

## 7 Troubleshooting

- It does not matter who stacks up the booty.
- If two coins stop indistinguishably, the younger of the tied players counts as last, so his coin is the doubloon.
- If two dead men trigger a glory round simultaneously:
  - Neither one has to contribute to the glory stack, and the existing booty becomes the glory stack instead.
  - If both spite the glory call simultaneously, they respin.
  - If both match and the glory stack is odd, the remainder becomes booty for the next round.
- If anyone misses their cue to spin or does not spin successfully, redo the round.
- If a coin falls on the floor, or another inanimate object, it is still valid. If it falls on a person it is not valid and the round must be redone.
- If anyone spins a coin such that it lands on its edge, they win instantly and collect all coins.

 ≥2 PLAYERS



## DOUBLOONS

A COIN-SPINNING GAME



## 1 Objective

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- Collect all the coins!

## 2 Setup

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- 2+ players start with an equal stack of coins: 3 for a short game, 5 for a long game.
- All players take one coin from their stack and display it in front of themselves to call heads or tails. They may switch their call at any time between rounds.

## 3 Normal Round

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- All players take a coin from their stack and spin it on 3.
- The last coin to stop spinning is set aside as the **doubloon**, and its face is the round call.
- If the spinner of the doubloon won his call, he divides it and all the spun coins evenly with the other winners, and any remainders go to a stack in the middle of the table as **booty** for the next round.
- If the spinner of the doubloon lost his call, the doubloon becomes booty for the next round, and the remaining coins are divided among winners, with remainders set with the doubloon as booty.
- If nobody matches the round call, all spun coins are booty for the next round.

## 4 Booty Round

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- When there is booty to be had, a normal round becomes a booty round.
- The face of the booty stack is the **booty call**.

- Just like normal, players spin, and the last coin to stop is the doubloon, and its face is the round call.
- If the round call matches the booty call, the booty is paid out evenly to winners on top of the usual spun coins.
- If the round call spites (does not match) the booty call, the spun coins are split among round call winners as usual, and the booty persists to the next round.

## 5 Death Round

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- If anyone runs out of coins in their stack, they are a **dead man**, and it triggers a death round. They have to spin their call coin, and everyone else does too.
- Death rounds have no round call, and it doesn't matter which call coin stops last. There is no doubloon in a death round.
- When a call coin is spun, it spins to match the **death call**. The death call is the current booty call, or if no booty is on the table, it is the face of the stack of the youngest player who is not a dead man.
- If you are a dead man and your call coin spites the death call, you usually lose the game - but if every other spun coin spites it too, you **cheat death** and win their call coins. Cheating death does not win booty, and it persists to the next round.
- All spun coins, as well as any remaining booty, are divided evenly among the winners of the death round. Remainders go to players that were on death ground, rather than to booty. If multiple dead men have a remainder, it becomes booty like it usually would.
- All players that lose a call coin must use a coin from their stack as their call coin in the next round.

## 6 Glory Round

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- When only 2 players remain, a death round is a glory round, and the living player must contribute half of his stack to a **glory stack**. Odd numbers round down. Glory rounds have no round call, so there is no doubloon in a glory round.
- The face of the glory stack is the **glory call**. If there is an existing booty stack, the glory stack is stacked on top of it.
- Both players spin their call coins:
  - **If both match the glory call:** they split the glory and play continues. Dead man takes remainders.
  - **If both spite:** the dead man cheats death and takes the other's coin, but the glory stack remains.
  - **If dead man matches and living man spites:** the dead man takes the full glory stack and the living man's call coin, and the living man must deploy a new call coin.
  - **If dead man spites and living man matches:** the game is over and the living man collects all coins.