

EMERALD SKULLS



Rulebook

Overview

In the grimy depths of Kulbak Prison, where the greatest Dragul warriors are confined, inmates gather around Nargash the goblin and his bone-carved dice. Shouts and hisses echo from the walls as dice clatter on the stone floor. Prisoners with quick hands place even quicker bets around a dingy scrap of cloth emblazoned with a crude skull.

To buy into this game, an inmate must prove their mettle by stealing loose gears from passing Construct guards. You've filled your pockets tonight, leaving many rusty guards wobbling as they make their rounds.

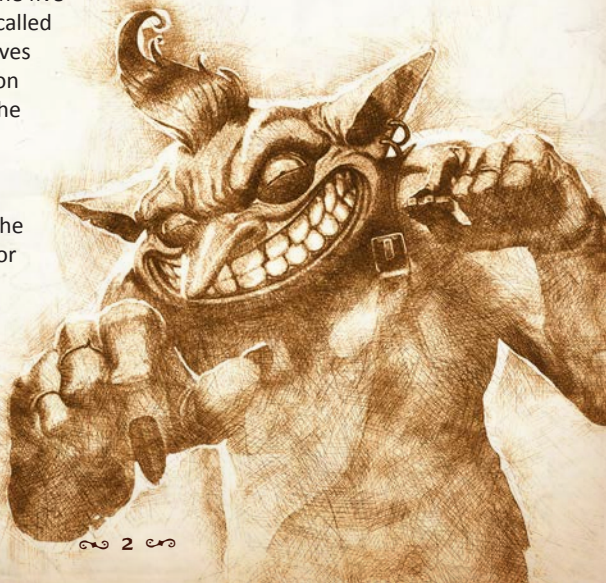
Nargash smiles as you approach and add your loot to the pot. He's a famed gambler, and his dice have led many souls to ruin. Best to keep your wits about you. A game of Emerald Skulls is about to begin...

Objective

In ***Emerald Skulls***, players take turns as the “tumbler” rolling dice and placing them onto the skull board. Each turn, the tumbler continues to roll and place dice, pressing their luck until they achieve one of the five different ways a turn can end, called “outs”. After the tumbler achieves an out, they earn gears based on where the dice are placed on the skull board.

Meanwhile, all other players place bets on the outcome of the tumbler's turn, earning gears for successful bets.

With a little luck, the most skillful player will take advantage of these opportunities to collect the most gears and win the game!



Components

1 Skull Board



7 Dice



12 Betting Markers
(2 in each color)



84 Gear Tokens
(60x1s / 12x5s / 12x10s)



4 Standard Betting Cards



12 Advanced Betting Cards
(Double-sided)



4 Jackpot Cards

4 Slide Cards

4 Out Cards

6 Player Aid Cards



24 Reroll Cubes



10 Opposition Cards
(Solo Play)



Game Setup

- 1 Place the **skull board** in the middle of the table.
- 2 Place all **dice** and **reroll cubes** near the skull board.
- 3 Place the four **standard betting cards** face up around the skull board (two on each side) so that there is space next to the red arrows on the cards to place betting markers.

! EXPERIENCED PLAYERS: See "Advanced Betting Cards" on p.16 for details on setting up a more complex game with more betting opportunities.

- 4 Give each player a **player aid card** and two matching **betting markers**.
- 5 Build a supply of **gear tokens** near the skull board consisting of 40 gears per player. Return any remaining gear tokens to the game box.

2 Players	3 Players	4 Players	5 Players	6 Players
80 	120 	160 	200 	240 

- 6 The player who looks most like a goblin takes the first turn as the tumbler.









Example setup for a 4-player game



The Skull Board

Dice can be placed on five different levels on the skull board. Each level is associated with a particular side of the dice:

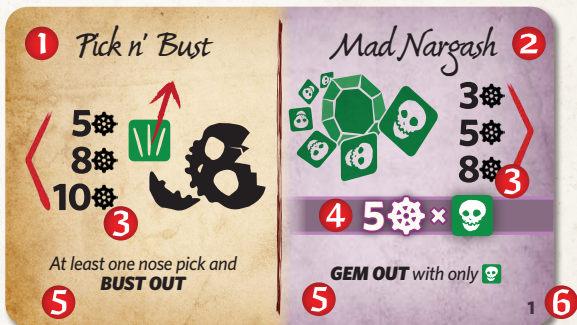
- 1** The first level is the lower jaw. Any number of  dice may be placed here, representing teeth.
- 2** The second level is the upper jaw. Any number of  dice may be placed here, also representing teeth.
- 3** The third level is the nose. Any number of  dice may be placed here.
- 4** The fourth level is the eyes. Two  dice may be placed here.
- 5** The fifth level is the gem in the forehead. One  die may be placed here.

 dice are considered wild. They can be placed at any level, as long as the dice placement rules are followed (see "Dice Placement," p.8).

