

Scramblecoins Players Guide

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Controls

Left control stick or mouse cursor controls your selector

Right control stick or click and drag right mouse button rotates the board.

A button or left click confirms selection

B button or right click cancels selection

How to play

Talk to an opponent and select play scramblecoins

Take a second to look at the board

Select the empty squares in the bottom left corner to choose your figures

Highlight and select the five figures you wish to use (deselecting one if you change your mind before you hit okay.)

Select figures based on their characteristics, choose wisely.

Take your first turn:

- Choose your first figure, based on play conditions and entry point, place them on the board. Figures cannot be placed on a coin, or on an obstacle.
- Move your figure based on their movement ability
- Extra powers happen automatically

Try to collect as many coins as possible.

Computer takes their first turn, following the same rules

Take your second turn:

- Choose your second figure, based on play conditions and entry point, place them on the board.
- Move both of your figures based on their movement ability, in any order.

Computer takes a second turn

Take your third turn, following the same rules for the second turn.

Computer takes a third turn.

Take your fourth turn:

- Check for spawn points of your two gold coin piles.
- Choose to place a new figure by replacing one of your current figures (unless you have less than three on the board, in which case you would place a new figure as in step two) or skip this step.
- Move all of your figurines

Computer takes a fourth turn.

Take your fifth turn, the same as your fourth turn. This is your last turn.

Computer takes their last turn, in which only a single gold coin spawns for them.

Game ends, coin totals are checked with the highest coin total winning.

Tips for players who don't like strategy games

Play against Goofy, every day. He is the easiest to beat based on his figurine selection being all Goofys.

Play opponents who want to play you. Even if you lose, you still get double the points for progress.

Level up your hourglass staff and collect parts to craft scramblecoin figures in the special section of your timebending table craft station. (Note: who you hang out with while searching with your hourglass has an impact on what timebending gifts you will find)

Keep earning points, you eventually will unlock more powerful figures and have a better chance at winning.

Since the update gave difficulty levels to opponents, you should be able to play against any level one opponent and beat them without much difficulty. Level one opponents will make many mistakes and generally collect a below average number of coins per turn. Play as many of them as you can each day to increase your standing on the board.

Figurine Info

Figurine Name (top center of the description card)

- Playing Conditions (currently only applies a time delay to when the piece may be played by a number of turns.)
- Entry Point (describes where on the board the piece can be played if not replacing one currently on the board.)
- Movement (gives the number of squares a piece can be moved and tells you what direction it can travel in.)
- Abilities (last section of the card, names and/or describes special effects the piece applies while on the board. I have given my own name to some of these abilities just for ease of use in discussions of their usefulness.)

Base Figures and starting strategy

These figures are a solid representation of the basic types of pieces in the game. Almost every other piece will modify these in some form.

Donald Duck

- Condition: None
- Entry: Corners
- Movement: 3 Any Direction

Donald is a straight up movement piece. 3 spaces is the baseline of movement, and being able to move in any direction gives him the most flexibility available of the starting pieces. Try to get him on the board early to make the most of his mobility.

Scrooge McDuck

- Condition: None
- Entry: Corners
- Movement: 2 Any Direction
- Ability: Extra Coin

Scrooge works just like Donald, but with less range, having only a move of 2. However, his special ability makes him a serious consideration for any team build. Scrooge will give you an extra coin at the end of each turn. If he can be moved to pick up two coins, you will get a third at the end of a round. Even if you cannot move scrooge in a way to pick up a coin on your turn, he will at least provide you with one from his ability.

Goofy

- Condition: None
- Entry: Corners
- Movement: 3 Any Direction
- Ability: Jump

Goofy is by far the most limited of the basic set, because he can only collect one coin on any given turn. The jump ability causes a figurine to skip all the squares in between its starting space and its ending space, thus you will only collect the coin for whichever space you land in. However, because his ability gives him the greatest flexibility in movement, he is great for the late turns when you need to be able to get to the gold coins which might be past obstacles, or around a corner from another character.

Mickey Mouse

- Condition: None
- Entry: Borders
- Movement: 3 Orthogonal (perpendicular lines)

Mickey's best trait is being able to enter along any border of the board. I tend to use him more than Minnie, because diagonal characters are locked into the color they are placed on.

Minnie Mouse

- Condition: None
- Entry: Borders
- Movement: 3 Diagonal

Minnie works just like Mickey, but on diagonal movement. Just remember, whatever color you place her on is the only color she can move on.

