



Mint Tin Mini SKULDUGGERY 1-4 Player Quick Reference Guide

One crystal skull per player & roll one die for **spirit number**. Roll three dice & keep rolling as long as spirit die/dice show.

1 spirit = 1 point (white skull) ~ 2 = 5 points (black skull)
3 = 10 points ~ no spirit(s) showing, no points, turn over

Low-straight (1-2-3) lowest score(s) gets 1 point from tin.

High-straight (4-5-6) highest score(s) loses 1 point to tin.

Exactly 15 points to win. Over 15 - **bust**, no points, turn over.

Shatter - Crystal skull removes a spirit die; used crystal goes to tin. One, or more, can shatter spirit die/dice—even your own. Examples: 1 spirit die w/1 shatter = no points, turn over; 3 spirit dice w/1 shatter = 5 points, roll again but with 2 dice, 3 spirit dice w/2 shatter = 1 point, roll again but with 1 die. Turn is over if no spirit die/dice are showing after the shatter.

Triples & the Winged Death Head coin

Triples reclaim crystal skull. Triple spirits can collect points. If no crystal skull to reclaim and/or no points are collected:

- **Death Head** coin comes out hourglass-side up, turn over.
- If the coin is out, it flips for **Skulduggery!** *Yoicks or Yea!*

Keep crystal skull (if not used) & pass points to player on left. Return the **Winged Death Head** to the *ethereal realm*.

full rules - subQuark.com

Mint Tin Mini SKULDUGGERY Solo Quick Reference Guide

One crystal skull for you and three for the Spectre. Spectre's actions always occur before yours. You start first with same rules as standard unless mentioned otherwise. *Good luck!*

On the first roll of your turn and it is not a bust:

- if you roll 2 or 3 spirits - Spectre shatters 1 spirit;
- if you roll 1 spirit and you would win, it shatters that one;
- but if you roll only 1 spirit & don't win, it doesn't shatter it.

On *subsequent* rolls of your same turn & you don't bust & Spectre didn't shatter a spirit on your first roll, it shatters one spirit die. You keep rolling as long as a spirit die/dice show.

If you shatter your own, Spectre doesn't also shatter.

Spectre's turn (you roll for the Spectre)

If the coin is out, Spectre never banishes it on its first roll. If a **bust** & it has a crystal skull, it shatters to prevent bust. If Spectre rolls a **triple**:

- No crystal skulls? Reclaim all three & collect any points.
- If it can't reclaim all 3 skulls and/or can't collect points, the **Winged Death Head** coin comes out hourglass-side up.
- If the coin's out & it has a crystal skull & it's not a triple spirit (no points to collect), **and** it has more points than you, it banishes the coin or else **Skulduggery!** *Yoicks!*

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