



# DK



# DOUBLEHEAD KIDS

The game of the 12 duels



Age 6+



4 Player



30-60 min.

## Doppelkopf game for the whole family

DOUBLEHEAD KIDS is a card game for four players, which uses the Doppelkopf Normal game with family cards. The game is for players from approx. 6 years (numbers from 1 to 20 must be read independently) and lasts between 30 and 60 minutes, depending on the number of victory points chosen.

## Game principle

Players draw cards in exciting card duels and play together in changing teams of two. Each player must capture silver coins by skillfully using his cards. Whoever captures the most silver coins, captures "foxes" of the opponent or courageously plays his "Karlchen", wins golden victory points. The first player to earn a predetermined number of gold victory points wins the game.

**Tournament:** in the Middle Ages festive Event at which knight fighting matches are held



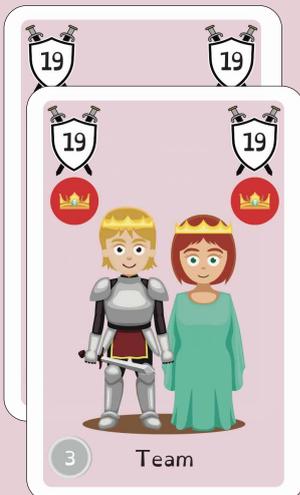
## Background story

King Friedrich II invites you to a special tournament at his castle "Sans Soucis" ("no worries"). From there he has already made many positive and peaceful changes for his people. He is no longer in the mood for the sword-wielding lance-breaking brutal tournament games, where humans and horses are sent against each other.

He invites you to compete in a special duel with the other knights: a double-headed tournament in which brains, team spirit and game tactics decide the winner.



Doppelkopf is the most popular Card game of the Germans and has been played in various forms since 1895



**"Whoever plays these cards is a team."**

## Special attraction

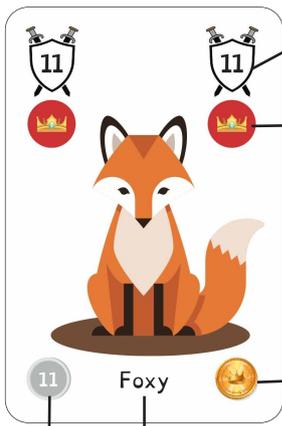
The special attraction of the double-headed game is that **at the beginning** of a new round the players **do not know with whom they are playing.**

Only when the Prince and Princess Cards ("Team") are laid out bit by bit, the picture becomes clearer and the players recognize in which team they are playing. In **Team Prince/Princess** (players with Prince and Princess Cards) or in **Team Without** (players without Prince and Princess Cards). Each round of the game is played differently and is played in a variety of player combinations.

It is **forbidden** to show other players whether you are playing together in a team through statements or sign language. It is allowed to send playing signals to other players by laying out cards tactically.

**"Pssst - don't tell who you're playing with ..."**

## The playing cards



card strength

family crest

Royal family  
(Trump cards)

Earl families



In the expert game:  
win special victory  
points

name printed on certain cards (Team, Foxy, Karlchen)

Silver coins to be captured (11, 10, 4, 3, 2)

The game contains 48 beautiful family cards with 24 different motifs, i.e. each card twice.

In addition, double-sided coin cards, which represent the golden victory points.

Trump cards: particularly valuable cards that you can use to "trump" and thus outdo other cards.



## Royal Family at a Glance



**King Friedrich**  
Strongest trump card



**Prince/Princess**  
Second strongest trump card - shows who is playing as team



**Queen Elisabeth**  
Third strongest trump card

"Sort your cards best by family crest and strength in your hand. Cards with royal family coats are valuable trump cards."

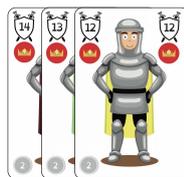
"Attention: Foxy, King Friedrich and August the Strong bring in the most silver coins. You should capture them."



