

mint tin aliens

Mini-size cards - 1.75" x 2.5" or 44.45mm x 63.5mm



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Game Setup & Play

Roll dice. Higher roll goes first. Each player takes a dice with 9 facing up.

Sort merit award cards into 5 piles.

Shuffle playing cards and deal, face-down, 4 to the first player and 5 to the second.

Place 5 playing cards face-up in a row and place remaining cards face-down in a pile.

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1. First player starts with a card draw. Players have 3 choices for drawing cards:

- a. 2 face-down cards
- b. 2 face-up cards
- c. 1 face-up and 1 face-down card



Face-down moolti-pass cards count as one draw, BUT a face-up moolti-pass counts as BOTH draws. Moolti-passes are wild and can be used as any card(s).

Immediately replace drawn face-up card with a card from the face-down pile.

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2. Complete an award, if possible, using cards in hand.

Only 1 award per turn:

- 2 UFO cards for sightings
- 2 crop circle cards for we're here
- 3 cows for abduction
- 4 brains for mind control
- any matching pair for extra credit

Discard played cards into a face-up pile.

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3. If completed, take and flip merit award card and place on your side. If you can't complete a merit award, turn your dice down one number (9 to 8 to 7...).

4. Next player's turn.

First to complete 1 each of sightings, we're here, abduction, and mind control gets 2 meeples. Second to complete gets 1 meeple. If needed, reshuffle discarded face-up playing cards to continue until all merit awards and extra credit are completed.

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If ALL face-up cards relate to awards that have all been claimed, discard ALL face-up cards and replace from face-down cards.

Scoring

Total your award points. Add to that the total number of award cards you have, plus 1 point per meeple, plus the current number on your dice.

Most points win!



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Mint Tin Aliens contains:

- 2 extra credit cards
- 6 sightings merit awards
- 5 we're here merit awards
- 4 abduction merit awards
- 3 mind control merit awards
- 10 UFO cards (sightings)
- 10 crop circle cards (we're here)
- 8 cow cards (abduction)
- 8 brain cards (mind control)
- 4 moolti-pass cards (wild cards)
- 2 saucer dice
- 3 meeples (grays!)
- 4 instruction cards



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For illustrated instructions and more games, go to subQuark.com



mind control
Merit Award



5 points

Certificate
of Merit



mind control

mind control
Merit Award



5 points

Certificate
of Merit



mind control

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This is a Kickstarter Edition Print-and-Play of Mint Tin Games which you made possible! Thank you! =>

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