

Coin

Fight neighboring kingdoms and take the castles.

Created by TheGreatRambler

Overview

Players: 2 to 4

Ages: 10 to 115.7

A game of Coin is similar to a game of Stratego and chess. The point of the game is to finish the game with the most castles.

Each of the coins have different strengths and weaknesses. They can help you in defeating your opponents.

Contents

- 20 yellow coins
- 20 red coins
- 20 grey coins
- 20 green coins
- 1 game board

Winning

To win, every piece must be stationary, that is, choosing not to move.



Coins	1	2	3	4	5	6	7	8	9
Name	General	Lieutenant	Colonel	Major	Sergeant	Tank man	Spy	Plane	Small creature
Quantity	1	3	2	1	2	5	1	3	2
Special move actions	N/A	N/A	Can jump over up to one piece	Can jump over up to two pieces	N/A	N/A	Can move up to one space in any direction including diagonally	Can move up to two spaces in any direction including diagonally while taking any piece next to it with it	Can move up to three spaces in any direction including diagonally
Special attack actions	N/A	N/A	N/A	N/A	N/A	Can attack three pieces simultaneously	N/A	N/A	N/A
Other special attacks	N/A	N/A	N/A	N/A	Can command a piece to reveal itself and then moves two spaces away	N/A	Can defeat the General if it initiates the attack	N/A	Can go on top of a piece in order to trap it; the piece has to use a turn to defeat the Small creature before it can move or attack

Game elements

Coins

The pieces used to conquer castles and block your opponents. Each has a special ability related to its number. Pieces can defeat another piece with a higher number than it unless otherwise specified.

1. The General; Can defeat any piece when attacking. Can be defeated by the spy, the 7, but all other pieces lose when they attack. Can only move one space in any direction but diagonally.
2. The Lieutenant; same movements as the General. It can defeat and defend against all pieces but the General. Cannot be defeated by the spy.
3. The Colonel; can jump over up to one piece in any direction but diagonal. If not jumping, you can move one space in any direction but diagonal.
4. The Major; can jump over up to two pieces in any direction but diagonal.
5. The Sergeant; can command a piece to reveal itself and then move two spots away.
6. The Tank man; can attack three pieces simultaneously if it is next to all of them. NOTE: Rules about dying still apply; you attack them in a order you choose but if you die during an attack with one of them, you do not attack the others.
7. The Spy; can move up to one spot in any direction including diagonally. Can also defeat the General if it is the one to initiate the attack; it loses if the General initiated the attack.
8. The Plane; can move up to two spots in any direction including diagonally. When moving, it can additionally take any piece with it (including pieces of the other team) as long as the piece is next to it before the move. NOTE: piece must still be next to the piece after the move. The piece can be somewhere else next to the piece; it doesn't have to be in the same place.

9. The Small creature; can move up to three spaces in any direction including diagonally. In addition, it can jump on top of a piece to prevent it from moving. When a piece has a Small creature on top of it, that piece must use a move to attack the Small creature before it can move or attack any other piece. NOTE: If a Small creature goes on another Small creature, the latter piece must still attack the former piece.

Castles

Castles are the point of the game. In order to take control of a castle, you must move a piece onto the top of a castle. You do not have to attack the piece on top to take control of a castle. Once a piece is covered by another on the castle, that piece cannot move or attack until the piece on top of it moves off.

Entrance hole

Entrance holes are the spots where each player places their pieces to add them to the board. If this spot is blocked, whether by one of their own pieces or by one of their opponent, pieces cannot be added to the board.