Reminder: There is a limited number of spaces for eyes (2) and the gem (1), but there is no limit to the number of teeth or noses that can be placed on the skull board.



Standard Betting Cards



- 1 Left bet
- 2 Right bet

- 3 Bet payouts
- 4 Jackpot payout

- 5 Bet description
- 6 Betting card number

Advanced Betting Cards

EXPERIENCED PLAYERS: See "Advanced Betting Cards," p.16 for details.





- 1 Main bet
- 2 Opposition bet
- 3 Kicker bet
- 4 Bet payouts
- 5 Jackpot payout
- 6 Bet description
- 7 Stop number
- 8 Betting card number




Dice Placement








On their turn, the tumbler rolls dice and places them on the skull board.

After each roll, the tumbler must choose which rolled die or dice to place on the skull board.

- The tumbler must be able to place at **least one die** on the skull board or their turn ends in a “Bust Out” (see p.11).
- Chosen dice must **all be placed on the same level**.
- Dice can only be placed on the level matching the result shown on the dice.
-  dice can be treated as any number.
-  dice can be placed on the skull board by themselves or with other dice, as long as all dice are placed on the same level.
- For all rolls after the first, dice must be placed on the highest level already containing dice or on a higher level.
- The tumbler is not required to place all of their rolled dice and is not required to place all dice of a single result.
- The tumbler may not place more dice on a level than the level allows.

Example: Steven is the tumbler. After placing a  on his first roll, he gets the following results on his second roll:



- He cannot place the  die as there is already a  die on the skull board.
- He may place the  die by itself, or with the  die on the third level (nose).
- He may place the  die by itself, or with the  die on the fourth level (eyes).
- He may place the  die by itself on the third level (nose), fourth level (eyes), or fifth level (gem).
- He may also choose to take a reroll action (see “Reroll Actions,” p. 14).



How to Play

Emerald Skulls is played over multiple turns. Each turn, the tumbler rolls dice and places them on the skull board. The tumbler continues to roll and place dice until their turn ends in one of five ways, known as “outs.”

While the tumbler rolls and places dice, all other players may place their betting markers next to betting cards in an attempt to earn gears based on the outcome of the tumbler’s turn.

Once the tumbler’s turn ends, all players collect gears from the supply based on how well they did.

Each turn has three phases: the **Buy Dice Phase**, the **Tumble Phase** and the **Payout Phase**.


1. BUY DICE

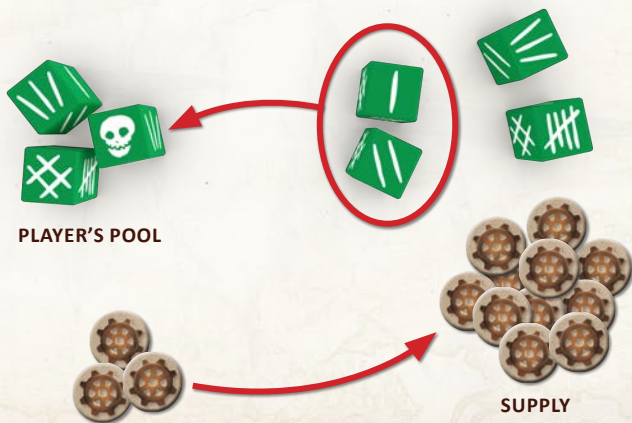
The tumbler chooses how many dice to roll. They must roll at least three dice, but may roll up to seven by spending gears and returning them to the supply.

3 Dice	4 Dice	5 Dice	6 Dice	7 Dice
0 	1 	3 	6 	10 

The tumbler collects the dice they have chosen to roll. This is called the player’s pool.

Since players begin the game with no gears, the first tumbler will always roll three dice on the first turn.

