

HAIR

Print-and-Play Version 0.3
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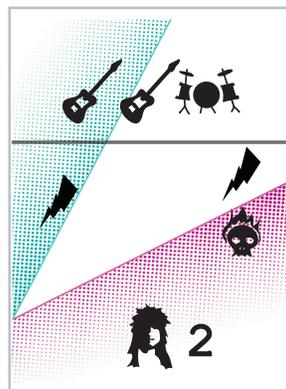
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Get ready to rock out! Pull out your hairspray, plug in your gear, and crank it to 11! It's time to write the ultimate power ballad, in **HAIR**.

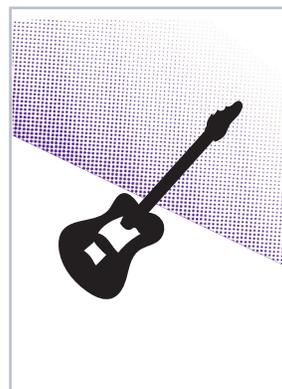
There are two versions of HAIR found in these rules - each use the same printed components, however the STADIUM rules require some additional player markers (meeples from another game work well, but any set of identifying small objects is sufficient), and a 25 second timer (a phone app is good for this).

WARMUP • Rules

There are two types of cards in the HAIR deck - Ballads and Gear:



ballad



gear

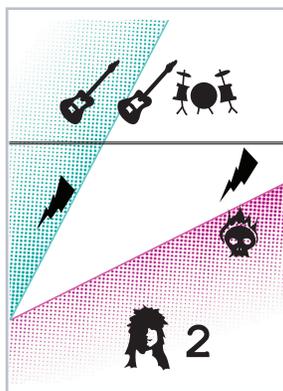
The goal of the game is to play as many Ballads as possible - you gain points for each that you play, and you gain bonus points when you connect ballads together well.

To start, pull out all of the ballads, shuffle them, and deal two to each player. Then shuffle the gear, and deal three to each player. After which, shuffle all of the remaining cards into one deck, and flip over five cards to reveal the PAWN SHOP.

Pick a starting player; each player then takes a turn in sequence until one player has played seven ballads - finish the round, and the game is over.

On your turn you may take one action from the following list:

1. Draw a card from the deck
2. Exchange any number of cards in your hand with the same number of cards in the pawn shop (always face up)
3. Play a ballad - to do this, you must discard gear cards matching the gear found on the top of the ballad card; then play the ballad to the right of your last played ballad (or just in front of you if this is your first ballad of the game)

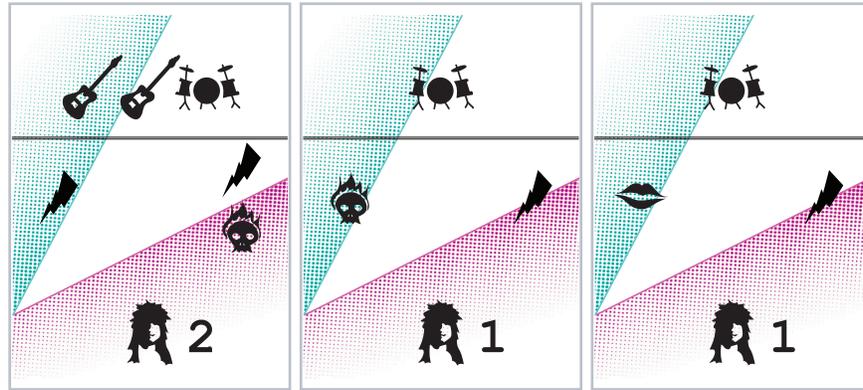


For example, you must discard two guitars and a drumset to play this ballad (the cost is found above the line).

When the game is over, score the following way:

1. Gain points next to the HAIR icon at the bottom of each ballad you've played (for example, in the ballad above, gain 2 points)
2. For each ballad you have that has one or more icons on its left side that matches any icon on the right side of the previous ballad, gain an additional point

For example, look at the following three ballads:



The first ballad has no ballad to its left, so it can gain no bonus points. The second ballad matches the skull to the first, so it gains 1 bonus point. The third ballad cannot match the lips to the second ballad's right side, so no bonus points are gained.

In total, the above three ballads would score $2 + 1 + 1 + 1$ (4 points for the base score, and 1 bonus point).

The player with the most points wins.

One final NOTE regarding WARMUP mode - the clock icon found on some ballad cards is ignored, and only used in STADIUM rules.

STADIUM • Rules

In STADIUM rules, begin by shuffling all cards together; deal 5 to each player, and then reveal cards until at least one ballad is revealed. Put that card in the center of the table to start the SHOW. Put the other revealed cards in the PAWN SHOP (and then fill the PAWN SHOP to 5 cards if it has less than that).

Place the 25 second timer next to the first ballad in the SHOW.

Each player should have a handful of meeples or other identifying markers - they will need about 10. One player should be selected as the time keeper.

When playing a STADIUM game of HAIR, there are no turns. The game is played on a timer, and once all of the time is up, the game is over. Players can play as quickly and frantically as they want - get ready to play fast!

When time begins, all players can begin making plays. These plays can include:

1. Trade cards with other players - announce HOW MANY cards, but not which cards, and trade EXACTLY that many cards with another player who agrees
2. Trade cards with the PAWN SHOP - put the same number of cards in the pawn shop face up as you take out
3. Play a ballad - discard gear as described in WARMUP mode; place the ballad to the right of the last ballad played in the SHOW (all players are playing together); add your meeple or player marker to the ballad to signify that you played it; draw your hand back up to 5 cards

When the timer runs out:

1. If there is a ballad to the right of the timer with a CLOCK icon, move the timer to that ballad in the SHOW, and restart the timer
2. If there is no ballad to the right of the timer with the a CLOCK icon, the game is over.

The time keeper should be responsible for moving and restarting the clock.

When the game is over, score similarly to WARMUP mode. Use the player markers to note who played which ballad - they earn score for the ballads they played, and bonus points are calculated the same way (even if that player did not play the previous ballad).

The time keeper may be granted 1 additional point if the burden of moving the timer warrants it. Decide on this before playing.