

# Looting MiniSkull Castle

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In Looting MiniSkull Castle, 2-4 Heroes are back at MiniSkull Castle, but instead of stealing treasures from the caverns beneath the castle, this time they are searching for loot in the castle rooms. All the while, they are being chased by monsters guarding the castle. How much loot can they steal and bring back to sell at the Port Tiny Black Market?

**Solo rules** are available at the end of the main rules.

## Contents:

- 20 square Room Cards
- 1 Entrance Card
- 1 Black Market Card
- 1 Back Door Card
- 1 Dangerous Road Card
- 1 Smuggler's Cove Card
- 6 Market Value Cards
- 4 Hero Cards
- 14 Monster Cards
- 1 Monster Meeple
- 4 Hero Meeples
- 4 Score Tokens
- 1 Scoring Track
- 6 D6 Dice (optional, 3 standard D6 dice and 5 custom Battle Dice)
- Loot Cubes
  - o 45x Red = Strength
  - o 20x Yellow = Weapons
  - o 15x Blue = Treasure
- 1 Draw Bag

## Setup:

Shuffle the Room Cards and use a number equal to double the number of players, plus four, to create an outline of a rectangle (2 players = 3x3, 3 players = 3x4, 4 players = 4x4) with the middle empty. Set the remaining room cards aside in a draw pile.

Place the Entrance card adjacent to one of the corner Room cards.

Place the Black Market card adjacent to the Entrance card, but not adjacent to any Room cards. Shuffle the Market Value cards and reveal one, setting the others aside in a draw pile.

Four Players Only:

- Place the Back Door card adjacent to any other corner Room.
- Place the Dangerous Road card adjacent to the Back Door card and the Smuggler's Cove card adjacent to the Dangerous Road.

Place each player's Hero meeple on the Entrance. Give each player a Hero Card. Place a Score token for each Hero (matching colors) on the \$4 space of the score track. Give each Hero 3 Red Strength cubes.

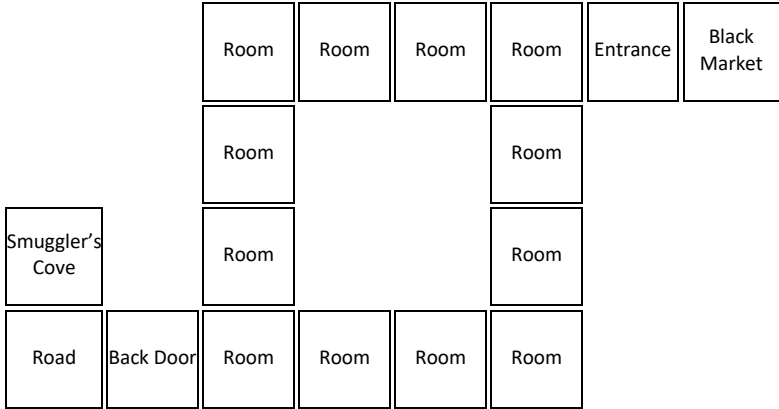
Shuffle the Monster Cards and create a deck out of two, plus one per player. Reveal the first Monster. This will be the first Monster that is chasing the Heroes this game. Give the Monster a number of Red Strength cubes and any other Loot as indicated on the Monster Card. Place the remaining monsters under the first Monster, to be revealed as each previous Monster is destroyed.

Place the Monster meeple on the Room Card that is adjacent to the Entrance Card. Roll a D6 and move the Monster clockwise the number of rooms indicated by the die.

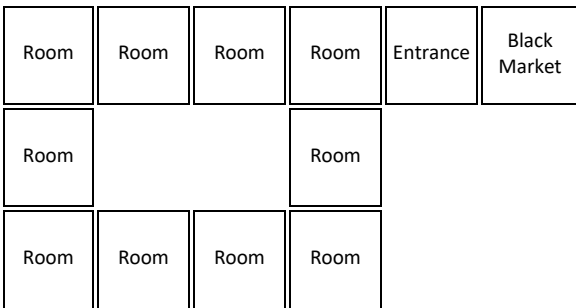
From the Draw Bag, draw Loot Cubes and place two in each room until each room has two cubes, except the room the Monster is on, the Entrance, and Black Market. (Do not put cubes on the Back Door, Dangerous Road, or Smuggler’s Cove in a four player game.)

Randomly determine the first player. Turns proceed clockwise.

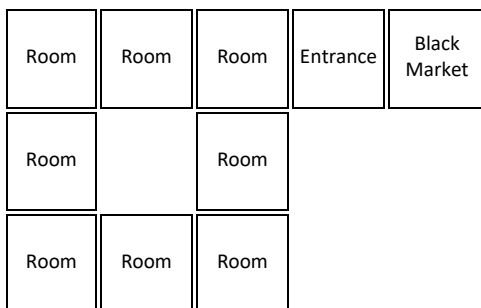
**Castle Layout Examples:**



Sample 4 Player Castle Layout



Sample 3 Player Castle Layout



Sample 2 Player Castle Layout

## Definitions:

There are a few terms that will be used throughout the game.

- **Loot or Loot Cube** – any of the three cubes used in the game to represent Strength (red), Weapons (yellow), and Treasure (blue). Loot also includes Monster Trophies.
- **Loot Item** – Weapons or Treasure. Strength Cubes are not Loot Items.
- **Provisions** – Strength or Weapons. Provisions can be purchased from a Market.
- **Market** – the Black Market or Smuggler’s Cove where Loot can be bought and sold.
- **Attack** – A Hero Attacks the Monster when the Hero moves. A Monster Attacks a Hero when the Monster Moves.