Staring strategy

- Your goal every turn is to collect as many coins as possible. You can't control the random spawns of the coins, but you can try to plan as you play.
- With this team, I almost always play a duck on my first turn. The only time a mouse gets played before the ducks is when they can get three coins and the ducks cannot.
- When playing a piece, try to get maximum coins, but also have an idea of where you want to move them on their next turn. If you can end their movement in a way that leaves them with options to get coins on their next turn, they will be that much more useful to you. Getting three coins on the first turn and none on the second with a piece is less useful than getting two coins two turns in a row. That said, things will change significantly based upon the computer player's turn. But, it does help to practice thinking ahead.
- You never want to play Goofy before your fourth turn, if you can help it. And then, only play him if you cannot collect both of your gold coins with your other figures. Gold coins are key to winning this game, especially with a basic team like this.
- Finally, consider obstacles when placing pieces. Fences, rocks, ponds, and even the edge of the board will all hamper your movement. The more options your piece has for future moves, the more likely they will be able to score you more points.

Group one figures

As you earn rank points, you will unlock new figures. The first six characters seem to be the same for every player, though randomly assigned. Here are some basic strategies for the first six figures you can earn:

Remy

- Condition: Turn 2
- Entry: Borders
- Movement: 2 Diagonal, 2 Diagonal

Remy is basically an upgraded Minnie Mouse. You are still stuck on diagonal movements with him, but he has an extra space of move available and since he has two movements, he can change directions in between them. You can't play him on the first turn, but that generally isn't that big of a set-back. I was happy to replace Minnie with him.

Flynn

- Condition: None
- Entry: Anywhere
- Movement: 1 Any Direction
- Ability: Coin Drop (Places a silver coin on his previous tile at the end of his movement.)

Flynn feels like a worse form of Scrooge to me. His biggest upgrade is that he can be placed on any unoccupied tile on the board. However, he is limited to only one space of movement and his power can leave extra coins for your opponent to collect. It's a fun idea to have someone chasing him around the board to pick up his extra coins, but that forces you to have two characters in very close proximity to each other, which means you have less coverage on the board. That leaves more space for coins to spawn where you won't be able to get to them.

Lumiere

- Condition: None
- Entry: Borders
- Movement: 1 Any Direction, 2 Diagonal

Lumiere is another upgrade to Minnie Mouse. Lumiere's ability to move 1 in any direction before moving on to diagonal moves makes him much more useful as he is never stuck on just one color of the board.

Cogsworth

- Condition: None
- Entry: Borders
- Movement: 1 Any Direction, 2 Orthogonal

Like Lumiere is to Minnie, Cogsworth is an upgrade to Mickey. He is still mostly orthogonal, but that starting move of 1 in any direction helps to set up his moves better.

Nala

- Condition: None
- Entry: Borders
- Movement: 2 Diagonal, 2 Diagonal
- Ability: Jump

At first glance, Nala seems even better than Remy. In certain boards, this is true. She works great for jumping over most obstacles to get around the board. However, having the jump ability means that she will only collect coins at the end of the moves where Remy will pick up coins from every tile he moves across. Still, she is generally better than Minnie at least. Goofy is still the better late game jumper as he has more flexibility to be able to get to the gold coins easier.

Simba

- Condition: None
- Entry: Borders
- Movement: 2 Orthogonal, 2 Orthogonal
- Ability: Jump

Simba is the Mickey to Nala's Minnie. Only moves in straight lines, but has two jumps so he can turn in between moves and pick up the coins in both places he lands on.

At the end of collecting this group, I had only replaced Mickey and Minnie. I typically chose Simba as one and usually Remy as the other, though sometimes I would use Lumiere or

Cogsworth in place of Remy. My usual team at this point was: Scrooge, Donald, Goofy, Simba & Remy

Group two figures

The next group of nine figures also seems to be the same for everyone, though again, in random order.

Eve

- Condition: Turn 2
- Entry: Corner
- Movement: 8 Any Direction
- Ability: Jump

Eve is the best upgrade to Goofy. She plays just the same, basically waiting to be played until there is a gold coin on the table you can't reach with your other characters. So, her condition isn't even a drawback. Her move of 8 means she can literally reach any space on the board, no matter where she is.

Stitch

- Condition: None
- Entry: Anywhere
- Movement: 3 Orthogonal
- Ability: Destroy

Stitch is a very good upgrade to the Mickey position. He can start anywhere on the board and he can pass through fences, destroying them as he does.

Ralph

- Condition: None
- Entry: Borders
- Movement: 3 Orthogonal
- Ability: Destroy

Ralph is an interesting character. He helps clear the board, making it easier for your figures to move around. However, this also helps your opponent, which means his best attribute isn't actually giving you any advantages. Stitch is a stronger play as he can start anywhere on the board and the fences don't stop him like they do Ralph. Though if you have a board with a bunch of stones on it, Ralph may be the better pick.

Pumba

- Condition: None
- Entry: Borders
- Movement: Orthogonal
- Ability: Charge
- Ability: Destroy

Pumba has the charge ability, which is both a strength and a weakness. Being able to move all the way across a row or column until you hit an obstacle can net you four or five coins in a turn, in the right situation. However, you have no actual control on where you stop, meaning it's much harder to set up future turns with a charging character. To counter that weakness, Pumba has the ability to destroy all walls by his ending space, which can help open the board up for future moves with all of your characters.

