

CROWN WAR



2-4



5+



10 min

Contents

60 coins (including 50 coins numbered 1-5, 2 King coins, 2 Queen coins, 2 Prince coins, 2 Joker coins and 2 Bankruptcy coins),
1 portable bag.

Object of The Game

Pick up the highest value crown to win each round, pile up your winnings. The player with the highest pile – wins the game.

Set Up

Before the game begins, mix the coins and place them on the table, facing down.

How to Play

All players pick 1 coin simultaneously.
The player with the highest value coin wins the round, and collects his friend's coins.

Special coins



King

The King wins all numbers, including The Queen and The Prince. He gets 2 coins from each of the players (if they have any to give).



Queen

The Queen wins all numbers and The Prince. She CAN choose one of the players to give her 2 coins.



Prince

The Prince wins all numbers. All players (except himself) must give 2 coins back to the center of the table.



Joker

The Joker wins all other coins, and CAN switch his pile with someone else's pile.

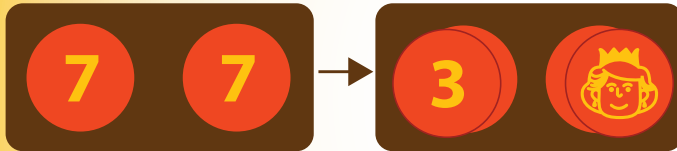


Bankruptcy

Oh no!!! The player gives the coin to the round winner and returns half of his coins back to the center of the table.

Crown War!

If 2 or more players have the same number or image – they start a crown war! The war takes place only if the matching coins are higher in value than all other open coins. Each of the players that participate in the crown war collects 1 additional coin and puts it on top of their coin. The player with the higher number wins the round and takes his friend's coins.



End of The Game

When all coins in the center are gone, or when there are less coins than the number of players, compare players piles.

The player with the highest pile wins the game! It is recommended to play 5 games in a row, and the winner in most games is The Champion.

Optional Rule: The "Luck" Coin

At the beginning of the game, each player takes one coin from the scattered coins on the table, checks its value and keeps it beside him. This coin can be used only once in the game. When a player wants to use the coin he must announce "Change!". At that point, the other players may announce "Change" as well, and place their reserved coin over the one they opened. The other players may use their "Luck" coin as well. The game continues with the new coin instead of the old one (including "crown war" etc.). Note: The coin can't be placed over a bankruptcy coin!