MEINS!

by Andreas Pelikan and Alexander Pfister

Players: 2–4
Ages: 8 and up
Duration: approx. 30 minutes



COMPONENTS

114 playing cards



45 artefacts



5 categories
(toys/games, art, literature, sports, music/film)



60 means of acquisition
(connections, auction, money, treasure map, knavery)



4 starting cards (mansions)

THE IDEA OF THE GAME

Each year, the members of the "Hunters' and Collectors' Club" meet in order to engage in their strange competition to see who can obtain the most unusual artefacts. During each of the game's three rounds, players try to make the best of their opportunities, using their money, connections and other means of acquisition. The player with the most valuable collection wins the game and the title of "Year's Greatest Collector".

THE ARTEFACTS

The cost determines the number and type of means of acquisition that have to be invested for the artefact. If the cost is shown as a question mark (?), the player can choose **one** type of means of acquisition to pay for the artefact.



PREPARATION

Shuffle the **artefacts** and the **means of acquisition** separately and put them in face-down draw piles within easy reach. Turn over 4 of the artefact cards and lay them out face-up. Then turn over 9 means of acquisition cards and lay them out in a 3 x 3 grid.

Next, shuffle the **category cards**. Each player draws one and puts it face-up between him- or herself and the player to the left. Two neighbouring players will compete for the category card between them at the end of the game. Put all category cards you don't need back in the box.

Finally, each player gets one **starting card (mansion)**. Put your mansion in front of yourself so that the front shows.

> ***Note:*** *You'll always have as many category cards in play as there are players at your table.*



The player who owns the craziest collection in real life gets to go first. All other players get seed capital: The player to the starting player's left gets 1 card from the means of acquisition draw pile, the next player draws 2, and so on.

> ***Important Note:*** *During the whole of the game, means of acquisition and artefacts are in front of the players* ***face-up****. At no point do you hold any cards in your hand so that no other players can see them.*

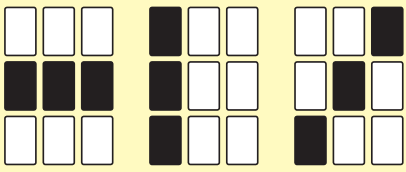
PLAYING THE GAME

The starting player goes first, then the other players take their turns in a clockwise direction. On their turn, players perform the following two actions:

1. TAKE MEANS OF ACQUISITION

Take **exactly 3** means of acquisition cards from the grid. You can choose to take the three cards from a horizontal row, a vertical one or one of the two diagonals.

Put the cards you've picked in front of yourself face-up.



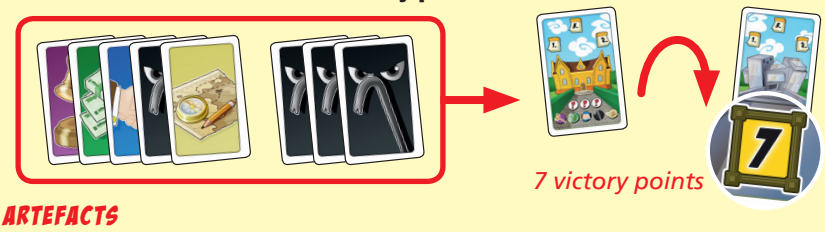
2. USE MEANS OF ACQUISITION

Next you can use the means of acquisition in your personal inventory to expand your mansion or buy one or more artefacts. Used-up means of acquisition go on a discard pile.

■ EXPANDING THE MANSION

Once during each game, you can upgrade your mansion to a more artistically valuable residence. In order to do this, you have to spend 1 means of acquisition card of each type and 3 means of acquisition cards **of the same type**. Turn your mansion card over. It is now worth **7 victory points.**

Example:



■ BUYING ARTEFACTS

If you have the correct means of acquisition, you can buy one or more artefacts. You'll have to pay for each of them with the means of acquisition cards from your personal inventory. As soon as you take one of the face-up artefacts, a new one is turned over to go in its place. You can immediately buy this new artefact if you want to and if you can afford it.

During the first round of the game, place the artefacts you have bought next to the left side of your mansion. In the second round, put them next to the right side, and in the third round, line them up with the top end of the mansion. You can put up to three artefacts on each side.



First round

THE END OF YOUR TURN

Your turn ends when you can't spend any more means of acquisition, or choose not to. Refill the means of acquisition grid. If you use up the draw pile, re-shuffle the discard pile and turn it into the new draw pile.

Then it's the turn of the player on your left.

THE END OF A ROUND

The round ends **immediately** when a player adds the **third artefact** to the correct side of his or her mansion. That player's turn ends immediately, too.

Now, **all** players have to discard half their means of acquisition (rounded down). Then, remove the face-up artefacts from the game and put 4 new ones in their place from the draw pile.

The next round starts with the next player in a clockwise direction.

THE END OF THE GAME AND SCORING

The game ends after the third round. Don't refill the grid and the artefact display. You won't have to discard any means of acquisition cards, either.

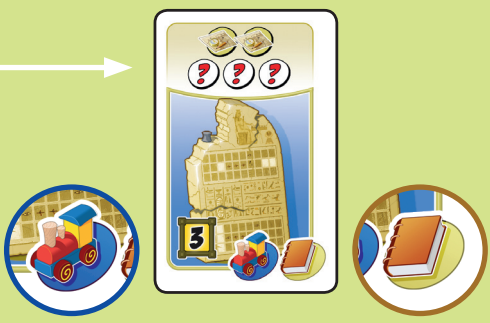
THE CATEGORY CARDS

The two players to the left and right of a category card compare the number of artefacts fitting the category they have. The player who has more cards of the category gets the category card and the two victory points it carries. If there is a tie, the victory point value of the corresponding cards determines who wins the category. It goes to the player with the more valuable (= greater sum of victory points) artefacts fitting the category in question. If there is still a tie there, neither of the players gets the card. Remove it from the game.

Repeat this process for all category cards you have drawn at the start of the game and put between the players.

Note: *Artefacts that show* ***2 category symbols*** *are counted in* ***both*** *categories.*

Add up the victory points on your artefacts, category cards and the expanded mansion. The player with the most victory points wins the game. If two or more players are tied for victory, the one of them who has the most means of acquisition in his or her inventory wins.



Toys/Games **Literature**

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Hier geht's zur Spielerklärung!

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