

Mint Tin Mini Skulduggery

1-4 player, 10- to 25-minute dice game

How much is your spirit worth?

Invoke the ethereal realm to roll spirit points, shatter others, and push the limits without unleashing skulduggery!

Game rules - setup & play

Game setup

Take three dice out of the tin (the ethereal realm) and give each player a crystal skull. Each player rolls one die. Highest number is the first player who then rolls again to determine the **spirit** number—rolling this number is called the spirit die (dice) and determines how all players collect points. Turns move clockwise.

Game play

First player rolls all three dice. If one **spirit die** is rolled, that player collects 1 point (white skull); if two **spirit dice** - player collects 5 points (black skull); if three spirit dice - player collects 10 points (two black skulls). Player must continue rolling as long as one spirit die appears. When none of the dice show the spirit number, it's the next player's turn.



Examples:

- She rolls all three dice and gets two spirit dice to collect 5 points. She rolls again and gets one spirit die and collects 1 point, she rolls again and gets no spirit dice. It's now his turn to roll all three dice.
- He rolls all three dice and gets one spirit die and collects 1 point. He continues to roll and gets two spirit dice.

Thwart your opponent's roll by using your crystal skull to shatter and remove a spirit die. If only one spirit die was rolled and it is shattered, that turn's over, and the next player rolls three dice. If the spirit number appears multiple times in a roll, multiple players can shatter and remove those spirit dice. However, if any spirit dice are still showing after shattering, collect your point(s) and continue rolling the remaining dice as long as spirit dice appear. In other words, if you can't collect points, your turn's over.

You can also shatter *your own* spirit die!

The option to shatter goes clockwise with one chance per player (in a 3- or 4-player game, if you're next and pass on shattering and then no one else does, you can't then decide to shatter). Feel free to openly discuss who might shatter. Once you shatter a spirit die, your crystal skull goes to the ethereal realm (the tin).

The current player doesn't collect points for shattered dice, but they do continue rolling with the remaining dice if any spirit die is still showing.

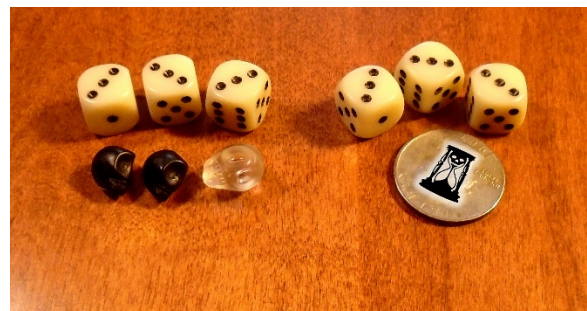
Examples:

- She rolls double spirit dice for 5 points but he shatters one by placing his crystal skull on it. She now gets 1 point and only rolls two dice for the rest of her turn as long as spirit numbers appear. Once her turn's over, his used crystal skull goes to the ethereal realm, and the next player rolls all three dice.
- He rolls a single spirit die, she shatters it and his turn is over (no spirit numbers are showing, so no re-rolling).



Special rolls: If you've used your crystal skull, you reclaim it from the ethereal realm with a three-of-a-kind roll, a **triple**. If the triple are spirit dice, then you also collect 10 points (if none are shattered).

If you roll any triple (spirit or any other three-of-a-kind) and can't collect points or reclaim your crystal skull or do both, then the ***Winged Death Head*** coin comes out hourglass-side up, and it's the next player's turn.



If the coin's already out, you must flip it over to reveal the dreaded winged death head—*brace yourself as the spirits of the ethereal realm burst forth!*

Everyone keeps their crystal skull (if they have one) and everyone passes their points to the player on their left. That's **SKULDUGGERY!** And the winged death head coin now returns to the ethereal realm.

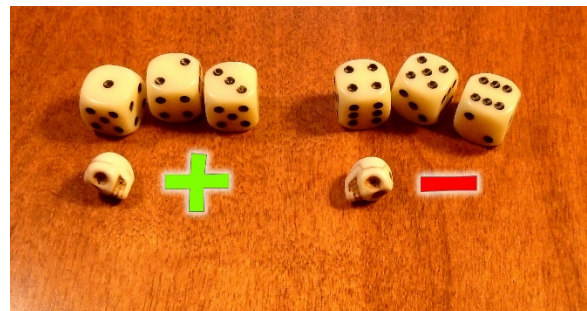


To stave off Skulduggery, you can banish the coin while it is hourglass-side up. Do this on your turn with your crystal skull *before* the first roll of your turn. Both the coin and your crystal skull return to the ethereal realm.

- *For example*, he rolls a triple that isn't spirit dice—and he still has his crystal skull—no action can be taken from the dice, so the coin comes out hourglass-side up. Then she rolls a triple spirit but has her crystal skull. Because she's able to collect points, the coin stays out but doesn't flip—no skulduggery . . . yet!

