area, then add 3 of them to Market. Return the 2 unused Wig Tiles to Supply Area. (If 2 players choose this Wig, nobody can use this Ability).



3) Baron : When selling, take 1 extra Gold for each Wig that you sell.



4) Scholar : When selling, player may sell 2 types of Wig instead of 1.



5) Buccaneer : After selling, take 1 random Wig Tile from Supply Area and place behind screen.

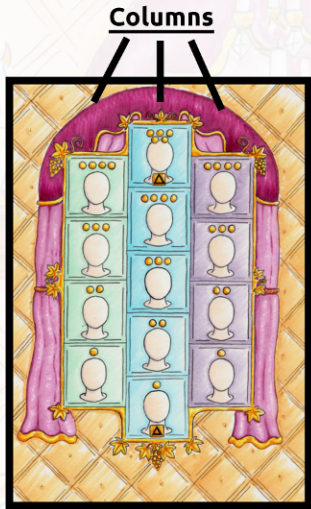
Debut Tiles :

- At start of game there are 3 Debut Tiles at bottom of board.
- If a player wears a Wig of one of those types, player collects the matching Debut Tile from the board at end of Round.
 - Once a player takes a Debut Tile, do NOT replace it! (There are only 3 Debut Tiles per game.)
 - If more than 1 player wear same Wig, neither collect Debut Tile. Just leave the Tile on Board. It is still available for future Rounds.

2) Set Market :

- Draw and add the Wig Tiles to the Market 1 at a time.
- Each Wig Tile drawn must be placed in the lowest empty square in the Column containing that type of Wig.
- If the Market does not contain the type of Wig that was drawn, place it in the bottom square in the left-most empty Column .
- Never add more than 3 Wig Tiles during this Phase.
- Never place the same type of Wig in multiple Columns.

The Market : The Market consists of 3 Columns.



- Each Column can hold only 1 type of Wig at a time.
- Each square contains 1-5 gold dots to indicate price.
- The top and bottom squares in Column II are not used in a 2 player game.



- Never place different types of Wig in the same Column.
- Never place the same type of Wig in 2 or more different Columns.
- If a Column is full, no more Wigs of that type can be sold this Round.

3) Sell Wigs : Players sell their Wigs to the Market during this Phase.

- Each player will get 1 Turn to sell Wigs during this Phase.

Turn Order : The player wearing the Wig with the lowest number sells first.

- If multiple players are wearing same Wig, player with least money goes first.
- If they also have same amount of money, player with less Tiles goes first
- If they have same # of Tiles, add up the numbers on your tiles, lower number goes first. If it's still tied, decide randomly (flip coin. etc.)

- On players turn, player may sell Wig Tiles of one type to Market. Player may sell any number of Wig Tiles on Turn.

- When selling, place each Wig Tile you sell on the lowest empty square in the Column containing that type of Wig Tile.

- If a Column is empty, player may place a Wig Tile of any type in the bottom square of that Column.

- For each Wig Tile you sell, collect Gold equal to the number of gold dots in the square you sold it to (use money clip and screen to indicate).

After each player has had 1 Turn to sell Wigs, Phase ends. Begin Phase 4

4) Buy Wigs : Players buy Wig Tiles from Market during this Phase.

Turn Order : Player with least Gold gets to buy first. (in 3-4 player game go in order of least to most Gold.

- If players have same amount of Gold, player with less Tiles buys first.
- If players have same number of Tiles, add up the numbers on your tiles, lower number Buys first. (if still tied, decide randomly)

On players Turn, player may buy 1 Wig Tile from Market for Gold.

- Pay Gold equal to the number of Gold dots in the square you buy Tile from.
- Player may buy only 1 Tile at a time.
- If player does not want to buy a Tile, player may pass.
- If all players pass, Buy Phase ends. (End of Round).

End of Round : Return the Wig that you were wearing to behind your Screen.

- If a player has 20 Gold or more, the game ends.
- If nobody has 20 Gold, begin another Round (Phase 1 Wear Wig).

Endgame and Scoring : Game ends if player has 20+ Gold at Round end.

- Player with most Gold wins.
- If Tiles run out, Game ends at end of Round.(Most Gold wins)

Options :

- Longer 2p game. Play to 25 Gold instead of 20. (not recommended for 3/4p)
- More fun : Use fancy accents whilst playing and wear actual powdered wigs.

