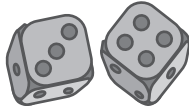
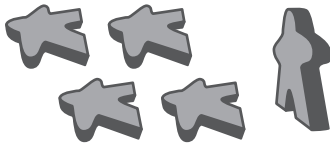


MINT TIN MINI APOCALYPSE



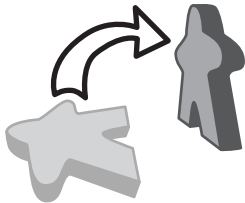
Roll 7s



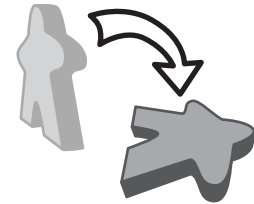
Start: 4 down & 1 up



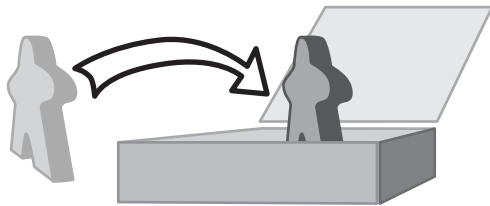
Max of 7



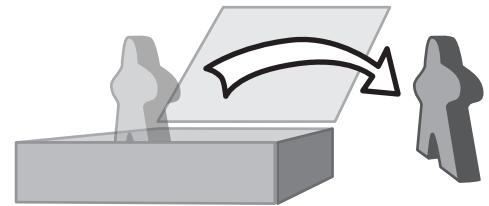
Stand 1



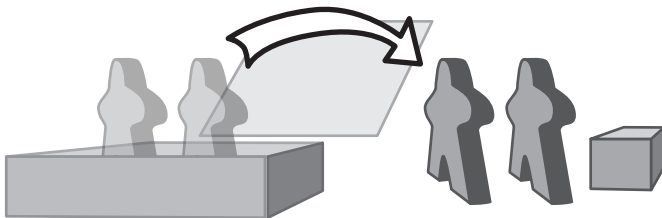
Knock 1 down



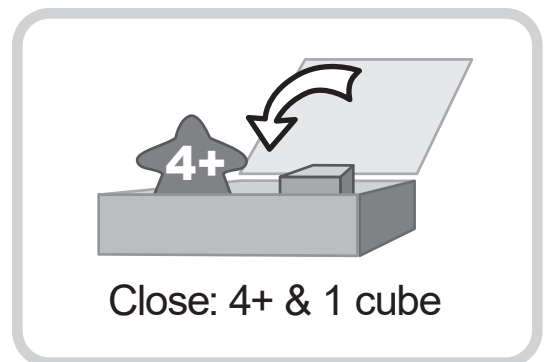
Put 1 in shelter



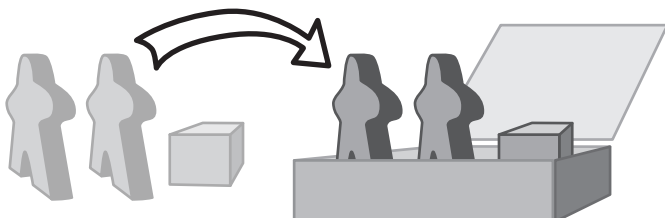
Kick 1 out - place standing



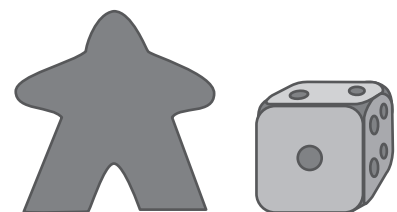
Pair out to grab cube



Close: 4+ & 1 cube



Pair in with cube



Monster