

Coin Quest™

A DIABOLICAL BIDDING GAME!



The Game

You are part of a group of elite coin collectors. Every so often you get together in an informal auction and bid to acquire new coins by showing off your best coins. The player showing the highest value either wins a new coin to use or gains instant admiration and increases their prestige. Whoever amasses the most prestige by the end of the auction goes home with all the coins; winner take all!

Objective

Score the most points (Prestige) through coins you collect in the game. Earn Prestige by winning exceptional coins and the added value of mint marks, quality, age and rarity among your collection.

Contents



5 Player boards



5 Player screens



1 Game board



5 scoring meeples



50 Collection coins
10 per player



46 Auction coins



5 Collection Pouches



1 black Auction Pouch

Set Up

- Give each player a Player board, screen, and Collection Pouch with set of 10 Collection Coins.
- Place Game board in the center of the playing area.
- Place your player screen in front of your player board, to prevent others from seeing it.
- Leave all extra player boards, player screens, pouches and Collection Coins in the box.
- Place all Auction Coins in the black Auction Pouch. Randomly remove 6 Coins from the Pouch and leave them out of the game, face down in the box.
- Draw 7 Auction Coins and place them face up on the 7 spaces of the Game board to be the Market Coins.
- Place your Pawn on the 0 space of the scoring track.
- The starting player is the player who's birthday is closest to today.

Gameplay

Coin Quest is played over multiple rounds until the Auction pouch is empty. Steps 2-4 are performed simultaneously until each player has completed each step. Each round:

1. Add one Auction Coin face up to the Game board for each area indicated by: 
2. Each player randomly draws 5 Coins from their Collection Pouch, and places them behind their screen.
3. Any of your Coins with an action on it may be used now. Show the Coin(s) used to all players for the actions performed, then place these back in your hidden area. (See **Coin Drawing** section)
4. Bid for LOTS by placing your Coins onto the spaces of your player board, which corresponds to the LOT spaces on the Game board. Multiple Coins can be placed on one space. You must use all of your Coins, but you do not have to bid on every space. The bids will be used for winning LOTS on the Game board.



Ex: Placing Bids on LOTS 1, 3 and 4

Gold and/or Silver Coins cannot be placed on these spaces.

This space is only used in a 4 or 5 player game.

5. After all players have placed their Coins, players remove their screens and reveal their bids.
6. Determine who wins each space (see **Bidding** section), Winning players either win the actual Coins from LOTS 1, 2 and 3 or score Prestige from LOTS 4, 5 and 6.

Jon 

Joseph 

Jenn 



EXAMPLE - Jenn bid a 1 Gold and a 2 silver for LOT 1 which contains a 2 GOLD coin. Joseph bid 1 Gold piece, 1 Silver and 3 coppers for the same Lot. Jon bid 3 silver for it as well. The winner is Jenn who tied for the most gold and broke that tie with the most silver. Jenn takes the 2 Gold with her bid and discards her bid and the new coin to her discard pile while the others discard their bids into their discard piles.

7. Players discard their Coins from their bids to their own discard pile just outside of their screen. They then set their player screens back up in front of their player board.
8. Players may now purchase one Market Coin from the board using Prestige. (See **Purchasing** section.)



Market Coins area of the board.

9. Start a new round.

Coin Drawing

Each succeeding round you draw 5 Coins from your Collection Pouch. If you do not have 5 Coins left in your pouch, draw as many as remain in the pouch. Then place all Coins from your discard pile into your pouch, and draw until you have drawn 5 Coins in total.

Special types of Coins that trigger actions

There are certain bonuses which appear on various Coins. Images on the left refer to actions or points taken immediately. Images on the right refer to points taken at the end of the game.





Age - These are so old and valuable that you may opt to trash a lesser Coin(s) from your collection. You may permanently remove from the game one or two Coins (as indicated) from your hand or from your discard pile this round. (For strategy, consider the endgame tie breaker when trying to make the best decision for this action.)