Actions

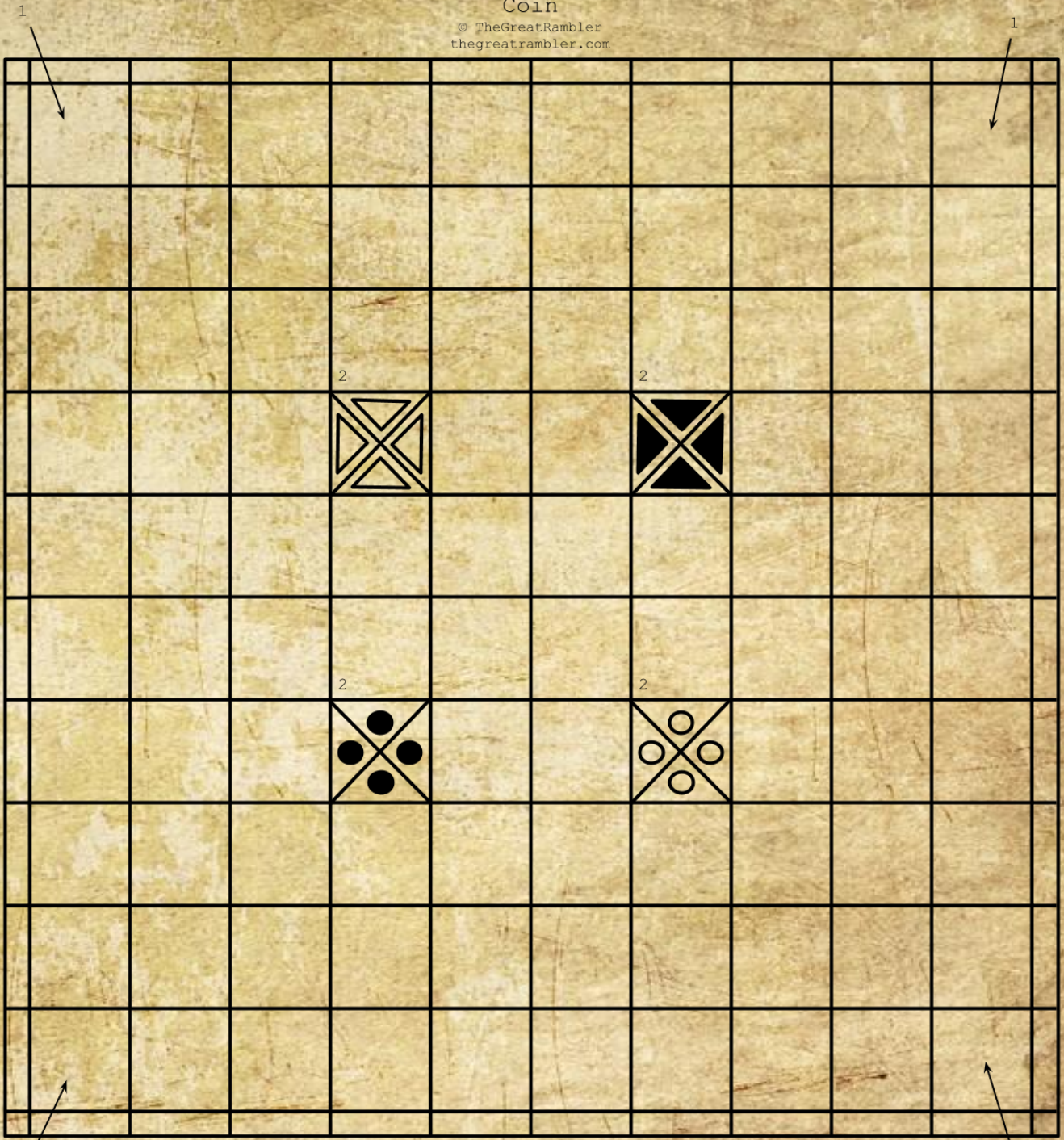
Every turn, a player is capable of choosing up to one of the following actions:

- Move a piece
 - Also includes moving onto a castle
- Attack a piece
 - When a piece attacks, it must reveal itself no matter what
- Place a piece
 - Entrance hole must be unblocked

These actions may be changed based on the piece that is performing the action. NOTE: A player can choose not to perform any action if desired.

Starting a game

To start a game, each player chooses a color. They use that color of pieces. The person to start is chosen in any way you choose. Gameplay goes clockwise. For the first few turns, you will have to place pieces on your entrance hole. As the game progresses, resort to any strategy you choose.



1: Starting hole
2: Castles