

AMERICAN



NUMISMATISTS

How credible can you become in the coin-collecting industry?

**A light/medium-weight strategy game for
2-5 players that plays in 20-60 minutes
Designed by Brad Musil**

COMPONENTS

- ◆ *1 Game Board, 15 Player Tokens (3 each of 5 different colors), 5 Player Reference Cards, 5 Player Boards (consisting of a Safe and an Action Tracker), 90 Coin Tiles (15 each of 6 denominations), 30 Research Cards (5 each of 6 denominations), 75 Collector Cards, 40 Investment Cards (5 each of 8 different kinds), 1 Most Valuable Coin Card, 1 Orange Sale Cube and 1 Purple Security Cube*

OBJECT OF THE GAME AND END CONDITIONS

In *American Numismatists* (“numismatist” can refer to any coin-collecting enthusiast, but usually refers to someone who is an expert in the field), players assume the roles of rare American coin dealers serving wealthy coin collectors. The goal is to become the most credible dealer by scoring Credibility Points (the first player to reach 10 Credibility Points on his/her turn wins), which is done primarily by servicing these collectors. Players take turns, one-by-one, using all 5 of the Actions they are allotted. Among other things, these Actions allow them to travel to coin shops in order to purchase the coins they need to satisfy their collectors.

Unfortunately, theft is always a threat in the coin business, and players will need to make wise use of their safes, which, for 1 Action, they can access in order to secure up to 3 of their coins. Players can also use their Actions to conduct research and make investments, which provide additional ways to gain credibility. All 90 coins in the game (15 coins in each of 6 denominations) are individually ranked in terms of their value, and the player who possesses the most valuable coin nets an additional Credibility Point.

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The game immediately ends when one of the following happens:

1. The Coin tile stack is exhausted (i.e. the last facedown Coin tile is turned over)
2. The Collector card deck is exhausted (i.e. the last facedown card is turned over)
3. A player tallies 10 Credibility Points (in which case s/he is immediately declared the winner)

If one of the first two end-conditions occurs, which rarely ever happens, the player with the most Credibility Points at the time wins the game.

GAME SETUP

In preparation for the game, do the following:

1. Place the game board in a central location that is convenient for all players.
2. Each player takes the 3 Player tokens of 1 color (players uses 1 to track their Actions, 1 to indicate what coin shop they're at on the game board and 1 to track their Credibility Points), 1 Player Reference card and 1 Player board. Each player places 1 of his/her Player tokens on the 0 space of the Credibility Points tracker on the game board, and 1 on the Action tracker of his/her Player board.
3. Shuffle the Coin tiles, the Research cards, the Investment cards and the Collector cards separately. Place the Research cards deck, the Investment cards deck, and the Collector cards deck on the appropriate facedown deck spaces of the game board. Place the Coin tiles facedown in stacks in a convenient place on the game board, and then draw the number of tiles needed (21 in all) to fill the Coin Shop and Auction spaces on the game board—the Coin tiles drawn are placed face-up on these spaces. Coin tiles will be drawn from the facedown stacks as needed throughout the game. Turn over the top 3 cards of both the Research and Collector decks and place the cards on the appropriate game board spaces.
4. Set the purple Security cube and the Most Valuable Coin card next to the game board. The Security cube will only come into play if someone performs the Bully Activity, while the Most Valuable Coin card will come into play as soon as a player acquires a coin.
5. Determine a First Player by any agreed upon method—play will begin with this player and continue clockwise.
6. Players select the coin shops they will begin the game at one-by-one, beginning with the player who will be going last and proceeding counterclockwise. This player chooses any of the coin shops to begin the game at, and places his/her remaining Player token on that coin shop's Visitor space. The orange Sale cube also begins the game at this coin shop. The next player chooses any coin shop other than the one already chosen, and so on. *Hence, only 1 player can start at each coin shop, although all players are allowed to travel to all shops once the game begins.*

Finally, after the player to go first has chosen his/her starting coin shop, the game begins. Note that players begin the game without any cards or tiles.

