

MEME STOCKS

- 2-5 PLAYERS
- 12 AND UP
- 15-20 MINUTES
- EXPLAINED IN 2 MINUTES
- FOR A PARTY
- NOSTALGIA HITS

GAME OVERVIEW

In Meme Stocks you get to trade on the meme markets and exchange funnancial assets. Each turn you purchase memes while trying to follow the market requirements, and collect the most valuable memes out there. Remember, the more recent the meme – the more valuable it is.

VIDEO RULES

Save time by scanning the QR code below and watching a quick video explaining the rules.



CONTENTS:



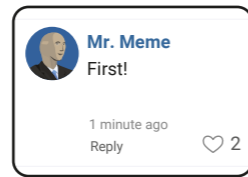
▶ 50 Meme cards – these will be traded on the market.

▶ 25 Player cards – these are your seed capital.



▶ 10 Market cards – follow the market requirements to get memeback.

▶ First player card.



▶ Game rules, which you are reading right now.

SETUP

1. Each player receives a starter set of rage faces of the same color, 5 cards in total. They can be easily distinguished by the black text blocks. Put all extra sets back into the box.



This is what a starter set for one player looks like

2. Shuffle all 50 Meme cards and place them facing down at the center of the table – this is the deck.

3. Shuffle the Market cards and place them facing down next to the meme deck.

4. Choose the first player (let it be the person who recently dropped something, or Karen), they receive the "First!" card.



player 3



player 2



player 1

You are ready to play. The game lasts 10 rounds, each consisting of 4 steps.

1. BEGINNING OF THE ROUND

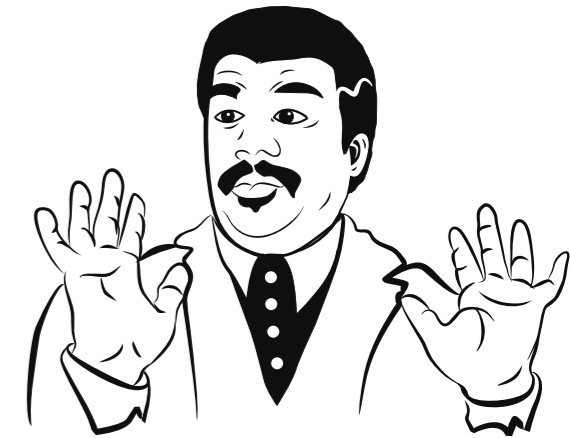
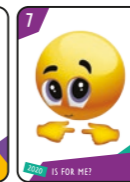
▶ The first player takes the top cards from the Meme deck and lays them out in a row, starting from the deck, facing up, in the same order as they were taken from the deck. The card closest to the deck is the first, the second card from the deck is the second and so on. The number of cards depends on the number of players:

- 5 PLAYERS – 5 cards
- 4 PLAYERS – 4 cards
- 3 PLAYERS – 3 cards
- 2 PLAYERS – 3 cards

(two player game is described separately at the end of the rulebook)

▶ Then take the top Market card and place it next to the deck.

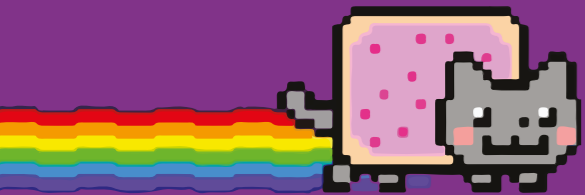
You are done with the preparations, time to trade!



2. TRADING ON THE MARKET

▶ Each player chooses a Meme card in their hand that they wish to trade for a meme from the market and makes a bid by placing it on the table facing down. You can choose memes from the starter set as well as memes you have purchased in the previous rounds.

▶ As soon as everyone is ready, flip your cards at the same time. The player with the highest bid takes the first meme in the row. The player with the second highest bid takes the second meme in the row and so on.

