

Nico's Cards

2 to 6 players · ages 7 and up · about 20 minutes

Money Architect™

Whoever has the most stars ★ at the end wins! There are two ways to earn stars: **Memories** (spending today on something fun) and **Dreams** (big things that cost more). Beans left over at the end do **not** count as stars. And Chucho will make everything harder!

You need

- The 12 card sheets, printed single-sided at 100%. Cut out each rectangle and fold the cards along the dotted line. The 6 "My piggy bank" boards are not folded.
- About 120 beans (or buttons, or pebbles): this is the **bank**. Each bean is one quetzal.
- One **marker** per player: a coin or button that looks different from the beans.

Set up

- Everyone takes a **My piggy bank** board and puts 3 beans in their **pocket**.
- **The Street:** shuffle Nico's 22 adventures and take 13. Shuffle the 10 Chucho cards and take 5. Mix those 18 cards into one face-down pile.
- **Dreams:** shuffle them and put 3 face up (the shop window). The rest go face down beside them.
- The youngest player reads first.

Each round

1. **Flip.** The reader flips the top card of the Street and reads it aloud.
2. **Nico's adventure:** everyone puts their marker, covered with their hand, on **SPEND**, **SAVE**, **INVENT** or **SHARE** on their board (only the options on the card). "One, two, three… woof!": lift your hands and everyone does what their option says. **Chucho card:** read the card and everyone does what it says.
3. **Shop.** The player with the fewest ★ goes first (if tied, the one with fewer beans; if still tied, the youngest). Everyone may buy **one** Dream from the window: pay from your piggy bank first and, if that's not enough, from your pocket. Put a new Dream in its place (if any are left).
4. **Save.** Everyone may move up to **2** beans from their pocket to their piggy bank.
5. The player on the left is the next reader.

What the cards mean

+2	Take 2 beans from the bank and put them in your pocket.
+2 to your piggy bank	From the bank, straight into your piggy bank.
★1	Put 1 bean from the bank in your Memories. Each bean there is worth 1 star.
Pay 2 →	You need 2 beans in your pocket to choose this option. They go to the bank.
Lose 2	In an adventure: from your pocket and, if that's not enough, from your piggy bank. If you don't have enough, you lose what you have.
Guess the hand	The player on your right hides a bean in one hand. If you guess which one, it's "Yes". If several players chose this, go one at a time.
If you're the only one	Nobody else put their marker on that same icon.
Choose another player	You decide who gets those beans.

Pocket and piggy bank

Your **pocket** is for anything, but watch out: **Chucho only ever takes beans from pockets**, and sometimes he makes everyone pass their pocket to the left.

Your **piggy bank**: Chucho never touches it. It's for buying Dreams, and for an adventure's "Lose" if your pocket runs out. Beans that go into the piggy bank never go back to the pocket.

End of the game

When the round of the Street's last card is over (18 rounds), everyone counts their ★: beans in Memories + stars on their Dreams. **Whoever has the most wins!** If tied, whoever has more beans (pocket + piggy bank) wins. If still tied, you share the win.

Example

"Volcanic lemonade" comes up. Ana has 1 bean in her pocket, so she can pay 1 and chooses **INVENT**. Beto chooses **SAVE** (+2, safe). Carla wants **SPEND**, but it costs 3 and she only has 2: she chooses **SAVE**. Woof! Beto hides a bean for Ana and Ana guesses the hand: Yes! She gains 5. In the shop, Carla (who has the fewest ★) buys first: the "Official soccer ball", 4 beans, 2 stars.