Example: Steven is the tumbler and chooses to roll five dice. He returns 3  to the supply and collects five dice to create his pool.



2. TUMBLE

The tumble phase is divided into multiple steps that are repeated until the end of the phase: **Allow Bets, Roll, Place, and Check.**

In this phase, the tumbler rolls dice and chooses a level to place their dice on the skull board. All other players place bets using their betting markers to predict the results of the tumbler's turn.

Allow Bets: The tumbler picks up the dice in their pool. All other players may place their betting markers next to an arrow on a betting card as a bet.

- Betting markers may only be placed while the tumbler has dice in their hands. Players may freely place their betting markers as there is no defined order in which bets are placed.
- Each player may place up to two bets per turn. They may be placed on the same roll or separate rolls.
- Each player may only place one betting marker on a single bet on a standard betting card.
- Once a betting marker has been placed, it cannot be moved until after the Payout Phase.
- If another player's betting marker has already been placed on a bet, additional markers are placed on top of the previously placed betting marker or markers, creating a stack (see "Goblin Etiquette," p.22 for resolving timing conflicts).
- If the number of betting markers next to a bet is equal to the number of payouts, players may no longer place betting markers next to that bet.
- The tumbler may not make bets.

Example: Steven, the current tumbler, has picked up the dice, so players may place bets. Isaac (red) decides to bet on the Empty n' Shiny bet. Since Claire (blue) bet here during a previous roll, Isaac places his betting marker on top of Claire's.



Roll: The tumbler rolls the dice held in their hand.

Place: The tumbler chooses to place one or more dice on a single level of the skull board following the dice placement rules (see p.8).

Alternatively, the tumbler may choose to reroll their dice instead of placing them by spending a reroll cube or take the “pick a nose” action and returning to the Allow Bets step of the Tumble Phase (see “Reroll Actions,” p.14).

If the tumbler is unable to place dice on the skull board due to the restrictions of the dice placement rules (and is unable or chooses not to take a reroll action), advance to the Check step.

Check: Check to see if the tumbler’s turn has ended. There are five different ways a tumbler’s turn can end:



Bust Out - The tumbler is unable to place dice in the Place step.



Chicken Out - The tumbler decides to stop rolling, even though they placed dice in the Place step and have dice remaining in their pool.



Gem Out - The tumbler places a die on the fifth level (gem) of the skull board.




Run Out - The tumbler places all their dice. They no longer have dice in their pool.



Double Out - The tumbler places a die on the fifth level (gem) of the skull board **AND** has placed all their dice.

If the tumbler’s turn has not ended, return to the Allow Bets step of the Tumble Phase.

If the tumbler’s turn has ended, advance to the **Payout Phase**.

Example: Steven places a  on the fifth level (gem), ending his turn. Since he has dice left over, his turn has ended in a Gem Out.





3. PAYOUT






























At the end of the tumbler's turn, all players collect gears from the supply. Players should make change as needed. The tumbler collects gears based on the placement of dice on the skull board. All other players collect gears based on their bets.

The tumbler collects gears first. Then all other players collect gears by evaluating each betting card in order of **betting card number**.

Tumbler Payout: The tumbler collects gears based on the type of ending (or "out") achieved during the Check step of the Tumble Phase.



- **Bust Out** - No gears are collected.
- **Chicken or Run Out** -  dice are ignored and **DO NOT** pay out.
- **Gem or Double Out** -  dice **DO** pay out.

Each die on each level awards gears or reroll cubes based on the table below:

				
Gem 	3 	3 	5 	5 
Eyes 	2 	2 	5 	5 
Nose 	1 	1 	1 	1 
Upper Jaw 	1 	1 	2 	2 
Lower Jaw 	1 	1 	1 	1 

JACKPOT PAYOUTS

Some betting cards have special jackpot payouts available to the tumbler. If the dice on the skull board meet the condition of a jackpot payout, the tumbler may choose to collect a jackpot payout instead of the standard payout.

5  × 
Jackpot payout on the "Mad Nargash" betting card

Bettor Payouts: After the tumbler has collected gears, all other players collect gears based on their bets.

Evaluate each betting card in betting card order, from lowest to highest. On standard betting cards, award the payout for the left bet and then the right bet. On advanced betting cards, award payouts starting with the topmost bet, progressing to the bottom.