GENERAL GAMEPLAY

One-by-one, beginning with the First Player and continuing in a clockwise direction, players take turns using up to 5 Actions (players may choose to use any number of

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these Actions: 0-5). Using Actions allows players to perform the following Activities:

Activities

1. **Travel (1 Action):** move to an adjacent coin shop
2. **Access Safe (1 Action):** access your safe
3. **Move Sale Location (2 Actions):** move the orange Sale cube to any coin shop
4. **Facedown Collector Card (2 Actions):** draw a facedown Collector card (you can't keep more than 3 Collector cards in hand)
5. **Buy Coin (2-5 Actions—as indicated on Coin tile):** buy a coin from a coin shop (must be located at that coin shop)
6. **Sell Coin(s) (2-5 Actions—as indicated on Collector card):** sell coins to a collector and score associated Credibility Points (must have coins meeting all criteria indicated on the corresponding Collector card)
7. **Facedown Research Card (3 Actions):** draw a facedown Research card
8. **Face-up Collector Card (3 Actions):** draw 1 of the 3 face-up Collector cards (you can't keep more than 3 Collector cards in hand)
9. **Investment Card (3 Actions):** draw an Investment card
10. **Face-up Research Card (4 Actions):** draw 1 of the 3 face-up Research cards
11. **Bully (5 Actions):** bully another player into trading you 1 coin in his/her inventory that is not in his/her safe for 2 coins in your inventory (you choose all 3 coins; both players involved must be at the same coin shop); the purple Security cube is placed on this coin shop after the Activity is performed, and the next player to perform the Bully Action may *not* do so at this same location

Players may perform any combination of Activities in any order, provided they have the requisite Actions, and they may perform the same Activity more than once.

2 Example Rounds with 3 Players

1. Freddy Nunchucks

First, Freddy buys the 1855-S 50¢ from the Southeast Coin Shop for 1 Action (the coin would normally have cost him 2 Actions, but the Sale cube is currently at this shop). He then moves to the Northwest Coin Shop, which costs him 2 Actions. Finally, he buys the 1916-D 10¢ with his last 2 Actions.

2. Cal Texas

Cal begins his turn by moving the Sale cube to the Southwest Coin Shop, where he presently resides, for 2 Actions. He ends his turn by using his final 3 Actions to buy the 1799 1¢, at a discount of 1 Action (thanks to the Sale cube).

3. Tootsie Cinderbella

Tootsie Cinderbella uses all 5 of her Actions to bully Cal Texas at the Southwest Coin Shop, where they are both located at the beginning of her turn. In doing so, she gives him her 1954-S 5¢ and 1916 25¢ and takes his newly acquired 1799 1¢, placing the purple Security cube on the Southwest Coin Shop space on the game board afterward.

4. Freddy Nunchucks (2)

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Freddy Nunchucks begins his next turn by selling coins to a collector for 3 Actions (as indicated on the corresponding Collector card). He ends his turn by taking the top facedown Collector card for 2 Actions.

5. Cal Texas (2)

Cal Texas is still stewing over Tootsie's callousness, and spends 3 Actions to draw an Investment card, hoping for a Steal card in the process. He uses his remaining 2 Actions to move to the Northeast Coin Shop.

6. Tootsie Cinderbella (2)

Tootsie Cinderbella begins her next turn by buying the 1801 50¢ at the Southwest Coin Shop for 1 Action, which comes at a discount of 1 Action thanks to the Sale cube. After this, she moves to the Midwest Coin Shop for 1 Action, and then buys the 1823 1¢ for 2 Actions, which comes at a discount of 1 Action thanks to a Friend Investment card she drew earlier in the game. With her final Action, she accesses her safe, and secures some coins she intends to sell to a collector on her next turn.

COIN SHOPS AND COIN TILES

There are 5 coin shops in the game: Northwest, Southwest, Midwest, Northeast, and Southeast. Each player is always at one of these shops throughout the game, and a player may choose to stay at a coin shop for as long as s/he likes. Adjacent coin shops have a line between them; players may travel to an adjacent coin shop for 1 Action.

Coins are acquired by way of Coin tiles. Coin tiles are primarily acquired by traveling to the 5 coin shops that offer them, but there are a few other ways to obtain them (e.g. Investment cards). A player can acquire a coin from the coin shop s/he is presently at by using the required Actions (2-5) indicated on the corresponding Coin tile. Players may acquire any Coin tile they choose, provided they are at the appropriate coin shop and expend the requisite Actions, or come to possess them by some other means. They may also acquire multiple Coin tiles on a turn, provided they have the Actions available. When a Coin tile is taken from a coin shop, it is immediately replaced by a new one that is drawn from the Coin tile stacks (this subsequent Coin tile is placed face-up on the same space and is immediately available for acquisition). There are 90 Coin tiles in 6 denominations (15 coins per denomination): 15 pennies, 15 nickels, 15 dimes, 15 quarters, 15 half-dollars and 15 dollars. Please see the appendix for a detailed list of the coins included in the game. Each Coin tile indicates the following:

1. The denomination of the coin
2. The date and mint mark of the coin
3. The value of the coin (in U.S. dollars)
4. The rank of the coin within its denomination and across denominations (e.g. the 1916-D 10¢ is ranked 5/61, meaning it is the 5th most valuable dime, and the 61st most valuable coin overall); this information is useful insofar as some collectors require coins of a certain rank (e.g. "Top 5 10¢")
5. The cost (in Actions) to buy the coin from a coin shop.

