

Mint Tin Mini Skulduggery Concise 2-4 player rules

Each player gets one crystal skull and rolls one die. Highest goes first and rolls one die to determine spirit number.

First player rolls 3 dice—collect points for spirit dice.

1 spirit = 1 point (white skull) | 2 spirits = 5 points (black skull) | 3 spirits = 10 points

Keep rolling as long as spirit die (dice) are showing. When no spirits, next player.

Shatter a spirit die with a crystal skull. If only one spirit is rolled and shattered, turn over. If more than one spirit, remove the shattered die and keep rolling remaining dice. Multiple players can shatter and you can shatter your own. Used crystal skull goes to the tin (the *ethereal realm*).

Special rolls

- **Low-straight**, 1-2-3, lowest or lowest tied scoring player(s) get 1 point from the tin.
- **High-straight**, 4-5-6, highest or highest tied scoring player(s) lose 1 point to the tin.
 - Resolve straight points before collecting spirit points.
 - A spirit can be shattered in a straight after points are given or lost.
- **Triples** reclaim a used crystal skull.
 - If you can't collect points and/or reclaim crystal skull, the coin comes out hourglass-side up.
 - If the coin's already out—flip it over for **SKULDUGGERY!**

Skulduggery: Move your points (but not your crystal skull, if you have it) to the player on your left.

You can banish the hourglass-side up coin on your turn, before you roll, with your crystal skull. Coin and crystal skull go to the tin.

Score exactly 15 points to win. If you roll over, you **bust** and collect no points. Next player's turn.

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

