

COIN is a trick taking card game for four players played over several Rounds. There are no Trumps. Instead, each player controls 1 of the 4 Colors, and will play cards from their own Color deck (13 cards, each with a Value of 1-13 and worth 1-3 Coins of their Color on the front). The back of each card has no Value and features a single Gray Coin. Cards can be played face up or face down, each with a different result.

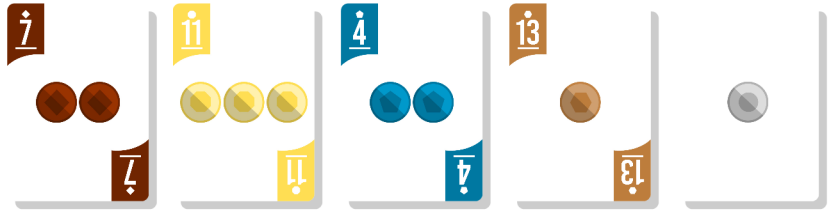
Each Round, the 8 Trick cards are seeded randomly (and secretly) from each player's deck. Meaning that every round, the Tricks, and the cards available to each player, will be different. The player with the **highest Value** card takes the Trick card and their played card. The player with the **lowest Value** card gets to add that card to their Bank (score area). No player may play the same value, so cards can also be played face down, but having the most face down cards is worth extra!

At the end of 8 Tricks, the players score points for the Coins (and maybe cards) in their Bank different ways. At the end of several Rounds (once any player(s) have 65+ Points), the player with the most Points wins!

For a how to play video, please visit smallboxgames.com/coin

SET UP

Separate the 52 cards by Color (indicated by the card's Color - examples shown on the right). There should be 4 decks, each comprised of 13 cards of the same Color/Coin icon. Place the reference card to the side of the play area (players may reference this at any time).



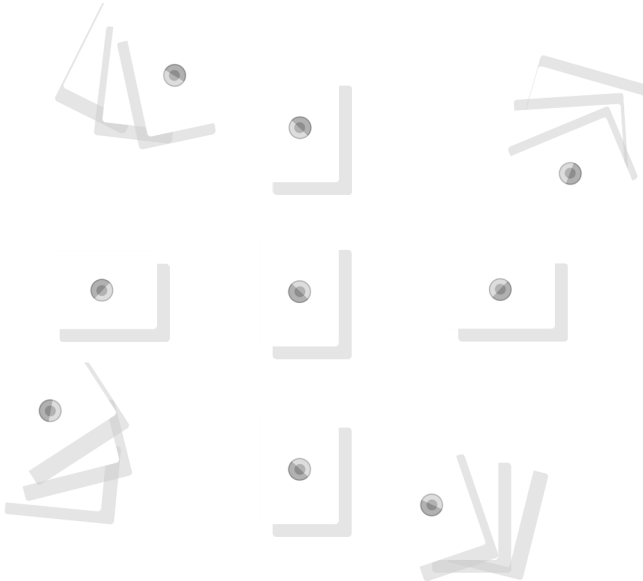
Each player takes 1 of the decks and shuffles that deck of 13 cards and places it face down in their Bank (score area).

Each player places the top 2 cards of their deck face down in the middle of the play area. These 8 cards are shuffled and placed in a face down deck in the middle of the play area, forming the Trick Deck. *A player may not look at any of the cards in the Trick deck, including the 2 cards they placed there.*

Finally, each player draws 3 cards from their deck, forming their hand. *A player's hand is kept secret from the other players.*

The reference card is placed near the playing area - any player may look at the reference card at any time.

Players will need to provide a score keeping method; a pencil and piece of paper is perfect!



After set up...

There should be a Trick deck in the middle, comprised of 8 cards (2 cards secretly added from each player's deck - no player knows the cards in this deck).

Each player should have a face down deck of 11 cards of the same color.

From which they draw a starting hand of 3 cards. Each player's hand is kept secret from the other players.

Leaving each player with a face down deck of 8 cards of their Color.

CARDS

In **COIN**, each player has their own deck of cards in their Color which they can play to help determine how a Trick is resolved. The front of each card has a **Value** (1-13), as well as a number of **Coins** (1-3) in 1 of the 4 Colors. Each card's back has a single Gray Coin (no player's color), and has no Value.

A played card's **Value** is used to determine how each Trick is resolved.

The number (and Color) of **Coins** on a card are used to determine scores at the end of the round.

The distribution of Value and Coins is identical across the 4 different Colors.

Once a card has been played face down as a Gray Coin, no player may look at the other side of that card!