Unique Design - This Coin is so stunning that the other Collectors are impressed and ask you to show more than your base draw of 5 Coins. You may draw one or two extra Coins (as indicated) to use this round.



Rare - Score one or two Prestige immediately for showing off such a rare specimen.



Quality - Worth from 1 to 4 Prestige - These give you no immediate action, but are in such good condition that they are worth extra points added to your final total at the end of the game.



Bad Penny - When you draw the Bad Penny from your Pouch you must pass it off to another player and draw a replacement from their pouch. Choose another player, draw a Coin from their Pouch and then add it to the Coins you've drawn. Discard the Bad Penny into their Pouch.

Bidding

LOTS on the Game board are won through the bids of your Coins, by outbidding your opponents.

1. The highest Gold value sum wins the space. If there is a tie for total Gold value, then compare Silver next.
2. The highest Silver value sum wins the space. If there is still a tie, then compare Copper next.
3. The highest Copper value sum wins the space. If there is still a tie, then no player wins the space. Note that if no player wins a space with "+ Coin" then there will be multiple Coins on that space next turn, and all will be gained by whomever wins that space.

If you have been outbid by other players, discard your coins bid to your discard pile. Winners of a successful bid leave their winning bid on their player board to show priority order during the Purchasing phase.

Purchasing

After all Lots have been distributed, players have the option to purchase one of the Market Coins for 3 Prestige. Players buy in order of Bidding space that they won, i.e. the Lot 1 winner may purchase first, then the Lot 2 winner and so on. The purchaser subtracts 3 points from their score, then selects one Market Coin from the board to add to their discard pile. Once they have purchased (or decided not to purchase) they discard their winning bid to their discard pile to show the next player in priority order may make their selection. Once a Market Coin is purchased, that space on the Game board remains empty for the rest of the game.

Game End

After all Auction coins have been bid on and no Coins remain in the Auction Pouch, players tally their final scores. Final Prestige points are scored in two different ways at the end of the game:

- Prestige on old coins, shown by a 1 Prestige symbol up to a 4 Prestige symbol.
- Prestige from the Mint Mark Collection Bonus.

The player with the most points wins! If multiple players tie for score, the player with the most Copper wins.

Mint Mark Collection Bonus

14 Coins have a mint mark on them (7 of each). Players count how many they have of each mark. Points are awarded based on majority. If players tie for a certain place, they each gain those points and the next place is awarded accordingly.

The players with the most Coins with the King's mint (Crown) gains:

1st place: 9 Prestige **2nd place:** 5 Prestige **3rd place:** 2 Prestige

The player with the most Coins with the Queen's mint (Sceptre) gains:

1st place: 7 Prestige **2nd place:** 4 Prestige **3rd place:** 2 Prestige

The player with the most points wins!

If players tie for score, the player with the highest total value of Copper wins, if still tied the most Silver, if still tied finally compare most Gold. In case of a complete tie players compare actual change in their possession and whomever has the oldest coin wins, (tied coins cancel each other out until a winner is determined). If you still haven't figured it out, please contact R&R Games and request authorization for hand-to-hand combat.

Essen Mint Mark Variation



If you received a copy of the first printing, you are indeed lucky!
Your set includes 6 extra Coins with a special Essen Mint Mark.

To use these coins, add them into the Auction bag, but when you remove your 6 coins at the beginning, simply remove 12 instead. Or, if you prefer to live dangerously, don't and enjoy a game that will be two rounds longer! These Coins score at the game end like the other mint mark Coins as follows:

The player with the most Coins with the Essen mint (Essen Eagle) gains:

1st place: 7 Prestige **2nd place:** 4 Prestige **3rd place:** 2 Prestige

Credits

Designer: Ken Gruhl

Editing: Frank DiLorenzo and Vinny Salzillo

Tweaking: Joseph Rose

Graphics: Greg Preslicka, Jenn Vargas and Hal Mangold

Special thanks for meritorious playtesting:

Jon 'Bad Penny' Pessano

Joseph 'Colorblind!' Rose

Aaron 'Whataboutme' Medvick

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