**The court ladies**  
Antoinette and Wilhelmine



**Karlchen**  
in the expert game special victory points in the last duel



**The Knights**  
Bodyguards of the King



**Foxy the fox**  
in the expert game special victory points



**August the Strong**  
Hunter of the king



**Bishop Marc-Antoine and Jester Kunz**



## Earl families at a glance



**The castles**  
Strongest earl cards



**Earl Ernst August and Earl Georg**



**Soldiers**

"Attention: Castles and Earls bring in the most silver coins. You should capture them. Heart has fewer cards without an earl card."

**"Start best with the beginner's game."**

**Rules beginner game (part 1)**

**A** The capturing of 5 golden victory points is set as the end of the game.

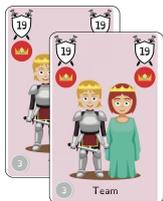
Duration approx. 30-45 minutes

**B** Shuffle and deal cards

A player shuffles all cards and deals cards in turn until each player has 12 cards in their hand. Each player sorts the cards in their hand.

The clockwise player after the shuffler is allowed to play the first card in the middle of the table.

**C** Possibly announce a wedding



If a player has both Prince/Princess cards in his hand, he can either announce a wedding or play alone against the team of the other three players. If he plays alone, he will receive twice the number of gold victory points as a reward for his risk.

If he wants to announce a wedding, he chooses another player and says "I announce, I marry ..." plus the name of the selected player. The married now play as a team.

**D** 12 duels are played to collect silver coins as loot

Clockwise, each player lays one card face up from his hand to the centre of the table. It is determined which player has won the duel.

The winner may take the four cards he has won and place them on his pile of booty in front of him.



**ATTENTION:** The first card dealt in a duel determines which family crest must be played in this trick. It becomes the winning family crest of the duel.

**Duel 1:**

Player 1 plays a castle card



**NOTE:** There is an obligation to serve, i.e. all subsequent players must also play cards with this crest as long as they still have the corresponding crest in their hand.

Player 2 plays a soldier card



Player 3 plays an earl card



Player 4 plays also a castle card



**Who wins the duel?**

Player 1 wins and captures 32 silver coins

**ALWAYS the following rules apply:**

- If the winning family crest has not been changed by overtrumping (see next page), the player with the strongest card wins.
- If two identical cards (family crest and strength) are played, the player who played the card first wins.
- The winner of a duel may play the first card in the next duel.

**"Tip: In the first duels of a round you should always be the first to play the castles. The chances are good that your fellow players still have cards with the same family crest in their hand and have to lay them. So you can win the duel almost for sure :-)"**

## Continuation Rules Beginner Game (Part 2)

**Duel 2:**  
Player 1  
plays again  
a castle  
card



**NOTE:** If a player is unable to play a suitable card with the required family crest, he has two options:  
1. to trump or 2. to discard.

### 1. Trump:

- The player lays a card with the family crest of the royal family and trumps the duel. I.e. he changes the winning family crest on the king crown. 
- ATTENTION: However, subsequent players must still use the family crest of the card laid out first (obligation to serve card laid first).

Player 2  
plays a  
soldier  
card



Player 3  
trumps



Player 4  
plays a  
earl card



**Who wins the  
duel?**

3 wins, captures 21  
silver coins and  
becomes first  
player in next duel

**Duel 3:**  
Player 1  
plays a  
castle  
card



Player 2



Player 3



Player 4  
plays Team  
card an  
higher  
trump card



**Who wins?**

4 wins, shows that  
he plays in team  
prince/princess,  
captures 22 silver,  
becomes first player

### 2. Discard:

- If a player cannot or does not want to trump, he can discard any card of the earl families. He has no chance of winning the duel.
- If the first card played was one of the royal family, only discard earl cards when you're out of trump cards!