Wall-E

- Condition: None
- Entry: Borders
- Movement: Orthogonal
- Ability: Charge
- Ability: Push

Wall-E is another charge character. To offset the weakness of his charge, he has an extra ability to push all figures that are adjacent to him at the end of his move, one square away. Of course, blocking terrain will prevent this extra move. Occasionally it is a good way to push a character into an extra coin, but it can be very tricky to set up.

Gaston

- Condition: None
- Entry: Borders
- Movement: Any Direction
- Ability: Charge

Gaston is my favorite among the current charge characters because he can move in any direction. I often use him in place of Donald because he has a much greater reach. Again, positioning him after his movement is the most frustrating part, so he often gets replaced on the fourth or fifth turn.

Fairy Godmother

- Condition: None
- Entry: Anywhere
- Movement: 2 Any Direction
- Ability: Ethereal
- Ability: Movement Buff

Fairy Godmother is an interesting character. She is very versatile because she can be placed anywhere and she can move in any direction, unhampered by obstacles. I find her movement buff to be more of a liability than a boon because she has to end her move adjacent to the character. I don't like having my characters be too close to each other on the board. Being spread out on the board gives you better chances to pick up the gold coins when they spawn. That said, there are occasions when the move buff is really helpful, particularly on characters that have multiple movements on a turn, because the buff will apply to all of them. So you can potentially get a two or three square movement buff on a character.

Ursula

- Condition: None
- Entry: Anywhere
- Movement: 2 Any Direction
- Ability: Ethereal
- Ability: Movement Debuff

Ursula works just like the Fairy Godmother, except she causes enemies to lose a point of move when she ends adjacent to them. This ability is amazing against many different figures. It is common for a character to have multiple movements on a turn, and Ursula will debuff each of them. Any character that has a one space move will have that move unavailable to them. Some characters will simply be unable to move at all. Once you get to the fourth and fifth turns, the computer will usually just replace a character that has a move debuff on it, so I generally tend to replace her, or stop focusing on her special by the late game.

Olaf

- Condition: None
- Entry: Anywhere
- Movement: 1 Any Direction, 1 Any Direction

Olaf feels like he should be much stronger than he actually is. His ability to enter at any space and move whatever way you need him to is heavily balanced by the fact that he can only move two spaces. Which means at best he only gets two coins per turn. Most of the time, there are much better options.

A lot more options become available here. Eve is an obvious choice to replace Goofy. And Gaston works well in place of Donald. I use Ursula a lot as well, generally in place of Remy. I tried the other characters here, but I ended up with this team by the end of this round of collections: Scrooge, Gaston, Eve, Simba, Ursula. If you aren't a fan of debuffs and blocking enemies, Ursula can be replaced by either Stitch or Fairy Godmother pretty easily. Just don't focus on Fairy Godmother's ability to boost movement too much when using her.

Group three figures

The Princess group. This group contains all of the available princesses... and Scar. These six characters are randomly assigned to the last six spots on the Boardgame Ranking track and will net you some of the most powerful figures in the game.

Scar

- Condition: Turn 3
- Entry: Corners
- Movement: 4 Any Direction
- Ability: Jump
- Ability: Hunt (Can finish his move by landing on another figure, which removes the character from the board and returns it to the owner.)

Scar isn't a bad figure, but by the time you get him, Eve is a better piece to use. It is possible to use him to keep your opponent down to only two characters, however, in so doing, you are also only using two characters to gain coins. So there is no real advantage to that use.

Moana

- Condition: None
- Entry: Anywhere
- Movement: 1 Any Direction
- Ability: Movement Buff

Moana has potential. Every turn she is on the board, her speed increases by one. Potentially, she would be a five space movement by the end of the game. As nice as that is, in practice, the early turns of her low movement speed are too much of a hindrance to overcome against higher level opponents.

Elsa

- Condition: Turn 2
- Entry: Borders
- Movement: 4 Orthogonal
- Ability: Ice (Leave a trail of ice on every tile she leaves)

Elsa has the most interesting and difficult ability to use of all the figures I have accumulated. I have not figured out exactly how her ability works, but it seems to be both a move buff and debuff. If a figure moves onto her ice, it will slide until it gets to a place where there is no more ice. Then its movement ends. You can use this to your advantage to have one of your own figures end their move on the ice to get an extra bit of move, or to block an opponents path and slow them down, if they need to cross your ice. It is a powerful ability, but difficult to use in a way that both allows you to collect more coins with her and also help one of your other figures or hamper an opponent's figure.

