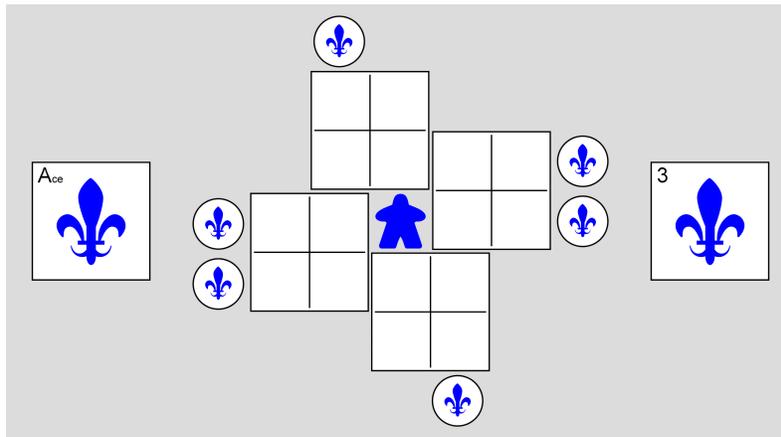


which coin
a quarterpack game

2 players 5-10 minutes to play
1 complete suit from a piecepack

You know which coin is yours, you just don't know which one of the six coins around the board it is. Find your coin and place the pawn on it, before your opponent finds their coin and places the pawn on it. However the coins can switch places, which can make things a little more interesting.

Set Up. Shuffle the tiles grid side up. Each player takes one tile and then reveal the value of the tile. The four remaining tiles are used to create the board. Shuffle the six coins, with the value side down, and place them around the board. Place the pawn in the hole in the middle of the board. Once the pawn is moved from this space onto the board, it can never move back onto or over this space again. Roll the die to see who goes first.



Example of a game ready to play.
One player is looking for the Ace coin and the other the #3 coin

On your turn. Roll the die, and then move the pawn the total number of spaces equal to the number rolled. The pawn can change directions as many times as you want during the move (yes, you can just move it back and forth between two spaces if you want.) The pawn can only move orthogonally, never diagonally. After you move the pawn, if there is a coin orthogonally adjacent to the space you ended on, you may look at the coin without revealing it and then place it back (don't let your opponent know what it is). The pawn can also move off the board and onto a coin, and end its move there. If you do, then reveal the coin to see if you win or lose.

What if I roll an Ace? In this game, Ace is just a fancy way to say one.

What if I roll a Null? In this game, Null means zero and the pawn can't be moved. But, rolling a null does allow you to pick any two coins and look at the value of the coins without revealing it. After you look at the coins you then place them back to where they were, or swap the places where they were. You can conceal the coins while you do this. *Question? If I roll a null, and the pawn just happens to already be next to a coin, can I look at that coin first and then select two others to pick up? NO. But, that coin can be one of the two you select.*

Win or Lose? If the coin you revealed by placing the pawn on it matches the value of your tile, you win. But, if it doesn't match the value of your tile, you lose.