## Player Turn:

Each player’s turn has seven steps. Not all of these steps will apply on every turn, depending on a player’s movement and choices throughout their turn. Once a player has completed all seven steps play proceeds to the next player, clockwise.

### 1. Roll & Assign Dice:

On each player’s turn they will roll three D6 dice. Then they will choose one for their Hero and one for the Monster. The third die is set aside and becomes the Monster Strength die. This third die will be used to determine the strength of any monsters encountered.

### 2. Hero Move:

The Hero must move the number on the die that was selected for their movement. If the Hero was lying down it takes 1 movement to stand up. Movement can be either clockwise or counterclockwise around the castle rooms.

Movement must be the full value of the die, and cannot retrace steps, except if:

- The Hero goes to the Black Market or Smuggler's Cove.
- The Hero attacks the Monster.

In each case movement ends immediately when the Hero lands on the Black Market or Smuggler's Cove, or attacks the Monster.

If a Hero's only move was to Stand Up, skip to step 6, Monster Move & Attack.

### **Sprinting:**

If the Hero moves into a room with the Monster and has not used the full value of the movement die, the Hero may opt to Sprint past the Monster by expending one Strength. Return one Strength Cube from the Hero's inventory to the draw bag and proceed past the Monster without attacking. The Hero may continue moving the full amount of the movement die.

### **3. Attack Monster**

If the Hero moved into a room with the Monster and attacked, resolve the battle between the Hero and Monster. If the Hero is successful (or if the Monster was not attacked), proceed to step 4, Room Actions. If the Hero was defeated skip to step 5, Hero Battles.

### **4. Room Actions:**

When the Hero ends his movement in a room he must follow the actions indicated on that room card. This may include fighting a minor monster, searching for Loot, or another action as described on the card.

If the task is completed successfully the Hero may acquire the Loot on the card (or occasionally an adjacent card), as directed by the Room's instructions. The Loot Cubes are moved to the Inventory section of the Hero card.

Hero Inventory is limited to 15 cubes (including Strength, Treasure, and Weapons). If acquiring Loot from a room would cause the Hero's inventory to exceed 15 cubes the Hero can still collect the new Loot, but must leave behind Loot so that the Hero's inventory does not exceed 15 cubes. If a Hero gains more than 15 Loot Cubes as the result of a battle or any other event, any extras are returned to the bag instead of left in the room.

Special Rooms:

- Entrance Room – Nothing happens on the Entrance room, however the Entrance room is safe from the Monster.
- Black Market – When a Hero is in the Black Market he may sell and buy items. See Black Market below.

#### Four Player Special Rooms:

- Back Door – Nothing happens at the Back Door, however the Back Door is safe from the Monster. The Back Door leads to the Smuggler's Cove, an alternate location to sell Loot.
- Dangerous Road – The Dangerous Road must be passed through to get to the Smuggler's Cove and there's a chance you may encounter thieves that will steal some of your Loot Cubes. You do not encounter thieves when returning from the Smuggler's Cove. See The Dangerous Road below.
- Smuggler's Cove – Smuggler's Cove is an alternate place to sell Loot. Smuggler's Cove works exactly the same as the Black Market. Smuggler's Cove and Black Market do not share the same Market Value card, however they do draw from the same Market Value deck when prices change. See Black Market & Smuggler's Cove below.

#### 5. Hero Battles:

If the Hero ended his move in a room currently occupied by another Hero he *may* choose to attack the other Hero. See Battles below.

If there are two opponents in the room the Hero must attack the stronger opponent, based on Strength Cubes first. If the stronger opponent is defeated then the Hero may attack the weaker opponent. A Hero may not continue attacking after a defeat.

#### 6. Monster Move & Attack:

If the Monster was not attacked, the Monster moves. The Monster can move in either a clockwise or counter-clockwise direction a number of rooms equal to the value of the die it was assigned.

If the Monster ends its move on an unoccupied room, or a room that does not result in a battle for any reason, it will take one Loot cube from that room of the controlling player's choice (check Monster abilities for any changes to this). Add the cube to the Monster card. If the Monster doesn't move for any reason it will not attack if it shares the room with a Hero, however it will still collect one Loot Cube from the room, if available.

If the Monster moves through a room that is occupied by a Hero:

- If the Hero is lying down, the Hero may choose to:
  - o Let the Monster pass – the Monster will not attack a Hero that is lying down.
  - o Battle the Monster – stand the Hero up and the Monster will then stop moving in this room and battle the Hero.
- If there is at least one Loot Item in the room, the Hero may choose to:
  - o Let the Monster pass – the Monster will not attack a Hero that is in a room that has Loot Items (Weapons or Treasure).

- Attack the Monster – the Monster will then stop moving in this room and battle the Hero. The Hero may choose to battle the Monster even if the Hero was in a Hidden Alcove, but must move out of the Hidden Alcove to do so.
- If there are no Loot Items in that room, the Hero may choose to either:
  - Let the Monster pass – drop 1 Loot Cube from the Hero’s inventory (unless the Hero is in a Hidden Alcove – see Hidden Alcoves below). This Loot Cube remains in the room.
  - Attack the Monster – the Monster will then stop moving in this room and battle the Hero. The Hero may choose to battle the Monster even if the Hero was in a Hidden Alcove, but must move out of the Hidden Alcove to do so.

