



DK



DOUBLEHEAD KIDS

The game of the 12 duels



Age 6+



4 Player



30-60 min.

Doppelkopf game for the whole family

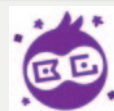
DOUBLEHEAD KIDS is based on the popular german Doppelkopf trick-taking game.

Game principle

Dive into a series of exciting card battles and play together in everchanging teams! You must gain valuable Silver Coins by skillfully using your cards. Whoever gains the most, courageously encountering their opponents, wins Golden Coins, the game's victory points. The first player to earn a predetermined number of Gold Coins wins the game!

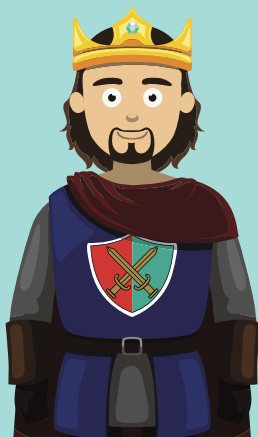


Game tested and approved by German Doppelkopf Association



Rules reviewed and improved by boardgamestories.com

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

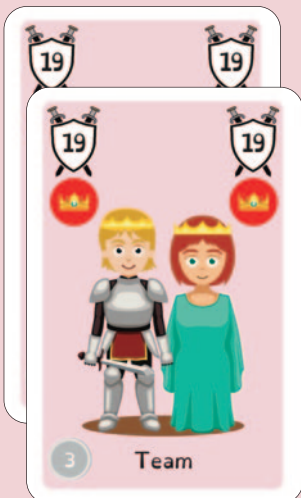


Background story

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 Doppelkopf 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."

The Twist

The twist of the game is that **at the beginning** of a new round players **do not know their teammate**.

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 in different teams.

It is **forbidden** to show other players whether you are in the same team or not, in any way. It is allowed though to give other players a hint through tactical play.

"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)

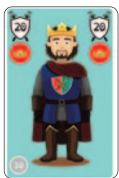
The game contains 48
beautiful family cards with
24 different unique illustrati-
ons

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
override other cards.



Royal Family at a Glance



**King
Friedrich**
Strongest
Trump card



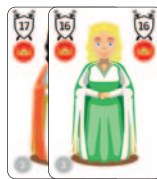
Prince/Princess
2nd strongest
Trump card -
shows who is
playing as team



**Queen
Elisabeth**
3rd strongest
Trump card

**Tip 1: "Sort your cards
best by family crest
and strength in your
hand. Cards with royal
family coats are va-
luable trump cards."**

**Tip 2: "Foxy, King
Friedrich and August
the Strong offer 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
The King's
Bodyguards



Foxy the fox
in the expert
game special
victory points



**August the
Strong**
The King's
Hunter



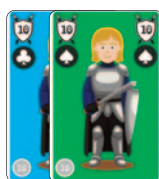
**Bishop Marc-
Antoine
and Jester
Kunz**



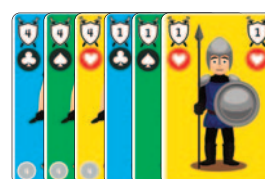
Earl families at a glance



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 a Earl card."**

"Start best with the beginner's game."

Basic Game Rules

A The game ends once a player has 5 or more Golden Coins.

Duration approx. 30-45 minutes

B Shuffle and deal cards

Shuffle all cards and deal 12 to each player. We recommend players to sort their cards in hand by family crest and numerical order.

C Possibly announce a wedding



If you have both Prince/Princess cards in your hand, you can either announce a wedding or play **alone** against the team of the other three players. If you play alone and succeed, you will receive **double** the number of Gold Victory Points at the end of the round.

If he wants to announce a wedding, choose another player and says "I announce, I marry ..." plus the name of the selected player. You and the selected player are now a team. The announcement must be made before the 1st Battle starts!

D Start the Battle

The player on your left is the 1st player and can start the game by playing a card.

E 12 Duels are played, collecting Silver Coins as loot

The active player choose one card from their hand and plays it face-up in the center of the table. Play continues clockwise, with each other player choosing a card to play on their turn. After everyone plays a card the Duel's winner is determined. The winner takes all 4 cards, placing them in the front of them, forming a pile. This is their loot.



ATTENTION: The first card dealt in a Duel determines which family crest must be played during in this trick (Duel).

Duel 1:

George plays a Castle card

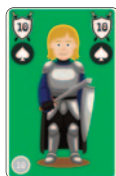


Thus, all sub-sequent players **must** play that type of crest, as long as they have such a card. The leading crest becomes the **winning family crest of the Duel**.

Janet plays a Soldier card



Stacy plays an Earl card



Jack also plays a Castle card



Who wins the duel?

George wins, capturing 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 starts the next one, by playing a card.

"Tip: In the first few Duels you should be the first to play the Castles. Chances are the most players will be able to follow your leading Crest. So, you can win the Duel almost for sure with such a card :-)"

Basic Game Rules (Part 2)

Duel 2:
George plays a Castle card once again



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

1. Trump:

- Lay a card with the family crest of the Royal family and trump the duel. I.e. The winning family crest becomes now the King Crown crest.
- ATTENTION: However, subsequent players must still use the family crest of the leading card if able (obligation to follow the first card's crest type).



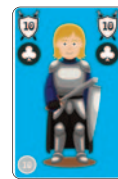
Janet plays a soldier card



Stacy trumps



Jack plays an earl card



Who wins the duel?

