

artisanal the card game Hipster

Let's Be Hipsters!

Hipster is a fast and frenetic game where every player is competing to be the coolest one at the table. To prove they're cool, players collect Culture, Fashion, and Trinkets cards in front of them, hoping to be the first to match their cards with the ones in the middle.

The Deck

The full game deck is divided into two parts, the yellow **Trends** deck, and the blue **What's Cool Right Now** deck. Players will get five cards each from the Trends deck and will use these cards, matching those in the center, while playing other cards against each of the other players, all to be the first to win the game of Hipster.



What's Cool Right Now

At the start of the game, three cards will get dealt from the center of the **What's Cool Right Now** deck into the play area.



Special Culture, Fashion, and Trinkets cards are included in this deck which mirror the same cards in the Trends deck – there is one of each of these cards in this deck. Note that each card has a number in the corner; when that many of those cards, or more, are in front of players, the central card is trashed, replaced by a new card from the deck.

The Layout



Trends

The **Trends** deck contains all the cards the players will play with. Players should not have any blue-backed cards in their hands.



This deck contains I'm Into cards for Culture, Fashion, and Trinkets that match the cards in the What's Cool Right Now deck. Players are allowed five I'm Into cards in front of them, and then they would have to replace these cards if they want to place new ones.

Damn the Man

Along with Culture, Fashion, and Trinkets cards, there are also **Damn the Man** cards, special cards that change one rule of the game. However, only one Damn the Man card can be out at a time, so if a new one is played, the old one is discarded.



Play When You Want

In the Trends deck are also **Play When You Want** cards. These cards can be played at any time, on anyone's turn, even to prevent (and cancel out) another player's winning conditions. Once these cards are played, they are discarded.



A Player's Turn

Play progresses clockwise, with each player having the option to take the following actions:

- Play one I'm Into card in front of themselves (if they are at table max, they can replace an old card with a new, discarding the old).
- Play one Damn the Man card.
- Discard one card from their hand.

After taking their actions, players draw their hand back up to full, at which point play moves to the next player around the table. Play continues until one (and only one) player is able to win.

Special Cards

Each set of Hipster comes with its own special cards, be they Attachments, Roles, or Secret Goals. To use these cards, follow the instructions written on the card. In most cases, once the card has been used, you will need to discard it.



Vary Your Groups

Although Hipster has enough cards to play a full game with 4 players, you can play with less.

To play with 2 players, either treat all 3 and 4 point cards as 2 point cards or remove all 3 and 4 point cards from the game. **To play with 3 players**, either treat all 4 point cards as 3 point cards or remove all 4 point cards from the game.

If you want to play with groups of **5 or 6 players**, we recommend you combine multiple decks of Hipster, preferably from two different Hipster variants (like Teenage Wasteland and The Revenge). Mix and match for best results.

Variant: Hipster Solitaire

Although Hipster was designed to be played by groups, it can also be played on its own as Hipster Solitaire.

To setup the game, spilt the blue and yellow decks as normal. Three blue cards are dealt into the What's Cool Right Now area. The player then draws five cards and starts play. Instead of single cards in front, they can create up to five piles of the same cards. The goal is to **match the number in the corner** of the Cool blue goal cards with **a corresponding number of I'm Into** yellow cards. If the player does that, they take the blue card and score a point.

As in the normal game, the player can play a card in front, discard a card, and then draw back up. If they have more than five piles of cards in front of themselves, they must discard a whole pile before starting a new one. Any time the player draws a Damn the Man or Play When You Want card, they **must immediately** play it (remove any of these cards that don't make sense in solo play).

The game continues until the player has played through either deck. Do not reshuffle the cards. If the player has scored **8+ points**, they win.

Variante: Hipster Party

Once you get groups larger than 6 people, we recommend a special variante: Hipster Party.

To setup the game you will need two different decks of Hipster (such as Teenage Wasteland + The Revenge). Shuffle all the blue cards together and shuffle all the yellows together. Then you will split the blue deck into two equal piles. Deal out three cards from **each** pile into the center.



The yellow cards will remain in one deck, and all players will get the normal five cards.

Note that while there are two sets of blue cards, only one Damn the Man can be out at

a time (so no trying to double up the bonuses).

To win a player only has to match one of the two rows of cards. Players are still playing on their own (this is not a team game). Two players on opposite sides of the table will take their turns **at the same time**. Play then goes as normal with the turns moving around the table when both players are done. If at any point a player takes a free turn, the player opposite them does as well. Play progresses until someone wins.

Frequently Asked Questions

What do I actually have to do when it's my turn?

Nothing. All actions in the game *may* be taken, but you don't have to do anything on your turn unless you want to.

When a goal card is trashed what happens to the I'm Into cards in front of me?

Nothing. You have to replace them on your own.

If I replace an I'm Into card in front of me, discarding it, can I also discard from my hand?

Yes. Once your I'm Into area is full, you have to replace old cards with new ones to play them. You are still allowed to discard a card from your hand on your turn.

Can I have more than one of the same I'm Into card in front of me?

Absolutely. There are strategic reasons to do this (such as stopping another player from winning).

Dodeca System Games¹²



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