If the Monster ends its move in a room with a Hero that is standing up, the Hero must battle the Monster or give the Monster one Treasure (blue cube). Hidden Alcoves do not protect against a Monster ending its turn in a Hero’s room (see Hidden Alcoves below). If the Hero is lying down the Monster will not attack the Hero, but the Monster still collects a Loot Cube from the room, if available.

If the Monster passes through or ends its move in a room with multiple Heroes, the strongest Hero, based on Strength Cubes, resolves first. If the Hero is defeated the additional Heroes MUST either battle the Monster (strongest Hero first) or give the Monster one Treasure. If a Hero defeats the Monster all subsequent Heroes (strongest first) may choose to also fight the Monster or not, but do not have to give the Monster any Loot.

See Battles below.

## 7. Reset Rooms:

Any unoccupied rooms that do not have any Loot Cubes on them should be discarded and replaced with a new room from the Rooms deck. Then two random Loot Cubes should be pulled from the draw bag and placed on each of those rooms. If there are not enough Loot Cubes to place two on each room the active player decides how to distribute Loot between the new rooms. If the draw bag is emptied at any point, the game ends. See below.

If the Monster was killed, a new Monster is revealed and given its initial Strength.

- **If this is not the last Monster:** Each Monster will be given its Initial Strength as listed on the card, plus one additional Strength per previously killed Monster. NOTE: The Undead will earn 2 additional Strength per previous Monster. The Crystal Entity will earn 1 additional Treasure per 2 prior Monsters.

- **If this is the last Monster:** The last Monster to be revealed is the **Boss** Monster. The Boss Monster will be given its Initial Strength as listed on the card, plus 2 additional Strength per previously killed Monster. NOTE: The Undead will earn 3 additional Strength per previous Monster and the Crystal Entity will 2 additional Treasure per 2 prior Monsters.

NOTE: Any discard piles should be shuffled and become new draw piles when draw piles become depleted, except for Monsters.

## Game End:

The game ends when one of the following conditions is met:

- One Hero earns \$50 (\$30 for a shorter game).
- There are no more Loot Cubes in the Draw Bag.
- All Monsters have been defeated.
- A Monster collects 30 Strength Cubes.

When one of the first two instances happen the round is finished so that each player has an equal number of turns. If the Draw Bag was empty rooms are no longer refreshed. Skip Step 7 during player turns.

If the last Monster is defeated or a Monster collects 30 Strength Cubes the game ends immediately. The round is not completed.

Each Hero may now sell Treasure for \$3 each and Weapons for \$2 each.

Each Monster Trophy a Hero has is worth \$5.

The winner is the Hero who has earned the most money.

In the case of a tie the Hero with the most Strength Cubes is the winner. If there is still a tie then the Hero that had the least Loot in their inventory before the final sale is the winner.

Alternately you can play until all Monsters have been defeated and ignore the \$50 end game trigger. This may result in a longer game.

## Black Market & Smuggler's Cove:

The Black Market and Smuggler's Cove both work nearly the same, except the Smuggler's Cove does not have an Entry Fee. Both will just be called "Market" below, except where differences are noted. Both the Black Market and Smuggler's Cove will have their own Market Value card, but they will draw from the same deck when prices change.

Players do not need to roll an exact number in order to enter a Market. When a Hero enters the Black Market they must first pay the Entry Fee. If they cannot pay the Entry Fee they may sell Treasure for \$3 each and Weapons for \$2 each until they can afford to enter; no change is made, however.

Smuggler's Cove does not charge an Entry Fee, however Heroes may encounter thieves on the road to the Smuggler's Cove.

**Upon entering the Black Market the Hero will be refreshed to 3 Strength if the Hero has less than 3 Strength cubes.** In the event that a Hero cannot afford to enter the Black Market he will still be refreshed up to 3 Strength, but then be sent on his way and back to the Entrance. The Smuggler's Cove does not refresh any Strength.

Once a Hero has entered a Market they may choose to Sell or Buy items and Monster trophies. *They must Sell first, before Buying.* Heroes may not sell and buy Strength during the same Market visit, however it is possible to sell Weapons and then buy back one Weapon to make a small profit.

Prices will be indicated on the Market Value card that is revealed.

When selling Loot, the Hero may move any Loot Cubes he wishes to sell from his inventory back to the draw bag. Any Monster Trophies sold are discarded from the game. Then increase the Hero's marker on the Score Track an appropriate amount of \$. **A Hero may not sell more than 3 Strength, and may not sell so his Strength is below 3.**

To purchase Provisions, reduce the Hero's marker on the Score Track an appropriate amount of \$ and then take the appropriate Loot Cubes out of the draw bag. **A Hero may only purchase up to 1 Weapon and 3 Strength cubes from a Market.** NOTE: A Hero cannot buy a Loot Cube if it is not in the draw bag.

If a Hero starts his turn in a Market he must leave on that turn. A Hero cannot remain in the Black Market or Smuggler's Cove for multiple consecutive turns.

After a Hero leaves, if the location is empty (i.e. there are no other Heroes remaining), the current Market Value card will be discarded and a new Market Value card revealed. If all Market Value cards have been used, shuffle all the discards and start over.

## The Dangerous Road:

The Dangerous Road is only used in four player games (and the solo variant) and connects the Back Door to the Smuggler's Cove. The Dangerous Road must be passed through to get to the Smuggler's Cove and there's a chance you may encounter thieves that will steal some of your Loot Cubes. Any time you enter The Dangerous Road from the Back Door, even if you do not stop there, you must roll a D6 die. If you roll a 1 or 2 you have encountered thieves and you will lose Loot Cubes (Strength, Weapons, or Treasure) equal to the die roll. You do not encounter thieves when returning from the Smuggler's Cove.