For each bet, if the result occurred, each player with a marker on that bet collects gears based on the order the bets were placed.

The first bettor (whose marker is at the bottom of the stack) collects the largest payout listed (at the bottom). The second bettor, if any, collects the second payout, and so on.

Each bet is evaluated independently and pays even if a more specific version of that result also occurred. For example, in the event of a Double Out, bets that require a Gem Out or Run Out also pay out, because those conditions were also met.

If there are gears remaining in the supply, return all betting markers to their respective players and return all dice to the supply. The player to the left of the tumbler becomes the new tumbler and a new turn begins.

Running out of Gears: If there aren't enough gears in the supply for a tumbler or bettor payout, the player being paid takes as many gears as possible. The game immediately ends and the remaining bettors and bets are not paid.



Example: The game ends on Steven's turn as tumbler with 18 gears remaining in the supply. He finishes his turn with a Double Out, claiming 14 gears (5 for the gem, 5 for the eye, 4 for the two teeth). Next, bets are evaluated in betting card number order. Isaac's (red) bet on Mad Nargash does not pay. Neither does Claire's (blue) bet on Grim Grin. Isaac's bet on Empty Hands does pay, since Steven ended in a Run Out, so he collects 2 gears. Claire's last bet on Empty n' Shiny also pays out, since Steven ended his turn in a Double Out. She claims the final gear in the supply. The remainder of her winnings are not paid.

Game End

If the supply of gears is depleted during the Payout Phase, the game is over and the player with the most gears wins!


In the event of a tie, the tied player with the most reroll cubes wins. If still tied, the tied player who was most recently the tumbler wins.



Reroll Actions

During the Roll step of the Tumble Phase, after rolling dice and before placing dice on the skull board, the tumbler may choose to reroll their pool, if they are able. This allows the tumbler to avoid placing dice with the current results or ending their turn in a Bust Out. The tumbler may reroll their dice pool in two different ways:

Spend a Reroll Cube: If the tumbler has collected a reroll cube on a previous turn, they may spend it.
















1. Return one reroll cube to the supply.
2. Add one **die from the supply** to the tumbler's pool.
3. Return to the beginning of the Tumble Phase, allowing other players to bet before the dice are rerolled.

Pick a Nose: If there is at least one  die on the third level (nose) of the skull board, and the tumbler has a betting marker in front of them, they may pick a nose.

1. Place one betting marker near the third level (nose) of the skull board. This tracks the number of times the tumbler has picked a nose.
 2. Retrieve one  die from the skull board and add it to the tumbler's pool.
 3. Return to the beginning of the Tumble Phase, allowing other players to bet before the dice are rerolled.
-  dice may not be used to pick a nose.
 - The tumbler may pick a nose at most twice per turn, as each player has two betting markers.
 - Removing the last die from the third level (nose) does not allow the tumbler to place on the first or second levels (teeth) on subsequent rolls.

Standard Betting Cards

Each standard betting card shows two possible results for the current tumbler's turn. Some also present a challenging configuration that the tumbler can achieve for a special jackpot payout.

	Pick n' Bust	Collect gears if the tumbler picks at least one nose and ends their turn in a BUST OUT.	1 28b
	Mad Nargash	Collect gears if the tumbler ends their turn in a GEM OUT with only  dice on the skull board. Tumbler Jackpot Payout: 5  per skull die placed.	1 6a 6b
	Grim Grin	Collect gears if the tumbler ends their turn in a RUN OUT placing only on the first and second levels (teeth). Tumbler Jackpot Payout: 3  per  or  die. 	2 12a 12b
	Emerald Skull	Collect gears if the tumbler ends their turn in a DOUBLE OUT with a FULL SKULL. [Three dice on the first or second levels (teeth), one die on the third level (nose), two dice on the fourth level (eyes), and one die on the fifth level (gem)]. Requires seven dice. Tumbler Jackpot Payout: 30  .	2 8a 8b
	Busted Fowl	Collect gears if the tumbler ends their turn in a BUST OUT or CHICKEN OUT.	3
	Final Jewel	Collect gears if the tumbler ends their turn in a GEM OUT.	3 22a 22b
	Empty Hands	Collect gears if the tumbler ends their turn in a RUN OUT.	4 24a 24b
	Empty n' Shiny	Collect gears if the tumbler ends their turn in a DOUBLE OUT.	4 26a 26b

Advanced Betting Cards

Advanced betting cards allow a greater variety of betting options, including the ability to bet that a particular outcome won't happen.