Fight the ethereal realm for power with straights!

On a **low-straight**, 1-2-3, the ethereal realm gives a point to the lowest or lowest tied scoring player(s). On a **high-straight**, 4-5-6, the ethereal realm takes a point from the highest or highest tied scoring player(s). If a spirit die is one of the straights, collect that point after dealing with the straight.



A spirit die can be shattered in a straight *after* points are given or taken. If shattered, do not collect that spirit point and since no spirit number die is now showing, that turn's over.

Examples:

- You're tied for highest score and roll a 4-5-6 and 5 is the spirit number, both high-score players lose a point and then you collect your spirit point. Roll again as long as spirit dice appear.
- She's tied for lowest and rolls a low-straight. Both tied players are given a point and then she collects her spirit point.
- He rolls a 1-2-3 and 3 is the spirit number. She shatters the spirit die and because he's the lowest scoring player, he's given a point for the straight but doesn't get the spirit point. His turn's over and next player rolls three dice.

Endgame

Score exactly 15 points to win. If you roll over, you **bust** for that turn and collect no points. Your turn's over, and the next player goes.

- *For example*, you have 11 points and roll a double—that's $11 + 5 = 16$ —so you bust. You don't get any points, you don't roll again, and your turn is over.

It's possible that multiple players tie as winners. In that case, celebrate and play another game!

Remember, you can escape a **bust** by unleashing your crystal skull upon yourself! Shatter your own spirit die. *The ultimate act of self-sacrifice!*

Examples:

- She has 14 points and rolls a double (5 points). She uses her crystal skull to shatter one spirit die to collect 1 point and **win the game!**
- He has 10 points and rolls a triple. He uses his crystal skull to shatter one spirit die to make it 5 points BUT she shatters one of his remaining spirit dice, giving him only 1 point for a total of 11. He continues rolling with one die.
- In a 3-player game all are tied with 14 points. You roll a low-straight (1-2-3) and the spirit number is 2. Everyone gets a point for the straight and you must also collect 1 point for the spirit die. That means you bust and collect no points at all. The other two players are tied winners (unless you can shatter the spirit die, then all three of you tie for winner).

Advanced mode: If you're rolling only two dice and they come up a non-scoring pair (i.e., a bust or not spirit dice) take out the coin hourglass-side up. If the coin's out—it flips for *Skulduggery!* It doesn't matter if you have your crystal skull or not—you never get your crystal skull back on a pair.

There are enough stone skulls for up to 14 points per player. The 15th point is your winning spirit die.

Need to pause the game? The next player holds the dice before the first roll of their turn. Works great when you're playing at lunch or dinner.

Solo Rules by Nick Shaw

Get ready for an otherworldly opponent with clever AI—*Æthereal Intelligence!*

Game setup

Take three dice out of the tin (the *ethereal realm*) and give yourself one crystal skull and three crystal skulls to *the Spectre*. Roll one die to determine the **spirit number**.

Game play

You start the game. Unless mentioned otherwise, apply the same rules as the standard game throughout (e.g. triples, low & high straights, the Winged Death Head coin, and *Skulduggery!*). The Spectre's actions always occur before yours.

Your turn

On the first roll of your turn, where you don't bust, and:

- you roll two or three spirit die, *or*
- you roll one spirit die and would win.

The **Spectre** shatters one spirit die. If you roll only one spirit die that doesn't make you win, the Spectre doesn't shatter anything.

On subsequent rolls of your turn, if you don't bust and the Spectre didn't shatter anything on your first roll, the Spectre will shatter one die, if possible, unless it's a triple (see below).

If you decide to shatter your own die to avoid busting, the Spectre doesn't then "*change its mind*" about shattering a die (it had its chance!).

Spectre's turn

The Spectre never uses a crystal skull to banish the coin on the first roll of its turn *BUT* it may do so later in its turn.

You roll for the Spectre as per the standard rules (re-rolling if it collects points, etc.). It gains points and can bust just the same as you. After each of its rolls, it decides if it does something extra *before* you decide if you'll shatter a spirit die.

- For a bust, if it has a crystal skull, it shatters a spirit die to prevent the bust.
- On a triple:
 - If it has no crystal skulls, it reclaims all three (it never claims just one at a time), and if it's a triple spirit it also collects points.
 - If it doesn't reclaim skulls or collect points, the **Winged Death Head** coin comes out, hourglass-side up.
- If the coin's out *and* it has more points than you, it uses a crystal skull to banish the coin (breaking the usual rule of deciding to do this before the player's first roll on their turn).
- If the coin's out and it has no crystal skulls - *Skulduggery* happens! Swap points with each other.

Keep playing until you or the Spectre has exactly 15 points for victory.