# Market Value Cards:

Market Value Cards indicate the cost to enter the Black Market or Smuggler's Cove as well as the price to Buy and Sell Loot and Monster Trophies. Treasure and Monster Trophies can never be bought, only sold.

# Battles:

There are three types of battles in Looting MiniSkull Castle. Battles between the Monster and a Hero, battles between two Heroes, and battles with Minor Monsters.

For battles with the main Monster or with other Heroes, the Hero will roll one or more D6 dice. (Battles with Minor Monsters are described in the Room Details section below.)

- As indicated on their Experience Level shown on the Score Tracker:
  - o 1 Hero Die
  - o 1 Die for the Experience Level (1-3)
- 1 Die for a Weapon (max 1)

The die values are divided in half and rounded down (thus the values for each die will range from 0-3). A Hero may carry more than one weapon, but may only use one weapon in battle.

Die Value	Battle Strength
1	0
2	1
3	1
4	2
5	2
6	3

The value of the **Hero Die + Experience Dice + Weapon Die + Strength Cubes** the Hero carries is the Battle Strength for the Hero.

## Monster vs Hero:

The Monster's Battle Strength is the full value of the Monster Strength die set aside during the first phase of the player's turn + number of Strength Cubes the Monster has. E.g. if the set aside die was a 5 and the Monster has 6 Strength Cubes, the Monster's Battle Strength will be 11.

- If the Hero's Battle Strength is greater than the Monster's:
  - o The Monster loses the difference in Strength Cubes (see Monster abilities). These are returned to the Draw Bag.
  - o The Hero may take up to 2 other Loot items (Weapons or Treasure) that the Monster is carrying.

- If the Monster loses all Strength Cubes (Treasure in the case of the Crystalline Entity):
  - The Hero will take all the Loot Items that the Monster is carrying (if the Hero's Loot exceeds 15, any excess is returned to the bag).
  - The Hero gets the Monster card as a trophy. It can be sold later at a Market. Monster Trophies count toward Inventory, so if you exceed 15 with the Monster Trophy you must drop something!
  - If the Boss Monster was defeated, the slaying Hero gets \$5 immediately. The game ends immediately (the Hero will sell the Boss Monster trophy for an additional \$5 during final scoring).
- If the Hero attacked the Monster, the Hero may then proceed to the Room Actions for that room.
- If the Hero's Battle Strength is less than the Monster's:
  - The Hero will lose the difference in Strength Cubes, max 2 (they are returned to the draw bag).
  - The Monster will take all Loot in that room.
  - Lay the Hero's meeple on its side. This Hero is injured and will not be attacked again until the Hero stands up either on that Hero's next turn, or if the Hero decides to battle the Monster.
  - If the Hero loses all his Strength Cubes:
    - The Monster will steal all the Loot Items (not Strength) the Hero was carrying.
    - Move the Hero immediately to the Entrance and gain 3 Strength.
- Ties:
  - The Monster will lose 1 Strength Cube.
  - The Hero will not gain any Loot Items from the Monster (unless that was the Monster's last Strength Cube).

### **Hero vs Hero:**

- Compare each Hero's Battle Strength.
- The winner of the Battle may steal the difference in Loot Items (Treasure or Weapons) from the loser, max 2.
- In the case of a tie nothing happens.

### **Minor Monsters:**

In battles with Minor Monsters, the Minor Monster's strength is equal to the Monster Strength Die plus double the Hero's current Experience Level. The Hero's strength is equal to the Hero's Strength Cubes plus one die if the Hero has a weapon. The Hero does not get any extra dice for Experience Level. If the Hero's Strength exceeds the Minor Monster's Strength the Hero can take all Loot from the room, otherwise the Hero is unable to collect any Loot.

## Room Details:

- 3x You found some Loot!
- 2x You found some Loot! With a Hidden Alcove.
- 2x Minor Monster Encounter.
- 1x Minor Monster Encounter. With a Hidden Alcove.
- 2x Search the Area.
- 1x Search the Area. With a Hidden Alcove.
- 3x Random Encounter.
- 3x Map Room.
- 2x Secret Passage
- 1x Secret Passage. With a Hidden Alcove.

### Room Details:

- You found some Loot! – Acquire 1 Loot Cube from this room without any challenge. Rooms with a Hidden Alcove allow a Hero to acquire all the Loot from the room if they do not enter the Hidden Alcove.
- Minor Monster Encounter – The Monster’s strength is equal to double your Experience Level plus the Monster Strength D6. You do not get any Experience or Hero Dice, however you may use a Weapon. If you defeat the Minor Monster (have a total Strength + Weapon Die greater than the Minor Monster’s Strength), you collect all the Loot in the room.
- Perform a Search – Roll 1D6, if you roll 4+ you collect all the Loot. You may expend Strength Cubes to increase the die. 1 Strength Cube = 1 Die Value
- Random Encounter – Roll 1 D6:
  - 1 = Find 1 Loot Cube
  - 2 = Trade 1 Item from your Inventory for all the Loot in this room.
  - 3 = Add 1 Loot Cube to this room from the draw bag. Then take 1 or 2 Loot Cubes, making sure to leave 1 Loot Cube in this room.
  - 4 = Take all the Loot from a neighboring room or this room.
  - 5 = Search the Area – if you are successful you may collect all Loot in the room.
  - 6 = Minor Monster Encounter – Same as Minor Monster Encounter rooms. If you are successful at defeating the Minor Monster you may collect any Loot in the room.
- Map Room – Take all of this room’s Loot and optionally, spend 1 Strength Cube to move up to an additional 2 Rooms in any direction. Complete the actions in that room as well.
- Secret Passage – Take the all the Loot from this or an adjacent room.

