

ADAM P McIVER'S COIN AGE

GAME OVERVIEW:

Coin Age is a microgame for two players that is played with a single card and pocket change. Players take turns placing coins on a map to control spaces, outmaneuver their opponent, and score victory points.

SETUP:
Place the map card in the center of the table directly between the two players.

Each player begins the game with 4 dimes, 3 pennies, 2 nickels, and 1 quarter to the side of their play area as their "bank".

To determine which player will play the game as "heads" and "tails", one player flips a coin. The result of the flip is their "side". When placing a coin on the map, always make sure that your correct side is up.

The heads player takes the first turn.

1/4

FIGURE 1: ACTIONS

# of MATCHES	ACTIONS (<i>optional, any order</i>)
✓✓✓✓	Place 2 <i>or</i> Pay 1 to Place 3
✓✓✓	Place 2
✓✓	Place 2
✓	Place 1 <i>and</i> Move
✗	Capture <i>and</i> Move

TURN SEQUENCE:
At the beginning of your turn, take one of each different kind of your remaining coins from your bank into your hands.

Thoroughly shake up the coins in your hands and slap them down flat on the table.

You may perform actions based on how many of your slapped coins match your side.

Refer to Figure 1: Actions above.

All the actions are described on page 3/4.

2/4

Place:
Take one of your matching coins and place it on an empty map space. Ensure you place it your side up to indicate that it is your coin. You may also place on an occupied space if your coin can be stacked on top of any higher ranked coin.

Refer to Figure 2: Coin Rank on page 4/4.

Pay:
Transfer one of your matching coins to your opponent's bank.

Move:
Move all the coins in one space to an empty adjacent space.

Capture:
Remove any single coin from a space (or from the top of a stack) and place it in your bank.

GAME END:
The game ends immediately when a player places a coin in the last empty space or when a player runs out of coins in their bank (whichever comes first). The players then add up their victory points based on:

1) Coin Values
Coins that "control" spaces score victory points (VP) equal to their rank. A coin "controls" a space if it is either **a)** the only coin on the space or...

b) the top of a stack of coins on the space.


2) Region Bonuses
If a player controls the majority of spaces in each color-coded region, the VP scored by their coins in that region is doubled. No region bonus is given in the case of a tie.

3) Bank Bonuses
Players score 1 bonus VP per coin remaining in their bank at the end of the game.


The player with the most VP wins! In the case of a tie, the player with the highest total value of coins (based on the values above) remaining in their bank is the winner.

3/4


FIGURE 2: COIN RANK




I
DIME



II
PENNY



III
NICKEL



IV
QUARTER

4/4

Cut out rules and map along edges. Fold along white lines.



#CoinAge

Game Design & Artwork: Adam P. McIver
 Playtesting & Development: Alex Kevern, Levi Baer, & Pocket Earnhart
 Coin Age © 2013 Adam P. McIver