Anna

- Condition: None
- Entry: Borders
- Movement: 1 Orthogonal, 1 Orthogonal, 1 Orthogonal

Anna is one of the best characters in the game. Being able to turn twice during her move means she has a really good chance to gain three coins in situations where most characters would only be able to get one or two. She is very weak against Ursula, who will prevent her from moving at all if she ends her move adjacent to her. But, in almost any other situation, her movement is one of the most flexible.

Cinderella

- Condition: none
- Entry: Corners
- Movement: 2 Any Direction, 1 Any Direction
- Ability: Flee (Removes herself from the board at the start of turn five.)

Cinderella is another powerhouse. Her entry space is rather limiting, but her flexibility in movement is far superior to most other figures. Her ability works best if you have a reserve character in your team that can be placed in any location. And just to clarify, if she removes herself, she cannot be played again. She can be played on the fifth turn, if she wasn't removed at the start of the turn.

Rapunzel

- Condition: Turn 3
- Entry: Anywhere
- Movement: 1 Any Direction
- Ability: Gather (Collect up to three coins in adjacent spaces at the end of her movement)

This is easily the most powerful figure you can earn on the ranking track. You can't play her until the late part of the game, which is when the coins have had the most opportunity to build up. Drop her anywhere on the board and she can grab one coin in her space and then possibly up to three more around her. She will always collect gold coins before she collects silver ones with her ability. She will almost always net you at least three coins on her first placement turn, if you are strategic in your placement of her.

Anna is quite a good choice to use, and so is Cinderella. Either of them would replace Ursula or Simba in my above team. But, Rapunzel takes the cake. As soon as you get her, give her a try. I use her instead of Simba. My roster by this point doesn't change much. I use: Scrooge, Gaston, Eve, Rapunzel, and (Ursula/Cinderella). The last slot generally depends on my mood and who I'm facing. I like to pick Ursula to mess with my opponents, but sometimes, she isn't quite as useful. Generally, she has no effect when playing Gaston and very little effect when playing Goofy as examples.

Craftable figures

These are the figures you can craft from the Timebending table. Some very useful figures here, if you can focus your efforts and craft them early enough. Remember to use your hangout buddies to influence which gifts you will find when timebending to make crafting them easier.

Rafiki

- Condition: None
- Entry: Corners
- Movement: 4 Any Direction
- Ability: Jump
- Ability: Push

Rafiki is a good improvement to Goofy, but is less useful than Eve. The ability to push can come in handy, but rarely works out where he can gain a coin and have a good push as well. Generally, he ends up working like any other jump character, as a replacement option during the fourth and fifth rounds to make it easier to collect those gold coins.

Forky

- Condition: None
- Entry: Anywhere
- Movement: 2 Any Direction
- Ability: Flee (Removes himself from the board at the end of the turn and cannot be played again.)

Forky is... a tricky figure to use well. In general, you don't want to play him until at least the third turn, just so you can keep the maximum number of pieces on the board. Since he removes himself from the board, you will have to place a new figure on the board after him, without replacing any of your current characters in order to keep your maximum number of figures on the board. This can be a really useful ability, depending on the entrance requirements of the figures left in your hand. However, the loss of his figure for the rest of the game also means you have less options to use during the rest of the game as well. I tend to avoid using him for this reason.

Kristoff

- Condition: None
- Entry: Borders
- Movement: 1 Diagonal, 1 Diagonal, 1 Diagonal

Kristoff suffers from the same problem as Minnie. He has a much more flexible movement style and makes a good choice for a diagonal figure if you feel you want or need one. But I find that a figure limited to one color of space on the board gets much less use than orthogonally moving figures. But, if you get him early enough, he could be a good replacement for Minnie in the early teams.

Merlin

- Condition: Turn 4
- Entry: Anywhere
- Movement: 2 Any Direction
- Ability: Ethereal
- Ability: Alchemy (Turns one silver coin within his range into a gold coin at the start of his turn)

Merlin is another powerhouse, though he is severely limited by his placement condition. You are only able to get one use of his ability, but you are basically guaranteed an extra gold coin that you will be able to collect on your turn. Merlin will collect either three or four coins on your last turn, when you move him over the coin he changes. Combine this with a late game anywhere placement and movement in any direction unhindered by obstacles and that means he should easily get you five to six coins on the two turns you can have him in play.

Character Scramblecoin Levels

Level 1

Goofy
Kristoff
Mickey Mouse
Moana
Nala
Remy
Scrooge McDuck
Wall-E

Level 2

Ariel
The Beast
Buzz
Donald Duck
Elsa
Eve
The Fairy Godmother
Gaston
Maui
Minnie Mouse
Olaf
Prince Eric
Rapunzel
Simba
Stitch
Ursula
Woody

Level 3

Anna
Belle
Jack Skellington
Merlin
Mirabel
Mother Gothel
Vanellope
Scar