## Hidden Alcoves:

Rooms with a Hidden Alcove allow the Hero to avoid a Monster attack. A Hero may hide in a Hidden Alcove and allow a Monster to pass by without losing 1 Loot Cube. Only one Hero may occupy a Hidden Alcove.

Some rooms allow the Hero to acquire additional Loot (if the room has any) if the Hero remains out in the open and does not enter the Hidden Alcove.

## Adjusting Difficulty:

### To make the game easier:

- Play with fewer Monsters.
- Play to \$30 Gold.
- Do not increase Monster Strength for prior Monsters.
- Allow players to start with 1 Weapon.
- Acquire 2 Loot Cubes from all *You found some Loot* rooms.
- Remove the Dangerous Road card.
- Eliminate the Entrance Fee for the Black Market.
- Allow more Strength and Weapons to be purchased.
- Allow Treasure to be purchased (\$1 more than Selling price.)
- When a Monster is defeated in Battle lie it down. On the next player's turn the Monster stands up instead of moving.

### To make the game more difficult:

- Do not allow a Hero to Sprint past a Monster.
- Do not allow Heroes to lie down if defeated by a Monster.
- Limit Hero Inventory to 12 Loot Cubes.
- Monsters gain 1 random Loot Cube from the Draw Bag every turn, in addition to whatever they collect from rooms.
- Increase Monster initial Strengths.
- A Monster may attack a Hero in the same room, even if it doesn't move.
- A Monster may acquire Loot even if it doesn't move.
- A Monster acquires all the Loot in a room it ends its move in.
- No Hidden Alcoves.
- The Dangerous Road has a possibility of encountering thieves when leaving the Smuggler's Cove also.
- Allow Heroes to attack another Hero when one passes through a room occupied by another.

# Monsters:

There are several Monsters in MiniSkull Castle, 4-6 of which will be used in a game. Each has its own strengths. If all Monsters are defeated the game ends. Each defeated Monster is a trophy, available to sell at a Market, for the Hero that slayed it. The last Monster of each game will be the Boss Monster. The Boss Monster will have extra initial Strength and Loot.

- **Black Knight** – The Black Knight comes already armed. His excellent swordsmanship makes him a fearsome enemy.
  - o Initial Loot:
    - 4 Strength
    - 1 Weapon (2 if the Boss Monster)
  - o Abilities:
    - During Battle, every weapon the Black Knight has cancels one Weapon that a Hero has.
    - The Black Knight will lose Weapons when losing a Battle before Strength.
    - The Black Knight will collect Weapons before other Loot Cubes.
- **Crystalline Entity** – The Crystalline Entity derives its strength from the Treasure it guards.
  - o Initial Loot:
    - 2 Treasure
    - Note: The Crystalline Entity starts with 1 extra Treasure for each 2 prior Monsters, or 2 extra Treasure for each 2 prior Monsters if it is the Boss Monster.
  - o Abilities:
    - When battling, the Crystalline Entity's Strength is equal to the number of Treasure Cubes it has. Strength Cubes are ignored, but may be collected as spoils. Heroes must battle the Crystalline Entity with their Treasure Cubes instead of Strength Cubes, however heroes still get to roll dice for Experience and Weapons. When a Hero loses a battle to the Crystalline Entity the hero loses Strength, not Treasure.
    - The Crystalline Entity will collect all Treasure from rooms it ends its movement in.
- **Demon** – The Demon's evil influence spreads throughout the castle, fostering feelings of rage and dread in all present.
  - o Initial Loot:
    - 5 Strength
  - o Abilities:
    - While the Demon is in play, any time a Hero passes by another Hero they must battle. If the active Hero is successful that Hero may continue moving. The loser will lose 1 Strength.

- **Doppelganger** – Who is the Doppelganger? Where will the Doppelganger appear next? No one knows.
  - Initial Loot:
    - 4 Strength
  - Abilities:
    - When moving, the Doppelganger will swap places with the Hero furthest from it before moving. In the event of a tie, it will swap with the weaker player. If there is still a tie the controlling player chooses.
    - The Doppelganger will always have Strength equal to the Hero it is battling, plus its Strength Die, regardless of how many Strength Cubes it has.
- **Dragon** – The Dragon is very powerful as it quickly flies about the castle. It serves no master. Its arrogance and tough hide is enough to strike fear into the hearts of its enemies.
  - Initial Loot:
    - 8 Strength
  - Abilities:
    - The Dragon gets +3 to all movement.
    - The Dragon will not directly attack a Hero, but if it passes through or ends its turn in an occupied room the Hero must still drop a Loot Cube or attack the Dragon. Ending its move in an occupied room requires the Hero to drop a Loot Cube, even if the room still has Loot in it.
    - The Dragon will never collect Strength from rooms.
- **Gargoyle** – The Gargoyle is spellbound to protect MiniSkull Castle and its Treasures.
  - Initial Loot:
    - 4+ Strength – The Gargoyle has 1 additional Initial Strength per 2 Hero Experience Levels. So, in a four player game, if two Heroes are at Level 1, one is Level 2, and one is Level 3 that is seven Experience Levels, so the Gargoyle will have an Initial Strength of  $4 + 3 = 7$ .
  - Abilities:
    - The Gargoyle loses 1 less Strength when losing a Battle. So if the Gargoyle has two Strength left and is defeated by two, it only loses one Strength Cube. If the Gargoyle was defeated by only one it would not lose any Strength, but if it was defeated by three or more it would lose all its Strength. NOTE: The Gargoyle does not lose any Strength in a tie.
    - If both Loot Cubes in a room are not Strength, the Gargoyle will collect both of them.