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INVENTORY AND SAFE

The coins a player acquires but has not yet sold are called his/her “inventory.” Players place their inventories in front of them, with the Coin tiles face-up and viewable by all players. When a player sells the coins indicated on a wish list to a collector, s/he must discard the corresponding Coin tiles from his/her inventory in order to satisfy the criteria on the list—the Coin tiles are immediately placed on open spaces of the Sold Coins tracker on the game board. The Sold Coins tracker allows sold coins to remain visible to all players; if the Sold Coins tracker completely fills up, players place additional coins sold on top of Coin tiles already on the tracker (players may choose the Coin tiles on the tracker to cover).

Each player has a safe that can hold and protect up to 3 coins in the player’s inventory. Any coins in a player’s safe cannot be stolen or forfeited by way of the Bully Activity or Steal Investment card. When accessed, a player may move any combination of coins into or out of his/her safe, but s/he is limited to 3 coins in the safe at all times. Coins in a player’s safe are clearly indicated by placing the Coin tiles on the appropriate spaces in the player’s safe. Note that it does not cost additional Actions to sell coins from a player’s safe.

COLLECTOR CARDS

In order to score Credibility Points, players will almost certainly have to sell coins to collectors. They establish relationships with collectors by using Actions to draw face-up or facedown Collector cards. Each player can only service 3 collectors at any given time. Hence, a player can have no more than 3 Collector cards at any time, though *scored* Collector cards *do not* count toward this total. S/he can choose to replace any 1 of his/her 3 Collector cards in hand with a new one at any time—i.e. a player can draw a Collector card even if s/he already has 3 of them, but s/he must then immediately discard 1 of the 4 in his/her hand. Discarded Collector cards are permanently removed from the game—either place them back in the box or put them facedown on the *American Numismatists* logo of the game board. Players can (and ought to) keep their Collector cards private and, thus, do not have to reveal them to other players at any time (except if an opponent plays a Snoop Investment card). There are 75 Collector cards, each indicating that collector’s wish list. Collector cards reveal the following information:

1. The collector’s name
2. The collector’s wish list
3. The cost (in Actions) to sell the coin(s) on the wish list to the collector
4. The Credibility Points (1-5) scored when the coin(s) are sold to the collector

When a player sells the coins on a collector’s wish list, s/he scores the Credibility Points indicated on the Collector card and places the card face-up in front of him/her; s/he must also move his/her Player token on the Credibility Points tracker on the game board accordingly. Each coin on the wish list must be acquired before the player can sell the coin(s) to the collector and score the Credibility Points

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indicated on the Collector card (NOTE: the player must always perform the Sell Coins Activity and use the requisite Actions in order to score the Credibility Points).

RESEARCH CARDS

Players can engage in research in an attempt to become experts in the field, which they do by using Actions to acquire Research cards. There are 30 Research cards (5 per coin denomination), and all Research cards acquired by a player are placed face-up in front of him/her, in clear sight of other players. Research cards are limited—if the last card is acquired, players can no longer perform the corresponding Activity. As players accumulate more Research cards, their expertise grows, and eventually they can score Credibility Points (it is even possible to win the game solely via Research cards, though this is not likely). Players should adjust their Player token on the Credibility Points tracker as they earn Credibility Points via Research cards. The Credibility Points players can earn by way of Research cards are as follows:

<i>Credibility Points Earned by Research</i>			
Same Denomination		Different Denominations	
<i>Number of Research Cards Acquired of the Same Denomination</i>	Credibility Points Earned	<i>Number of Different Denominations Acquired</i>	Credibility Points Earned
3	1	4	1
4	2	5	2
5	3	6	3

NOTE: You can accumulate Credibility Points for multiple sets of different denominations (e.g. 4 5¢ cards and 5 \$1 cards earns you 5 Credibility Points).

Examples

Gary Goodgame spends 4 Actions to acquire a face-up 1¢ Research card, which is his fifth 1¢ Research card. He gains 1 Credibility Point, netting him a *total* of 3 Credibility Points for his 5 1¢ cards acquired throughout the game.