Unlike the standard bets, each advanced betting card considers one possible aspect of dice placement on the tumbler's turn and allows bets on various outcomes for that aspect. Some cards also offer a kicker bet, based on another bet on the same card, but with additional conditions, making it a less likely but higher-paying option.

Setup: Instead of using standard betting cards, use advanced betting cards. Advanced betting cards are divided into three categories: Jackpot, Side and Out.

RECOMMENDATION: Use betting cards in the following configurations based on the number of players.

Players	2-4	5-6	7-8*
J ackpot Cards	2	2	3
S ide Cards	2	2	3
O ut Cards	2	4	4
TOTAL	6	8	10

*Games with seven or eight players requires the 7-8 player expansion to play.



Example advanced setup for a 4-player game

Advanced Betting Rules:

- Each player may only place one betting marker next to an advanced betting card.
- Some advanced betting cards have a stop number. Once the tumbler has placed dice at the level indicated by the stop number or higher, bets can no longer be placed on that card.

Example: Steven, the tumbler, places a die on level 4 (eyes). Isaac is no longer able to place a bet on the Perfect Proportions bet.



Addition / Multiplication Payouts: Most payouts on advanced betting cards include a modifier based on the number of opposing bets placed by opponents. These can increase the payout by either adding or multiplying by the number of opposing bets.

- Multiplication payouts pay no gears if there are no opposing bets!
- Kicker bets and the bet they are based on are grouped together when calculating opposing bets.

Example: Advanced betting card 28b is in play. Claire (blue) bets on Tumbler's Triumph. Isaac (Red) and Steven (Purple) bet on Dragul Bust. Keith (green) bets on Pick n' Bust.

1 Addition Example: The tumbler ends their turn in a Bust Out after using the "pick a nose" action. The Dragul Bust bet and the Pick n' Bust bet pay out.

Isaac bet on Dragul Bust first, so he collects 5⚙️ + 1⚙️ for Claire's opposing bet for a total of 6⚙️.

Steven bet on Dragul Bust second, so he collects 3⚙️ + 1⚙️ for a total of 4⚙️.

Keith collects 10⚙️ for the successful Pick n' Bust kicker bet. Claire's bet does not pay out.

2 Multiplication Example: Suppose instead the tumbler ends their turn in a Double Out. The Tumbler's Triumph bet pays out.

Claire collects 3⚙️ x 3 for Isaac, Steven and Keith's opposing bets for a total of 9⚙️.

Isaac, Steven, and Keith's bets do not pay out.



Jackpot Betting Cards

	Nargash's Woe	Collect gears if the tumbler does not end their turn in a GEM OUT using only  dice.	6a 6b
	Nargash's Gamble	Kicker Bet: In addition to the Mad Nargash ending, the tumbler places at least five  dice.	6b
	Cracked Cranium	Collect gears if the tumbler does not end their turn in a DOUBLE OUT with a FULL SKULL. [Three dice on the first or second levels (teeth), one die on the third level (nose), two dice on the fourth level (eyes), and one die on the fifth level (gem)]. Requires seven dice.	8a 8b
	Legendary Emerald Skull	Kicker Bet: In addition to the Emerald Skull ending, the tumbler places no  dice. Kicker Bet Tumbler Jackpot Payout: 40 	8b
	Scarred Face	Collect gears if the tumbler ends their turn in a GEM OUT with exactly one die on each level. Requires at least five dice. Tumbler Jackpot Payout: 20 	10a 10b
	Denied Visage	Collect gears if the tumbler does not end their turn in a GEM OUT with exactly one die on each level.	10a 10b
	Gnarled Face	Kicker Bet: Collect gears if the tumbler ends their turn in a DOUBLE OUT with exactly one die on each level. Requires five dice. Kicker Bet Tumbler Jackpot Payout: 25 	10b
	Fractured Tusks	Collect gears if the tumbler does not end their turn in a RUN OUT with only dice on the first or second levels (teeth).	12a 12b
	Toothless Tumble	Kicker Bet: The tumbler places no dice on the first or second levels (teeth). The payout for this bet is two or one reroll cubes.	12b