- **Golem** – This hulking giant, formed from clay, relentlessly does its master’s bidding.
  - Initial Loot:
    - 6 Strength
  - Abilities:
    - The Golem only moves if you roll a 6. If you roll a 6 it must be assigned to the Golem’s movement.
    - If you do not roll a 6 both additional dice are assigned to the Golem’s Strength.
    - If the Golem wins a battle it will take 1 Loot Item from the defeated Hero.
- **Griffin** – Griffins are known for their ability to guard Treasure. MiniSkull Castle’s Griffin is an excellent guardian of all valuables.
  - Initial Loot:
    - 5 Strength
    - 2 Treasure (4 if the Boss Monster)
  - Abilities:
    - Heroes cannot collect Treasure or Weapons from any room adjacent to the Griffin.
    - The Griffin will collect Treasure and Weapons before Strength.
- **Hydra** – The more you try to destroy the Hydra the more it will come back with a vengeance!
  - Initial Loot:
    - 5 Strength
    - 4 Random Loot Cubes
  - Abilities:
    - Whenever the Hydra survives a battle, draw 2 random Loot Cubes from the draw bag and give them to the Hydra.
- **Phantom** – Floating quietly through the halls, no nook or cranny is secret from the Phantom. The Phantom’s ethereal existence makes it hard to battle, even as it gains strength from the fear in its surroundings.
  - Initial Loot:
    - 3 Strength
  - Abilities:
    - The Phantom only loses a maximum of 2 Strength when losing a battle.
    - The Phantom ignores Hidden Alcoves. Heroes may still drop one Loot Cube to allow the Phantom to pass by, but they may not hide.
    - If there is at least one Strength Cube in a room the Phantom will collect all Loot Cubes from the room.

- **Phoenix** – The Phoenix is hard to destroy and keeps coming back stronger than ever!
  - Initial Loot:
    - 4 Strength
  - Abilities:
    - If the Phoenix is reduced to less than 3 Strength, but not destroyed it will regenerate back to 3 Strength after the fight.
    - If the Phoenix has less than 6 Strength it will take 1 Strength Cube, if available, from any room it passes through during its movement until it reaches 6 Strength.
    - The Phoenix will never have more than 8 Strength (16 if the Boss Monster).
- **Troll** – Like a lumbering wall, the Troll can't be avoided.
  - Initial Loot:
    - 6 Strength
  - Abilities:
    - -1 Movement – if the Troll's movement die is a 1 the Troll doesn't move. It will not attack if it doesn't move.
    - Heroes cannot Sprint past a Troll.
    - You must drop a Loot Cube or fight the Troll when it moves through your room, even if that room already has Loot in it.
    - Trolls ignore all Hidden Alcoves, even if it ends its move in a room with one.
- **Undead** – The more you kill the stronger the Undead become.
  - Initial Loot:
    - 4 Strength + 1 per previous Monster. For each monster already defeated the Undead will gain 1 Strength Cube.
  - Abilities:
    - If the Undead is attacked (i.e. a Hero moves into the room occupied by the Undead) reroll the Undead's Strength die.
    - The Undead does not reroll the Strength die when it is moving, even if a Hero decides to attack it as it passes through the room.
    - The Undead never collects Loot from a room, but every turn it is not attacked draw 1 Loot Cube from the draw bag and give it to the Undead.
- **Vampire** – The Vampire gains strength from the Heroes he defeats.
  - Initial Loot:
    - 4 Strength
  - Abilities:
    - If the Vampire wins a battle it will gain the Strength cubes that the Hero loses.
    - The Vampire gets +2 to its Strength Die, up to 8.
    - The Vampire will only collect Strength from rooms with Hidden Alcoves, where it will collect all Strength in the room.



## Solo Rules:

Looting MiniSkull Castle can also be played solo! In the solo version one Hero searches the castle while battling four Monsters. The object is to see how much money you can earn while looting the castle and killing all four Monsters. The game ends when your Hero perishes or you destroy all four Monsters.

### Setup:

Setup for Solo Play is a bit different than other games, but not much.

