

MINT TIN MINI APOCALYPSE

Game Setup

Dump out tin, choose color, lay 4 meeps down & 1 standing on your side of tin with matching dice.



Tin is the Fallout Shelter (FoS).

Stand monster a few inches from FoS with green die behind it, 6 facing up. Place 2 supply boxes between monster & FoS.

Game Play

Get your meeps to their feet, stay on yours, secure the FoS, get 1 supply box & close the FoS!

Your actions are on 7s. You need 1 standing meep to help your meeps or knock down others.

FoS holds a **max of 7 meeps**.

Seek Shelter Immediately!

Start game & roll your dice.

Standard game is simultaneous rolling, not turn-based.

On a 7 you can:

Help 1 meep to its feet

Help 1 standing meep into FoS

Knock down 1 standing opponent

Toss 1 opponent out of FoS (you need 1 in) BUT place them standing up outside FoS

Send out RECON PAIR from the FoS to get 1 supply box

Knock down 1 RECON meep

Stand up 1 knocked down RECON meep in RECON PAIR

Get RECON PAIR & box into FoS

Close FoS with at least 4 of your meeps in & 1 box for the **WIN!**

What about the monster?

3 game modes - Decide before you start: **UHOH, OMG, & CRA-CRA!**

UHOH activates monster die when supply box gets into the FoS. This is standard play.

Once activated, player rolling doubles of monster die's face-up number turns monster die down. A double 6 turns monster die to 5, a double 5 turns it to 4 & so on.

When monster die is on 1, snake eyes (double 1s) ends the game. Monster gets in FoS & eats you!

BUT . . . either player can be a hero by tossing 1 of their standing meeps onto monster die!

That meep is forever gone (*but never forgotten*). Next snake eyes ends the game unless another meep jumps on monster die.

Sacrificing a meep doesn't need a 7 & can be done with a meep from **in or out** of the FoS but only when monster die is on 1.

Roller of monster's snake eyes says **yes/no** to sacrifice; if **no** then opponent says **yes/no**; if **no**, roller calls last **yes/no**.

If **no**, then the **monster wins!**

MINT TIN MINI APOCALYPSE

Game Setup

Dump out tin, choose color, lay 4 meeps down & 1 standing on your side of tin with matching dice.



Tin is the Fallout Shelter (FoS).

Stand monster a few inches from FoS with green die behind it, 6 facing up. Place 2 supply boxes between monster & FoS.

Game Play

Get your meeps to their feet, stay on yours, secure the FoS, get 1 supply box & close the FoS!

Your actions are on 7s. You need 1 standing meep to help your meeps or knock down others.

FoS holds a **max of 7 meeps**.

Seek Shelter Immediately!

Start game & roll your dice.

Standard game is simultaneous rolling, not turn-based.

On a 7 you can:

Help 1 meep to its feet

Help 1 standing meep into FoS

Knock down 1 standing opponent

Toss 1 opponent out of FoS (you need 1 in) BUT place them standing up outside FoS

Send out RECON PAIR from the FoS to get 1 supply box

Knock down 1 RECON meep

Stand up 1 knocked down RECON meep in RECON PAIR

Get RECON PAIR & box into FoS

Close FoS with at least 4 of your meeps in & 1 box for the **WIN!**

What about the monster?

3 game modes - Decide before you start: **UHOH, OMG, & CRA-CRA!**

UHOH activates monster die when supply box gets into the FoS. This is standard play.

Once activated, player rolling doubles of monster die's face-up number turns monster die down. A double 6 turns monster die to 5, a double 5 turns it to 4 & so on.

When monster die is on 1, snake eyes (double 1s) ends the game. Monster gets in FoS & eats you!

BUT . . . either player can be a hero by tossing 1 of their standing meeps onto monster die!

That meep is forever gone (*but never forgotten*). Next snake eyes ends the game unless another meep jumps on monster die.

Sacrificing a meep doesn't need a 7 & can be done with a meep from **in or out** of the FoS but only when monster die is on 1.

Roller of monster's snake eyes says **yes/no** to sacrifice; if **no** then opponent says **yes/no**; if **no**, roller calls last **yes/no**.

