

# MINT TIN MINI APOCALYPSE

*It's a nice day in Meepleton. You and your friends are enjoying the day without a care in the world . . .*

*BOOM! Transformers blow, cars crash, people fall to the ground. Phew, you're wobbly but okay.*

*RAWR! Nearby, a giant monster wreaks havoc!*

*Hurry! Get to the school's forgotten fallout shelter.*

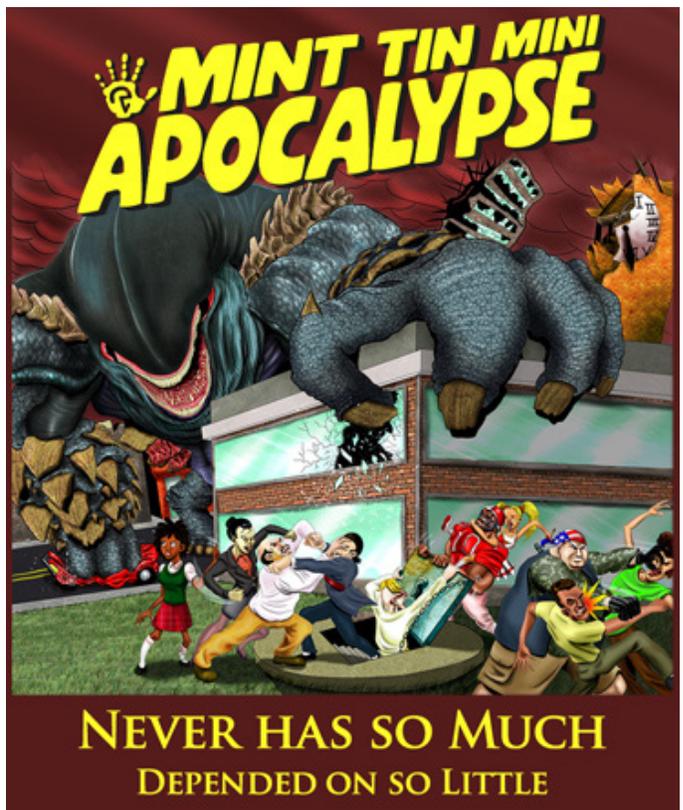
*Once two or more of your team members make it inside the shelter, send out a reconnaissance pair to grab a box of supplies. One box is plenty and it doesn't matter who grabs it. But the monster spots you once you do - so you gotta be fast!*

*The shelter holds a max of 7 and it takes 4 from the same team to pull the door closed.*

*Do what you must to survive - If you're standing outside, knock down an opponent and make them scramble to their feet again. If you're in the shelter, shove them out and make room for your team.*

*But wait! It might not be over if you spot a manhole cover. Grab it and knock the monster down or use it to pry open the fallout shelter. If you grab the cover before you secure the box of supplies, the nefarious monster will surely notice you.*

*Looks like the apocalypse is here!*



# Mint Tin Mini Apocalypse basic game rules

## Game Setup

Dump out the game tin, and choose a color. Place 4 of your meeps laying down and 1 standing on your side of tin.

Grab the matching dice.

The game tin is the Fallout Shelter (FoS).

Stand the green monster a few inches from FoS with the green die behind it with the 6 facing up.

Place 2 white supply boxes between the FoS and the nefarious monster.

## Game Play

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

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

FoS holds a maximum of 7 meeps.

Start the game and roll your dice. The standard game is simultaneous rolling, not turn-based. However, you can play turn-based if you prefer.

On a roll of a 7 you can:

- Stand up 1 meep (if none standing)
- 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 of your meeps from the FoS to get 1 supply box
- Stand up 1 knocked down meep of your RECON PAIR
- Knock down 1 meep in your opponent's RECON PAIR
- Drag 1 supply box into FoS with your standing RECON PAIR
- Close the FoS with at least 4 of your meeps and 1 supply box inside for the WIN!

## What about the monster?

There are 3 game modes – Decide before start: **UH-OH**, **OMG**, or **CRA-CRA!**

**UH-OH** activates monster's die when supply box gets into the FoS. This is standard play.

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

When monster die is on 1, a roll of snake eyes (double 1s) by either player ends the game. The monster gets in FoS and 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). The next snake eyes ends the game unless another meep jumps on monster die.

Sacrificing a meep doesn't need a roll of 7 and can be done with a meep from inside or outside of the FoS but only when monster's die is on 1.