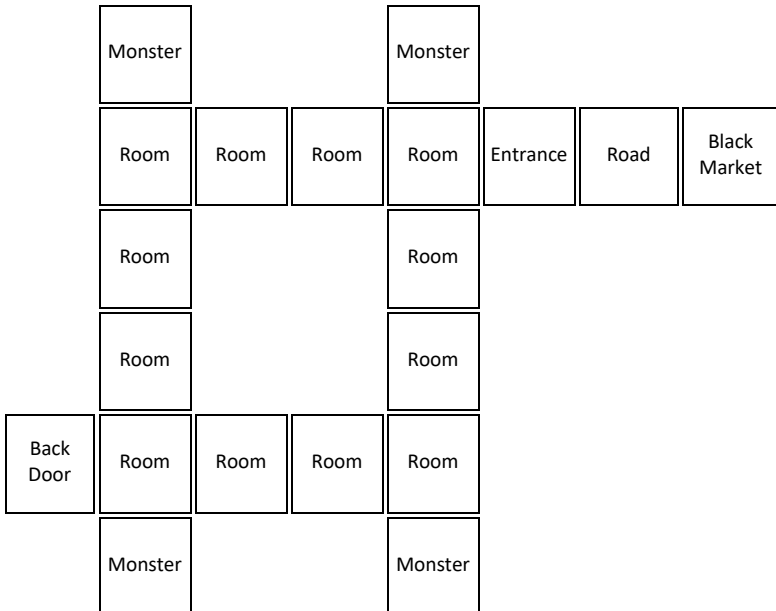
First, create a 4x4 square of rooms as you would for a four player game. Add the Entrance and Back Door cards to opposite corners, farthest apart. Add the Dangerous Road card so it is adjacent to the Entrance and the Black Market card so it is adjacent to the Dangerous Road.

Shuffle the Monster cards and place one adjacent to each corner. Add the appropriate initial Strength and any other Loot Items to each Monster card.

Choose one meeple for your Hero and place the other four Meeples on the Monster cards, standing up. Place your Hero at the Back Door and give your Hero three Strength.

Add two Loot Cubes to every room in the castle except the Entrance, Back Door, Road, and Black Market.

You are ready to begin a solo game of Looting MiniSkull Castle.



Solo Play Setup

## Player Turn:

While the general mechanics of the solo game are similar to the multiplayer game, there are a few differences. Monsters do not move in the solo game, instead you must go to them as they slowly increase in strength.

### 1. Roll and Assign Dice:

To start each turn, roll D6 dice equal to your Experience Level, plus one. So at the beginning of the game you will roll two dice, but as your experience increases you'll roll three or four dice. Choose one to represent your Hero's movement. The other dice will be the Strength modifier for the Monsters this round.

### 2. Hero Move:

You may move your Hero the number of rooms equal to the value of the die you chose. If you pass through a corner room with a Monster in it your movement ends immediately, unless you Sprint, and you must battle the Monster. If you do not encounter a Monster you may proceed to step 4, Room Actions.

Heroes may expend 1 Strength Cube to Sprint past a Monster in a solo game.

### 3. Attack Monster:

If the Hero moved into a room with the Monster, resolve the battle between the Hero and Monster. Battles are resolved as in a normal multiplayer game with the exception that the Monsters may have up to three dice added to their Strength and if the Hero is successful the Monster is removed from the current room and returned to its Monster card, lying on its side. If the Hero is successful (or if the Monster was not attacked), proceed to step 4, Room Actions. If the Hero was defeated skip to step 5, Escalation.

If a Monster is defeated and loses all its Loot Cubes, flip the Monster Card over and place the Monster's meeple on its side on the Monster Card. This Monster is now out of the game permanently.

### 4. Room Actions:

Room Actions are the same as in a multiplayer game with two changes.

- Hidden Alcoves are not used.
- Rooms that allow you to take additional Loot if you remain outside the Hidden Alcove always give you only one Loot Cube.

### 5. Escalation

Once the Hero has finished moving, attacking Monsters, and taking Room Actions it is time for Monsters to get stronger.

- Move any Monsters that are standing up on their Monster cards into their corner room.
- Add 1 (max) Loot Cube from the draw bag to any Monsters that are in a room:
  - o If there is only one Monster left, it gets 1 Loot Cube every turn.
  - o If the Hero is outside the castle (including on the Entrance or Back Door card) give every Monster 1 Loot Cube.
  - o If the Monster is in the same row or column as the Hero (but not across the courtyard), it gets 1 Loot Cube.
- Stand up any Monsters that are lying down on their Monster Cards (but leave them on the Monster card).

NOTE: In a Solo Game there are several Monster abilities that will not take effect. All Monsters will receive the Loot Cube drawn for them, even if the Monster's ability states differently. Abilities that dictate what, and how, a Monster will collect Loot are ignored. Monsters never collect Loot from rooms directly, and Loot in a room does not protect the Hero from being attacked. Also, Monsters will never move from their corners in a solo game, except to their Monster card. Any abilities that normally trigger if a Monster is not attacked do not have any affect in a solo game, however abilities that take affect during or after a battle will trigger. There are no Boss Monsters in a solo game.

## 6. Reset Rooms:

Room reset is also similar to a multiplayer game, however rooms are only reset if the Hero is not in the same row or column as the room. Any room that does not have any Loot Cubes that is also not in the same row or column (not including rooms across the courtyard) as the Hero should get removed from the board and replaced with a new room and two Loot Cubes.

## Game End:

The game ends when the Hero is killed by the Monsters, in which case you lose, or when you have defeated all four Monsters. It is also possible to lose if a Monster gets so strong that it is impossible for the Hero to defeat it. This can happen if the Monster's strength exceeds 35 Strength Cubes.

As soon as the last Monster is defeated, the Hero may take all Loot from that Monster, even if that causes the Hero's inventory to exceed the limit.

The Hero may take one final turn in an attempt to make it to the Black Market to sell the Loot. If the Hero cannot make it to the Black Market he may earn \$3 for each Treasure and \$2 for each Weapon.

Try for a high score!