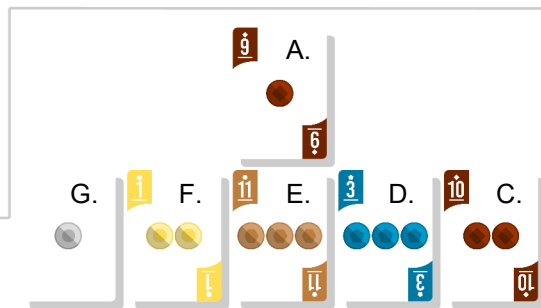
COIN is played over a series of **Rounds**, with each Round consisting of **8 Tricks**. Each Trick, a Trick card will be revealed from the top of the Trick deck in the middle; indicating the card and Color for the Trick, as well as the turn order for the Trick. At the end of a Round, players score Points for the **Coins** (and other players' cards) in their **Bank**.

TRICK SEQUENCE

1. A new Trick begins. The top card of the Trick deck is revealed, and placed in the middle, indicating the current Trick's Color and card.
2. Each player draws 1 card from their deck.
3. The player whose Color is the current Trick's Color **plays** 1 card from their hand face up to their Bank.
4. Each player, beginning with the player to the left of the player whose Color is the current Trick (and continuing clockwise) **plays** 1 card from their hand face up (or face down) to the middle of the play area.

Note - No player may play a card of the same Value as the current Trick card, or a card played previously in the current Trick, including any cards played to a player's Bank during the current Trick. A player must play 1 card to the middle every Trick.

5. The player who played the **highest Value** card to the middle moves their played card **and** the Trick card to their Bank (face up).
6. The player who played the **lowest Value** card to the middle moves their played card to their Bank (face up).
7. Each other player moves their played card to their Bank (face down).
8. If it **was not** the 8th Trick, each player may draw 1 card from their deck and place 1 card from their hand beneath their deck, and a new Trick begins.
9. If it **was** the 8th Trick, the round ends. Each player moves the remaining card in their hand to their Bank (face down), and scoring takes place.



- A. The Trick is revealed from the top of the Trick Deck. It is a Red, Value of 9.
- B. Each Player draws 1 card from their deck.
- C. The Red Player plays a Red 10 to their Bank.
- D. The Blue Player plays a Blue 3 to the middle, hoping to have the lowest Value.
- E. The Orange Player plays a Orange 11 to the middle, hoping to have the highest Value.
- F. The Yellow Player plays a Yellow 1, the new lowest Value card.
- G. The Red Player has an 11 and a 3 in their hand, which they can't play, so they play a card face down to the middle.
- H. The Orange Player moves the Trick card and their played card to their Bank face up.
- I. The Yellow Player moves their played card to their Bank face up.
- J. The Red and Blue players move their played cards to their Banks face down as Gray Coins.

Note - As the round progresses, and as players' Colors are revealed from the Trick deck, players' hands will contain fewer cards than those players whose Colors have not yet been revealed from the Trick deck.

RESOLVING THE ROUND & SCORING

After resolving the 8th Trick, the Round ends and scoring takes place.

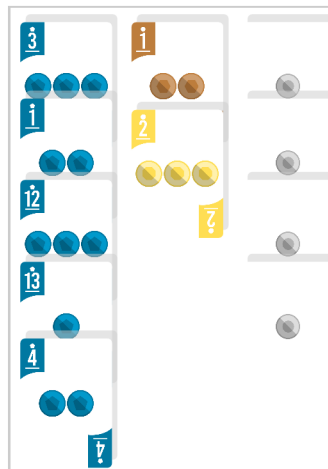
Players score Points for the cards in their Bank the following ways:

- Each **Coin** is worth 1 Point (regardless of Color - each card features 1, 2, or 3 Coins).
- Each card of **another** player's Color is worth 1 Point.
- The player with the **most** Gray Coins gains 1 Point for each face down card in their Bank.

Each player's score from the round is recorded and added to any points they earned in any previous Round. If 1 (or more) player(s) have scored 65 (or more) Points, the game ends and the player with the most Points wins. Otherwise, following the Set up rules, begin a new Round.

SHORTER OR LONGER GAMES

Using the above rules, a game of **COIN** will normally last 3 or 4 Rounds. Players may opt to play a single Round, either as a teaching game, or for a much shorter game. Players who really enjoy **COIN** may opt for longer game sessions by checking for a player with 100 points, instead of 65.



The Blue Player has these cards in their Bank at the end of the Round.

They have 20 Coins in their Bank.

They have 2 cards of another player's Color.

They have the most Gray Coins.

They score 26 Points.