The one who rolls the snake eyes calls out **yes** or **no** if they are sacrificing a meep; if they call out **no**, then the opponent says **yes** or **no**; if they say **no**, then the roller of the snake eyes has one last chance and calls out **yes** or **no** if they are sacrificing a meep.

If that's a **no**, then the **monster wins!** And you both lose.

**OMG** mode activates monster die as soon as the game starts. This is a faster game but it sucks to be human.

**CRA-CRA** allows either player to activate and turn down monster die by using their rolled 7s in addition to normal turn down on matching doubles.

**Dial the difficulty** - is the game too easy? Set the monster die on 5, 4, or lower!

## Endgame Scoring

### 4 POINTS - *Humanity's Hope*

FoS is closed with 1 supply box and all 5 yours in OR 4 of yours in, with a supply box, and with 1 of your meeps sacrificed on the monster die.

### 3 POINTS – *Survivor*

FoS closed with 1 supply box and 4 of your meeps in.  
This is the fastest win.

### 2 POINTS - *Selfless Hero*

Rather than simply lose, you help your opponent win and save humanity by jumping on monster die.

### 1 POINT –

You lose and made no sacrifices. The monster eats you and your opponent wins.  
But at least *humanity lives on!*

### 0 POINTS –

The FoS never gets closed and monster eats everyone! You both lose - ***Bah!***

## Note:

Kate & I advise playing the game a few times without the *Manhole Expansion* to get a feel for your strategy and tactics.

We also like to start on 4 for most games. Happy gaming!

## Manhole Expansion rules

### Game Setup

Place the manhole cover behind monster with the SEWER side facing up.

### Game Play

Manhole cover can be used to knock monster down OR to open the closed FoS.

On a 7 you can:

- Claim the manhole cover by standing 1 meep on it
- Push an opponent off the manhole cover to claim cover (place them standing)
- Throw the claimed manhole cover to knock down the monster
- Throw the claimed manhole cover to pry open the closed FoS lid and continue the game

Claiming the manhole cover activates the monster if not yet activated.

The manhole cover can only be thrown once. **UPDATE Below!**

If monster is knocked down, a roll of doubles of the monster's die stands the monster back up but doesn't turn the monster die down. Another roll of the monster die's double continues the countdown.

The monster keeps rolling down as in normal play.

No banking of rolled 7s, you can't roll and hold a 7.

Both of you keep rolling if the FoS is reopened.

Once lid is reclosed, it's only a matter of time before monster eats any outsiders so **Game Over.**

**Update:** after discussions on BoardGameGeek and deep soul searching (not that deep), why limit the use of the manhole cover to once? It was initially that way to make it *extra* special but if this game mimics real life, you could use it as many times as you like - just reclaim it with a 7 and rethrow with another 7. And while it could extend the game to use it multiple times, the monster will eventually end it (and you, if you're not careful). So feel free to call that rule anyway you like - it's your game. =)

## Mint Tin Mini Apocalypse with Manhole Expansion contains:

- 5 Blue Meeples
- 5 Yellow Meeples
- 1 Green Monster Meeple
- 2 Blue Dice
- 2 Yellow Dice
- 1 Green Monster Dice
- 2 Supply Cubes
- 1 Fallout Shelter (FoS)
- 1 Manhole Cover Expansion Brass Coin
- 1 Game Instructions
- 1 Manhole Expansion Instructions
- 1 Sleeved Mini Game Poster

## The Epic Soundtrack is also yours!

<http://subquark.com/kickstarter/Mint-Tin-Mini-Apocalypse-ALBUM.zip>

Seven awesome MP3 320kbps tracks to add to the chaos and pandemonium:

1. ***RUN*** – 25 second city sidewalk setup time – 00:07:00
2. ***UNSTOPPABLE*** – 25 second town carnival setup time – 00:07:00
3. ***CHAOS RAPTURE*** – quick start – 00:07:00
4. ***INSTRUMENTAL*** – no EBS signal – 00:10:08
5. ***RUN*** – extended play – 00:15:28
6. ***UNSTOPPABLE*** – extended play – 00:16:26
7. ***CHAOS RAPTURE*** – extended play – 00:16:32

Composed by Ross Bugden and mixed for Mint Tin Mini Apocalypse.

The first 3 epic tracks are also on YouTube:

- Track One [RUN](#) (city sidewalk)
- Track Two [UNSTOPPABLE](#) (town carnival)
- Track Three [CHAOS RAPTURE](#) (quick start)

***Happy gaming and win often! =)***

Check for variants at [subQuark.com](http://subQuark.com)