## Other Notes:

**Scoring** – For scores over \$50 use the Score Tokens from the other player colors.

**Experience** – Experience Level 3 is the highest level, even if the Hero's score exceeds \$50.

**Inventory Limit** – The Inventory Limit for a solo Hero is 20 Loot Cubes.

## Adjusting Difficulty:

### To make the game easier:

- Do not add Loot Cubes to Monsters when the Hero is out of the Castle.
- Do not add Loot Cubes to a Monster on every turn if it is the last Monster.
- Do not increase the number of dice rolled in step 1.
- Reset Rooms any time they are empty.
- Acquire 2 Loot Cubes on rooms that allow it when staying out of a Hidden Alcove.
- Add Loot Cubes to Monsters that are in their rooms before moving others from their cards to their rooms.
- Play with fewer Monsters.
- Remove the Dangerous Road card.

### To make the game more difficult:

- Do not allow a Hero to Sprint past a Monster.
- Limit Hero Inventory to 15 (or 12) Loot Cubes.
- All active Monsters gain 1 Loot Cube every turn.
- Increase Monster initial Strengths.
- Begin with Monsters in their rooms on the first turn and start with the Back Door on a side, not a corner.

## Quick Reference

**Object:** Be the Hero to collect the most loot, kill the most monsters, and earn the most gold!

### **Player Turns:**

1. **Roll & Assign Dice** – roll three dice, assign one each to the Hero's Movement, Monster's Movement, and Monster's Strength.
2. **Hero Move** – Move exactly the distance indicated by the Hero's Movement die, clockwise or counterclockwise around the Castle. Only stop if you enter a room with the Monster (and don't sprint past it) or enter the Black Market or Smuggler's Cove.
  - a. **Sprinting** – You may sprint past the Monster by expending a Strength Cube.
3. **Attack Monster** – if you end your move in a room occupied by the Monster you must Attack it. If you are successful you gain spoils, weaken the Monster, and may proceed to *Room Actions*, otherwise skip to *Reset*. See *Battles* below.
4. **Room Actions** – If you did not end your move in a room with the Monster, or you defeated the Monster in Battle, you may take the Action of the room you occupy.
5. **Hero Battles** – If you end your move in a room currently occupied by another Hero you may choose to fight the other Hero. See *Battles* below.
6. **Monster Move & Attack** – If the Monster was not attacked the Monster will move the distance indicated by the Monster's Movement die. The Monster may Attack Heroes it encounters if the Hero is standing up. Heroes that are lying down are never Attacked, but may choose to Battle if they want.
  - a. If the Monster passes through a room occupied by a Hero, the Hero can choose to:
    - i. Battle the Monster – the Monster Attacks the Hero.
    - ii. Hide in an Alcove
    - iii. Let the Monster Pass – if there is a Loot Item in the room the Monster may pass by, otherwise drop 1 Loot Cube into the room.
  - b. If the Monster ends its move in a room occupied by a Hero the Hero can choose to:
    - i. Battle the Monster – the Monster Attacks the Hero.
    - ii. Let the Monster Pass – give the Monster 1 Treasure Cube.

If the Monster does not encounter a Hero or defeats a Hero in battle it will collect Loot from the room.

7. **Reset** – Replace unoccupied, empty rooms with new rooms and 2 random Loot Cubes. Replace a defeated Monster with a new Monster and its initial Strength. The last Monster it will be the Boss Monster. If the Boss Monster is defeated the game is over.

**Battles:** Hero Battle Strength = sum of Battle Dice values + Strength Cubes. Battle Dice = ½ face value, rounded down (0,1,1,2,2,3). Hero gets Battle Dice according to Experience Level, plus (max) 1 for Weapons.

- **Hero vs Monster** – Monster’s Battle Strength = the full value of the Monster’s Strength die + the Monster’s Strength Cubes. Compare Hero and Monster Battle Strength:
  - o Hero Wins:
    - Monster loses difference in Strength Cubes.
    - Hero gains up to 2 Loot Items from Monster.
    - If Monster is killed, Hero gets all Loot Items and Monster Trophy.
  - o Monster Wins:
    - Hero loses difference in Strength Cubes, max 2.
    - Monster gains ALL Loot from the room.
    - Lay the Hero on its side.
    - If the Hero is killed, lose ALL Loot, return to Entrance, restart with 3 Strength Cubes.
  - o Tie:
    - Monster loses 1 Strength.
- **Hero vs Hero** – Compare each Hero’s Battle Strength:
  - o Winner gains the difference in Loot Items, max 2.
- **Hero vs Minor Monster** – Hero’s Strength Cubes + Weapon Die must exceed Monster’s Strength Cube + 2x Hero’s Experience Level. If the Hero is successful, gain ALL Loot from the room.

**Market:** Entering a Market ends movement.

- Black Market – Entrance Fee must be paid before Loot can be bought and sold. Heroes revive up to 3 Strength Cubes upon entering.
- Smuggler’s Cove – Dangerous Road is triggered when travelling to the Smuggler’s Cove. No Entrance Fee. No revival of Strength Cubes.

When a Market is exited, if it is unoccupied, draw a new Market Value card.

**Game End:** The game ends when one of the following conditions is met:

- One Hero earns \$50 – finish the round.
- There are no more Loot Cubes in the Draw Bag – finish the round.
- All Monsters have been defeated – game ends immediately.
- A Monster collects 30 Strength Cubes – game ends immediately.

Unsold Loot Items may now be sold for: Treasure = \$3 each, Weapons = \$2 each, Monster Trophy = \$5 each. **The winner is the Hero with the most money.**



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