**"Throw your teammate a card with lots of silver coins in it!"**



**Duel 4:**  
Spieler 1  
plays a  
castle  
card



Player 2



Player 3



Player 4



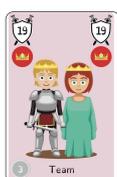
**Who wins?**

4 discards (thinks  
he plays with 3) -  
3 wins, captures  
28 silver and beco-  
mes first player

This also applies if a card of the royal family was played first in a duel:

**Duel 5:**

Player 1  
plays  
Prince/  
Princess  
card



Player 2



Player 3



Player 5



**Who wins?**

1 shows that he  
plays also in the  
team Prince/  
Princess - 2 wins  
and captures 17 sil-  
ver - 4 discards,  
because he has no  
trump left in his  
hand



Both Princes pair cards have been played - now every player knows who he is playing with in the team

Duels 6 to 12 will now be played accordingly.

## Continuation Rules Beginner Game (Part 3)

**E**

### Counting captured silver coins and determining the winning team

Each player counts the captured silver coins from his cards in the booty pile. Players from Team Prince/Princess and Team Without each add their silver coins. 1 golden victory point for each player in the team that has collected more than 120 silver coins. In the event of a tie, the team Without wins. If a player has played a wedding alone without announcing it, he receives 2 golden victory points if he has collected more than 120 silver coins.

Distribute double-sided cards with golden coins as victory points



**F**

### Determine end of game

If a player has reached the victory points defined under A, he wins the game. If several players have reached the specified victory points, either several winners can be announced or the game continues until one player is one victory point ahead of the other players.

**No player has won yet:** Put all cards together. The player who played the first card in Duel 1 now takes all the cards and takes the role of Shuffler.

Go back to

**B**



### Short overview rules (beginner game)

- Each player gets 12 cards
- Play 12 duels: each player lays a card one after the other.
- The first player determines with his card the family crest to be played.
- The following players must use the family crest if they have it in their hands
- If a player is unable to operate the required family crest, then
  - if the family crest to be played is a earl family card (cross, spade, heart), trump it with a royal card (crown) or discard any other earl family card
  - if the family crest to be played is a royal card, discard a card of the earl families
- Higher strength same family crest wins
- Identical cards: first played wins
- The players with the Prince/Princess cards play together as a team, the players without also
- After 12 duels everyone adds up his silver booty, the team members add up their common booty.
- The team with more than 120 silver coins as booty wins and gets golden victory points

## Rules Expert Game

- A** The capturing of 10 golden victory points is set as the end of the game.  
Duration approx. 45-60 minutes
- B** Shuffle and distribute cards  
analog beginner game
- C** Possibly announce reservations  
Wedding announce analogous beginner game (team prince/princess 1 player, team without 3 players), there are in the Doppelkopf rules further announcements (see <https://en.wikipedia.org/wiki/Doppelkopf>), which can be pronounced, in order to indicate e.g. very good cards - this gives further special victory points and increases the play tension. **"Why don't you try this?"**
- D** 12 duels are played to collect silver coins as loot  
analog beginner game -  
additionally two special cards are activated:



**Fox „Foxy“:** For each captured fox from the opponent team each player of the captive team gets 1 golden victory point. As long as it is not yet clear whether a captured fox comes from the opposing team or from the team partner, a fox can be laid open next to the booty pile.



**Karlchen (valid only in the last duel):** If a player wins the last duel with the Karlchen, he and his team partner receive 1 golden victory point. If a player loses his Karlchen in the last duel, the catching team gets 1 golden victory point. Several players play the Karlchen in the last duel may also give several victory points.

- E** Counting captured silver coins and determining the winning team  
analog beginner game, but there are still more special points to be added

**Overview golden victory points** (for each player in the team)

Both teams 120 silver coins: *Team Without 1 victory point*

One team > 120 silver coins: wins, 1 victory point

One team > 150 silver coins: 1 additional victory point

One team > 180 silver coins: 1 additional victory point

Captured fox of the opposing team: 1 additional victory point

Last duel won with Karlchen: 1 additional victory point

Captured Karlchen of the opposing team in the last duel: 1 add. victory point

- F** Determine end of game  
analog beginner game

**"Thank you for playing the game - that makes us happy!"**

This game was created as a joint family project.  
We wish you a lot of fun hours with the game.  
Please send us your opinion, photos or further suggestions.  
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