Jane Doe spends 3 Actions to acquire the top card from the facedown Research card deck. She draws a 25¢ card, which is her fourth kind (i.e. denomination) of card. She gains a Credibility Point; she can gain 2 additional Credibility Points if she is able to acquire the 2 remaining kinds (and 1 Credibility Point if she can get 1 of them).

INVESTMENT CARDS

There are 40 Investment cards (5 each of 8 kinds). Investment cards (except for Friend and Auction cards) can be kept secret, and players may have an unlimited number of them in their possession. Investment cards are limited—if the last card is acquired, players can no longer perform the corresponding Activity. When an Investment card is played, it is discarded face-up on the appropriate space of the game board. Investment cards must be played during a player's turn, and *players can only play 1 Investment card per turn*. A card can be played the same turn it was acquired. Friend and Auction cards are revealed immediately when drawn and do

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not count toward the 1-card-per-turn restriction; a Friend card is placed in front of the player who drew it for the remainder of the game and Auction cards are immediately resolved and discarded. Attend Coin Show cards may be revealed at any point in the game and also do not count toward the 1-card-per-turn restriction. Here is a list of the 8 kinds of Investment cards and what they allow a player to do:

Kinds of Investment Cards

1. **Steal:** steal any 1 unsold coin from another player's inventory that is not in his/her safe (you take the Coin tile and place it in your inventory, but not in your safe)
2. **Laziness:** your human nature takes over and nothing happens—this is a dud card (you can keep it in hand, or play it and discard it at any time)
3. **Trade:** trade in any 2 coins in your inventory for 1 that is presently available from any coin shop on the board (place the 2 coins you trade in on the Sold Coins tracker and immediately replace the coin you acquired from a shop with a new coin)
4. **Snoop:** view the Collector cards of any 1 opponent and/or exchange 1 of your Collector cards for 1 of his/hers
5. **Overtime:** take 5 extra Actions (i.e. this card grants you 5 Actions when played)
6. **Friend:** forge a friendship with the indicated coin shop owner, who will sell you his/her coins at 1 Action less than what the Coin tiles indicate for the remainder of the game. When drawn, immediately reveal this card by placing it face-up in front of you. *Note: this cannot be combined with the discount from the sale location (i.e. coins can only ever be bought at 1 less Action)*
7. **Auction:** win the current coins up for auction and take the 2 Coin tiles on the Auction Space of the game board (replace them with 2 new face-up Coin tiles). When drawn, you must immediately reveal, resolve and discard this card.
8. **Attend Coin Show:** attend a coin show and build up your reputation (+1 Credibility Point); you can reveal this card at any time

SALE CUBE AND MOST VALUABLE COIN BONUS

At all times, 1—and only 1—of the 5 coin shops has a sale. When a coin shop is having a sale, all players may buy the coins available at that shop for 1 Action less than what is indicated on the corresponding Coin tiles. The coin shop currently holding a sale is indicated by the orange Sale cube, which is placed on said shop. Players may move the Sale cube (and sale location) by performing the Move Sale Location Activity, which requires 2 Actions.

The player currently in possession of the most valuable unsold coin (i.e. it must be in his/her inventory) receives a bonus of +1 Credibility Point (NOTE: this provides players some incentive not to fulfill a collector's wish list with the most valuable coins s/he has acquired). The player currently in possession of the most valuable unsold coin keeps the Most Valuable Coin card in his/her possession, in clear sight of all other players.

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APPENDIX: COINS INCLUDED IN THE GAME