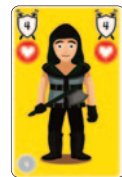
Stacy wins, captures 21 silver coins and becomes first player in next duel
Who wins?

Janet wins, revealing that she plays in team prince-princess, capturing 22 silver, and becoming first player

Duel 3:
Stacy now starts with a castle card



Jack



George



Janet plays a Team card which is a higher trump card



2. Discard:

- If you cannot or do not want to trump, you can **discard any card of the Earl families**. This way, you have no chance of winning the Duel.
- So, if the first card played was one of the royal family, you can **only discard an Earl card when you're out of Trump cards!**

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

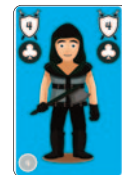


Duel 4:

Janet plays a castle card



Stacy



Jack



George



Who wins?

George discards (thinks he plays with Jack) - Jack wins, captures 28 silver

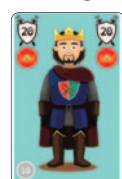
This also applies if a card of the royal family was played first in a duel:

Duel 5:

Jack plays Prince/Princess card



George



Janet



Stacy



Who wins?

Jack shows that he plays also in the team Prince/Princess - George wins and captures 17 silver - Stacy discards, because he has no trump left in her hand



Both Princes pair cards have been played - Now all player know their teammate

Duels 6 to 12 will now be played accordingly.

Basic Game Rules (Part 3)

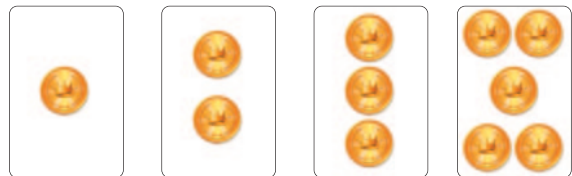
E Summing up your score & determining the winning team!

Each player totals their Silver Coins from their Loot!

Players in the same team add their Silver Coins together. The team who has the most wins the round (more than 120 Silver coins). Each player from the winning team receives 1 Golden Coin! In the rare event of a tie, the team Without wins.

A player that plays alone versus the other 3 players, due to not announcing a wedding, receives 2 Golden Coins in case.

Distribute double-sided cards with golden coins as victory points



F End of a round & Game End

After the 12th Duel, the rounds ends:

- If a player has 5 or more Golden Coins, that player wins the game. If multiple player tie for the win, they share the victory. Alternatively, you can continue playing until one player has at least one more Golden Coin than the rest.
- If no player has 5 or more Golden Coins, shuffle all cards back together, forming a deck. The player who plays the first card in the previous round now deals the cards.

Play a new Round, starting from step **B**



Short overview rules (basic game)

- Each player is dealt 12 cards.
- Play 12 Duels. On each Duel player play one card each, in clockwise order.
- The first card played determines the Duel's leading family crest.
- The following players must play a card with that family crest if possible.
- If you are unable to play such a card there are two scenarios:
 - if the leading crest is from an Earl family (cross, spade, heart), you can trump it with a Royal family card (crown) or discard any other Earl family card
 - if the leading crest is from the Royal family, discard an Earl family card.
- The highest Royal card played wins. Otherwise the highest Earl Card played from the leading family crest. Identical strongest cards: first one played wins. Higher strength same family crest wins.
- The players with the Prince/Princess cards play together as a team against the other 2 players
- After 12 Duels everyone adds up their Silver Coins, with team members adding up their Coins collectively.
- The team with the most Silver Coins wins. Each member receives 1 Golden Coin.

Advanced Game Rules

The Advanced game is identical to the Basic Game, apart from the following changes:

- 1 The game ends once a player has 10 or more Golden Coins, instead of 5 or more.

Duration approx. 45-60 minutes

- 2 New announcements types

You can use new announcements types, found here:

<https://en.wikipedia.org/wiki/Doppelkopf>

Use them to discover new scoring ways, increasing the play tension.

"Why don't you try this?"

- 3 The following two cards have an additional effect in the game:



The Fox „Foxy“: The Fox Card is an additional way to score Golden Coins. If you add a Fox card to your loot, played by an opponent, your team will gain 1 additional Golden Coin (per member). If case you win a Fox Card and you can't determine whether the player who played it is your opponent or your teammate, lay it open next to your loot.



Karlchen (valid only in the last Duel): If you win the last Duel by playing the Karlchen card, score 1 additional Golden Coin (each team member). On the other hand, if you play a Karlchen card in the last Duel and an opponent wins the battle, their team scores 1 additional Golden Coin! Multiple Karlchen cards played in the last Duel may result in multiple additional Golden Coins scored.

- 4 Use the following rules for scoring:

Scoring Golden Coins (for each player in the team), if:

Both teams = 120 Silver coins: *Team Without wins, gaining 1 Golden Coin*

One team > 120 Silver coins: Wins, scoring 1 Golden Coin

One team > 150 Silver coins: Wins, scoring 2 Golden Coins

One team > 180 Silver coins: Wins, scoring 3 Golden Coins

All teams **additionally** score:

1 Golden Coin for each Fox in their Loot played by an opponent

1 Golden Coin if a team member won the last Duel by playing a Karlchen card

1 Golden Coin for each Karlchen card won in the last Duel that was played by an opponent

"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.

Felix, Henri, Jola, Tine and Jörg

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creative things

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