If **no**, then the **monster wins!**

MINT TIN MINI APOCALYPSE

Game Setup

Dump out tin, choose color, lay 4 meeps down & 1 standing on your side of tin with matching dice.



Tin is the Fallout Shelter (FoS).

Stand monster a few inches from FoS with green die behind it, 6 facing up. Place 2 supply boxes between monster & FoS.

Game Play

Get your meeps to their feet, stay on yours, secure the FoS, get 1 supply box & close the FoS!

Your actions are on 7s. You need 1 standing meep to help your meeps or knock down others.

FoS holds a **max of 7 meeps**.

Seek Shelter Immediately!

Start game & roll your dice.

Standard game is simultaneous rolling, not turn-based.

On a 7 you can:

Help 1 meep to its feet

Help 1 standing meep into FoS

Knock down 1 standing opponent

Toss 1 opponent out of FoS (you need 1 in) BUT place them standing up outside FoS

Send out RECON PAIR from the FoS to get 1 supply box

Knock down 1 RECON meep

Stand up 1 knocked down RECON meep in RECON PAIR

Get RECON PAIR & box into FoS

Close FoS with at least 4 of your meeps in & 1 box for the **WIN!**

What about the monster?

3 game modes - Decide before you start: **UHOH, OMG, & CRA-CRA!**

UHOH activates monster die when supply box gets into the FoS. This is standard play.

Once activated, player rolling doubles of monster die's face-up number turns monster die down. A double 6 turns monster die to 5, a double 5 turns it to 4 & so on.

When monster die is on 1, snake eyes (double 1s) ends the game. Monster gets in FoS & eats you!

BUT . . . either player can be a hero by tossing 1 of their standing meeps onto monster die!

That meep is forever gone (*but never forgotten*). Next snake eyes ends the game unless another meep jumps on monster die.

Sacrificing a meep doesn't need a 7 & can be done with a meep from **in or out** of the FoS but only when monster die is on 1.

Roller of monster's snake eyes says **yes/no** to sacrifice; if **no** then opponent says **yes/no**; if **no**, roller calls last **yes/no**.

If **no**, then the **monster wins!**

MINT TIN MINI APOCALYPSE

Game Setup

Dump out tin, choose color, lay 4 meeps down & 1 standing on your side of tin with matching dice.



Tin is the Fallout Shelter (FoS).

Stand monster a few inches from FoS with green die behind it, 6 facing up. Place 2 supply boxes between monster & FoS.

Game Play

Get your meeps to their feet, stay on yours, secure the FoS, get 1 supply box & close the FoS!

Your actions are on 7s. You need 1 standing meep to help your meeps or knock down others.

FoS holds a **max of 7 meeps**.

Seek Shelter Immediately!

Start game & roll your dice.

Standard game is simultaneous rolling, not turn-based.

On a 7 you can:

Help 1 meep to its feet

Help 1 standing meep into FoS

Knock down 1 standing opponent

Toss 1 opponent out of FoS (you need 1 in) BUT place them standing up outside FoS

Send out RECON PAIR from the FoS to get 1 supply box

Knock down 1 RECON meep

Stand up 1 knocked down RECON meep in RECON PAIR

Get RECON PAIR & box into FoS

Close FoS with at least 4 of your meeps in & 1 box for the **WIN!**

What about the monster?

3 game modes - Decide before you start: **UHOH, OMG, & CRA-CRA!**

UHOH activates monster die when supply box gets into the FoS. This is standard play.

Once activated, player rolling doubles of monster die's face-up number turns monster die down. A double 6 turns monster die to 5, a double 5 turns it to 4 & so on.

When monster die is on 1, snake eyes (double 1s) ends the game. Monster gets in FoS & eats you!

BUT . . . either player can be a hero by tossing 1 of their standing meeps onto monster die!

That meep is forever gone (*but never forgotten*). Next snake eyes ends the game unless another meep jumps on monster die.

Sacrificing a meep doesn't need a 7 & can be done with a meep from **in or out** of the FoS but only when monster die is on 1.

Roller of monster's snake eyes says **yes/no** to sacrifice; if **no** then opponent says **yes/no**; if **no**, roller calls last **yes/no**.

If **no**, then the **monster wins!**