DENOMINATION	DATE	ACTIONS TO BUY	VALUE (Denomination Rank/Overall Rank)
<i>Pennies</i>			
1¢	1793	5	\$1,250,000 (1/4)
1¢	1795	4	\$750,000 (2/7)
1¢	1799	4	\$700,000 (3/8)
1¢	1804	4	\$610,000 (4/9)
1¢	1796	3	\$360,000 (5/20)
1¢	1823	3	\$305,000 (6/25)
1¢	1794	3	\$275,000 (7/31)
1¢	1839/6	3	\$265,000 (8/33)
1¢	1958	3	\$202,000 (9/42)
1¢	1813	2	\$155,000 (10/49)
1¢	1856	2	\$150,000 (11/51)
1¢	1877	2	\$145,000 (12/53)
1¢	1969-S	2	\$132,000 (13/58)
1¢	1914-D	2	\$122,000 (14/62)
1¢	1811	2	\$103,000 (15/69)
<i>Nickels</i>			
5¢	1913	5	\$5,000,000 (1/2)
5¢	1918/7-D	3	\$285,000 (2/28)
5¢	1916	3	\$205,000 (3/41)
5¢	1867	2	\$120,000 (4/63)
5¢	1919-S	2	\$108,000 (5/66)
5¢	1925-S	2	\$102,000 (6/70)
5¢	1880	2	\$95,000 (7/74)
5¢	1920-S	2	\$92,000 (8/75)
5¢	1926-S	2	\$90,000 (9/76)
5¢	1914/3	2	\$80,000 (10/80)
5¢	1937-D	2	\$65,000 (11/83)
5¢	1915-D	2	\$55,000 (12/85)
5¢	1923-S	2	\$53,000 (13/86)
5¢	1924-S	2	\$51,000 (14/88)
5¢	1954-S	2	\$50,000 (15/89)
<i>Dimes</i>			
10¢	1873-CC	3	\$282,000 (1/29)
10¢	1796	3	\$230,000 (2/38)
10¢	1874-CC	2	\$165,000 (3/47)
10¢	1800	2	\$152,000 (4/50)
10¢	1916-D	2	\$125,000 (5/61)
10¢	1918-D	2	\$105,000 (6/67)
10¢	1919-D	2	\$104,000 (7/68)
10¢	1822	2	\$87,500 (8/77)
10¢	1846	2	\$86,500 (9/78)
10¢	1843-0	2	\$85,000 (10/79)
10¢	1820	2	\$75,000 (11/81)
10¢	1942/1	2	\$72,000 (12/82)
10¢	1837	2	\$57,500 (13/84)

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10¢	1840-0	2	\$52,000 (14/87)
10¢	1895-0	2	\$48,000 (15/90)
<i>Quarters</i>			
25¢	1873-CC	4	\$550,000 (1/11)
25¢	1796	4	\$505,000 (2/14)
25¢	1804	3	\$255,000 (3/35)
25¢	1927-S	3	\$252,000 (4/36)
25¢	1871-CC	3	\$210,000 (5/40)
25¢	1901-S	3	\$200,000 (6/43)
25¢	1807	2	\$180,000 (7/45)
25¢	1932-D	2	\$143,000 (8/54)
25¢	1916	2	\$138,000 (9/56)
25¢	1833	2	\$130,000 (10/59)
25¢	1822	2	\$118,000 (11/64)
25¢	1919-S	2	\$115,000 (12/65)
25¢	1896-S	2	\$100,000 (13/71)
25¢	1837	2	\$97,000 (14/72)
25¢	1838	2	\$96,000 (15/73)
<i>Half-dollars</i>			
50¢	1797	4	\$860,000 (1/6)
50¢	1794	3	\$450,000 (2/16)
50¢	1853-0	3	\$425,000 (3/17)
50¢	1878-S	3	\$310,000 (4/24)
50¢	1795	3	\$280,000 (5/30)
50¢	1817/4	3	\$270,000 (6/32)
50¢	1919-D	3	\$260,000 (7/34)
50¢	1921-S	3	\$250,000 (8/37)
50¢	1801	2	\$185,000 (9/44)
50¢	1839-0	2	\$175,000 (10/46)
50¢	1892-0	2	\$160,000 (11/48)
50¢	1873-CC	2	\$148,000 (12/52)
50¢	1874-CC	2	\$140,000 (13/55)
50¢	1872-CC	2	\$135,000 (14/57)
50¢	1855-S	2	\$128,000 (15/60)
<i>Dollars</i>			
\$1	1804	5	\$7,500,000 (1/1)
\$1	1870-S	5	\$2,800,000 (2/3)
\$1	1803	5	\$1,200,000 (3/5)
\$1	1873-CC	4	\$600,000 (4/10)
\$1	1884-S	4	\$530,000 (5/12)
\$1	1795	4	\$510,000 (6/13)
\$1	1886-0	4	\$500,000 (7/15)
\$1	1800	3	\$405,000 (8/18)
\$1	1872-CC	3	\$400,000 (9/19)
\$1	1801	3	\$355,000 (10/21)
\$1	1802	3	\$352,000 (11/22)
\$1	1871-CC	3	\$350,000 (12/23)
\$1	1798	3	\$302,000 (13/26)
\$1	1799	3	\$300,000 (14/27)
\$1	1797	3	\$225,000 (15/39)

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Actions Key:

\$1,000,000+ (5) = 5 Actions

\$500,000-\$999,999 (10) = 4 Actions

\$200,000-\$499,999 (28) = 3 Actions

\$0-\$199,999 (47) = 2 Actions

Primary Source: <http://www.bestcoin.com/united-states-coin-pricing-guide.htm>