Side Betting Cards



 #	Wild Bones	<p>Collect gears based on the number of  dice the tumbler places on the skull board.</p> <p>The ranges of each bet overlap one another, so a single result may cause multiple bets to pay out.</p>	14a
Odd  Even	Tombstone Tally	<p>Collect gears based on the whether the tumbler places an odd or even number of  dice. Zero dice is considered even.</p> <p>Kicker Bet: The tumbler places no  dice.</p>	14b
# 	Incessant Picker	<p>Collect gears based on how many times the tumbler takes the “pick a nose” action to reroll dice.</p>	16a
0, 1, 2 	Ocular Inventory	<p>Collect gears based on the number of dice the tumbler places on level four (eyes) of the skull board. Bets cannot be made on this betting card after a die has been placed on the fourth level (eyes).</p>	16b 
# 	Sniffing Supply	<p>Collect gears based on the number of dice the tumbler places on the third level (nose) of the skull board. Dice that are removed from the skull board by using the “pick a nose” action do not count. Bets cannot be made on this betting card after a die has been placed on the fourth level (eyes).</p>	18a 
Odd  Even	Perfect Proportions	<p>Collect gears based on whether the tumbler places an odd or even number of dice on the third level (nose). Zero dice is considered even. Bets cannot be made on this betting card after a die has been placed on the fourth level (eyes).</p> <p>Kicker Bet: In addition to the Even outcome, tumbler placed no dice on the third level (nose).</p>	18b 
 	Bite Alignment	<p>Collect gears if the tumbler places more, less, or the same number of dice on the first and second levels (teeth). Zero dice on both the first and second levels is considered a match. Bets cannot be made on this betting card after a die has been placed on the third level (nose).</p>	20a 
# 	Strange Smirk	<p>Collect gears based on the number of dice the tumbler places on the first and second levels (teeth) combined. Bets cannot be made on this betting card after a die has been placed the on third level (nose).</p>	20b 

Out Betting Cards


	Lost Gemstone	Collect gears if the tumbler does not end their turn in a GEM OUT.	22a 22b
	Wild Crystal	Kicker Bet: Collect gears if the tumbler ends their turn in a GEM OUT with a skull die placed on the fifth level (gem).	22b
	Feeble Fingers	Collect gears if the tumbler does not end their turn in a RUN OUT.	24a 24b
	Broken Limbs	Kicker Bet: Collect gears if the tumbler does not end their turn in a RUN OUT and has at least two skull dice remaining in their pool.	24b
	Botched Gem	Collect gears if the tumbler does not end their turn in a DOUBLE OUT.	26a 26b
	Ocular Skull	Kicker Bet: Collect gears if the tumbler ends their turn in a DOUBLE OUT and has two dice on the fourth level (eyes).	26b
	Tumbler's Triumph	Collect gears if the tumbler does not end their turn in a BUST OUT.	28a 28b
	Dragul Bust	Collect gears if the tumbler ends their turn in a BUST OUT.	28a 28b

FULL SKULL

Some bets refer to a "Full Skull." A Full Skull is a special configuration of dice on the skull board. It requires seven dice – three dice on levels one and two (teeth) in any combination, one die on level three (nose), two dice on level four (eyes), and one die on level five (gem).

FAQ

Can the tumbler use the “pick a nose” action to retrieve a skull die from the third level (nose) to reroll?



No. Only  dice may be picked.

Can the tumbler use reroll cubes to add dice to their pool without rerolling?

No. The dice in the pool must be rerolled. Reroll cubes can only be spent after rolling dice and before placing them.

If there are no dice left in the supply, can the tumbler still spend a reroll cube to reroll the pool?

Yes. If there are no dice left in the supply, simply reroll the dice without adding a die to the pool.

The tumbler rolled three dice and got two s and a . Can they place all three dice for a Double Out?

No. That would place dice at two levels after one roll—a strict no-no.

Can the tumbler choose to Bust Out even though they have dice they could place?

No. If there are dice that can be placed, the tumbler must place at least one (or use a reroll action, if available). However, if the tumbler rolls a Bust Out and has a reroll action available, it's their choice whether or not to use it.

After using the “pick a nose” action, there are no dice at the third level (nose) or higher. After the next roll, can the tumbler place dice on the second level (teeth)?