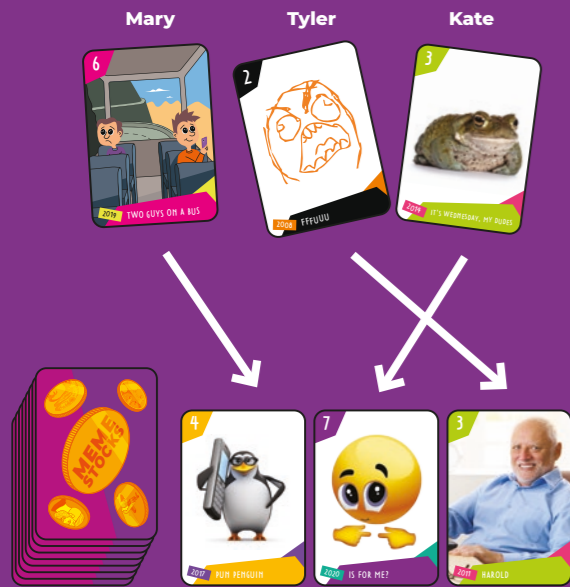


EXAMPLE:

There are memes valued at "4", "7", and "3" on the table. Mary placed a card valued at "6", Tyler's card is valued at "2" and Kate's — at "3".

Mary's bid is the highest so she takes the first card in the row — the ones valued at "4". Kate takes the "7" since her bid was the second highest. Tyler takes the last remaining card — "3".

Why is Karen not playing? Is she asleep? Gotta wake her up.

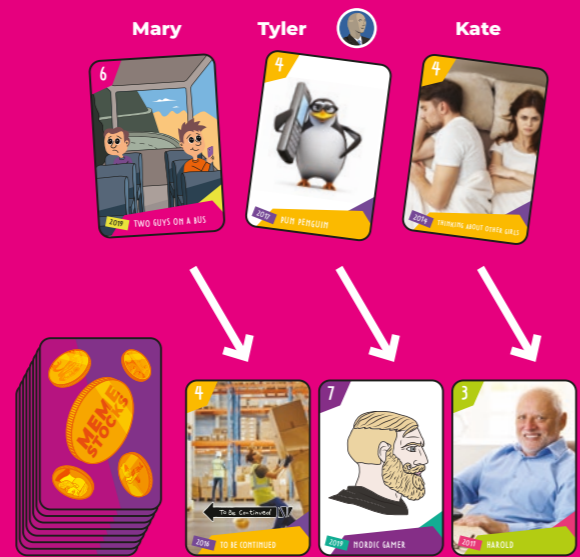


NOTE: You do not choose a meme from the market. These memes are taken in order.

- ▶ If your bids are equal, the bid of the player with the "First!" card or the one sitting closest to that player clockwise is considered higher.

There are memes valued at "4", "7", and "3" on the table. Mary placed a card valued at "6", Tyler's and Kate's cards are valued at "4".

Mary's bid is the highest so she takes the first card in the row — the ones valued at "4". Tyler's and Kate's bids are equal but Tyler has the "First!" card, Tyler takes the card valued at "7" and Kate takes the one valued at "3".



3. MEMEBACK

If you have fulfilled the market requirement, you receive memeback — which means you return a card to your hand, either one from your discard pile or the one you just used to bid. If several players have fulfilled the market requirement, they all receive memeback.

Tip: each Market card has a graph to help you see which bids fit the requirement: the green bid receives memeback, the red doesn't.

EXAMPLE:

Mary placed a card valued at "5", Tyler — a card valued at "3" and Kate — at "4".

The market requirement is: "Receive memeback if your bid was 1 point lower than your opponent's." Kate and Tyler fulfilled the requirement (Kate's bid is 1 point lower than Mary's and Tyler's bid is 1 point lower than Kate's) and both of them can return 1 card from their discard pile each.



4. END OF THE ROUND

- ▶ Discard your bids facing up into your personal discard piles in your play area (if you returned the card you just used to bid as memeback, it is not discarded).
- ▶ Pass the First player card to the next player in clockwise order.
- ▶ Discard the Market card and begin a new round.

END OF GAME AND SCORING

The game lasts 10 rounds and ends when the last Market card is discarded. Add up the value of all cards **IN YOUR HAND, NOT COUNTING CARDS FROM THE STARTER SET.**

The player that has the most points wins. In case of a tie, the player that has the most recent meme or more recent memes wins.

TWO PLAYER GAME

- ▶ Take a starter set of rage face memes, shuffle it and place it on the table facing down; this is Karen — you third player.
- ▶ Each round, when players flip their Meme cards, take the top card from Karen's deck.
- ▶ Meme cards purchased by Karen are discarded — they do not count during scoring.
- ▶ Karen's cards affect the memeback but do not return to her deck.
- ▶ When 5 rounds pass, shuffle Karen's starter cards one more time.
- ▶ The rest of the game is played as usual.

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