7 Troubleshooting

- It does not matter who stacks up the booty.
- If two coins stop indistinguishably, the oldest minted of the tied coins wins the tie.
- 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 they split the two spin-offs 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.

Doubloons was created by Seamus Riley in 2026

≥2 PLAYERS



DOUBLOONS

A COIN-SPINNING GAME



1 Objective

- Collect all the coins!

2 Setup

- 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 beside their stack to call heads or tails. This is their **call coin**. They may change their call at any time between spins, as many times as they see fit.

3 Normal Round

- All players take a coin from their stack and spin it on 3.
- The last coin to stop spinning is the **doubloon**.
- The player who spun it is that round's **captain**.
- Players win the round if their call coin matches the face of the doubloon, but not so fast—the captain is petty.
  - If the captain won his call, he divides 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 captain lost his call, the doubloon becomes booty for the next round, and only the remaining coins are divided among winners, with remainders set with the doubloon as booty.
- If no call coins match the doubloon, all spun coins are booty for the next round.

4 Booty Round

- When thar be booty at stake, 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, but in booty rounds the captain's doubloon is up for the winning if he loses his call.
- If the doubloon matches the booty call, the booty is paid out evenly to winners on top of the usual spun coins. Any remainders are booty for the next round.
- If the doubloon spites (does not match) the booty call, the spun coins are split among round winners as usual. Booty persists to the next round along with any new remainders.

5 Death Round (≥3 players)

- 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 doubloon, and it doesn't matter which call coin stops last.
- 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 with the oldest mint date on its top coin.
- 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 booty 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 dead men rather than to booty. If multiple dead men have a remainder, it becomes booty.
- All players that lose a call coin must deploy a replacement from their stack as their call coin for the next round.

6 Glory Round

- 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**.
  - If the living player's stack cannot be divided in half, round down.
  - If there is already a booty stack on the table, the glory stack is added on top.
  - If there is no living player, refer to troubleshooting.
- A glory round is decided by **two consecutive spin-offs**. In each spin-off, both players spin their call coins, and the player whose coin spins longest wins that spin-off.
  - **If the dead man wins both spin-offs:** he takes the full glory stack and the living man's call coin, and the living man must deploy a new call coin. Play continues.
  - **If the dead man wins one of the two:** they split the glory stack - the dead man takes half, and takes remainders - and play continues.
  - **If the dead man wins neither:** the game is over and the survivor collects all coins.