No. Even though the die was removed the skull board, the tumbler has placed at level three on their turn, making that the lowest level available for placing dice. This is noted by the tumbler's betting marker on the skull board. On the next roll, the tumbler may place on the third level again (or higher), but not on the first or second levels.

Can I use a reroll action to save myself from a Bust Out, but then Chicken Out instead of rolling?

No. If the tumbler uses a reroll action, they must roll the dice. After the tumbler rolls, they must place at least one die. At that point, the tumbler may Chicken Out, if desired.

Are reroll cubes limited to the number provided?

No. If the players run out of reroll cubes, use a suitable replacement.

☞ Goblin Etiquette ☞

Tempers tend to run hot among the residents of Kulbak Prison, so there are a number of generally accepted rules regarding timing that are hard to express precisely, but are critical for players to understand so that everyone feels like they had a fair shake, even if they don't win every dispute.

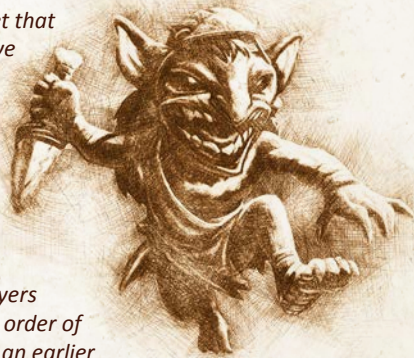
The tumbler should give the betting players a reasonable amount of time to place bets. Grabbing and rolling the dice as quickly as possible in an attempt to deny the other players an opportunity to bet is outside the spirit of the game. The tumbler does not, however, have to wait for each player to explicitly decline the opportunity. If a player is distracted, or is just being indecisive about their bet, it is entirely up to the tumbler whether to accommodate that player or keep the game moving along.

If a player places their marker on a bet that is technically impossible, or would have no payout, they should be reminded of the situation and be allowed to retrieve their marker. This does not apply to bets that become impossible after the betting marker is placed.

In the case of simultaneous or near-simultaneous bet placements, the players involved should work out their proper order of arrival. This includes the possibility of an earlier player yielding their spot to a later arrival. This courtesy might be extended to a player who had to reach much farther to place their marker, for example. In any event, the player who ends up not getting the first placement is allowed to withdraw their marker for reconsideration. In the rare event that the players are unable to resolve a placement conflict, the current tumbler makes the final determination as to the order of arrival.

It is permissible to use both hands to place bets, but outside of the process of placing a bet, using hands or other body parts to interfere with another player's betting marker placement is highly inappropriate. Sharpening one's fingernails in order to inflict physical harm while placing bets is also considered bad form.

Players are allowed to exchange insults, knowing glances, and questionable strategic advice with one another, but not gear tokens or reroll cubes.



Solitary Mode



You've been cornered by two of the most cutthroat gamblers ever held in Kulbak! The goblin Vrax is famed as the ruthless leader of the Fighting 87th, and Kur the Red has a fearsome reputation as boss of a blood-thirsty gnoll gang, the Siege Breakers. Vrax pulls a set of dice from her pouch, and Kur opens his bag of gears with a twisted grin. Looks like they've come to challenge you for your stash!

Vrax and Kur the Red are the opposition. The opposition does not take turns as the tumbler. You'll have a limited number of turns to cash out, while attempting to deny Vrax and Kur the Red from collecting on their bets.

Advanced betting cards are not used in solitary mode. Vrax and Kur share a collection of gear tokens.

Solo Setup

Set up the game in the same way as a three-player game, with the following changes:

- Reserve the red and yellow betting markers for the opposition.
- Give 40  to Vrax and Kur, leaving 80  in the supply.
- Shuffle the **opposition cards** and place them face down near the skull board to create the opposition deck.

Solo How to Play

Take turns, playing as the tumbler each round:

1. BUY DICE

Choose how many dice to roll. You may roll more than three, spending gears as normal.

2. OPPOSITION BETS

Reveal the top card from the opposition deck and place Vrax and Kur's betting markers on the indicated bets based on the number of dice in your pool.

3. TUMBLE

Complete the Tumble Phase as normal, skipping the Allow Bets step.

4. PAYOUT

Complete the Payout Phase as normal, awarding gears to Vrax and Kur for any of their successful bets.

Solo Game End

At the end of the Payout phase, if the supply of gears is empty or the opposition deck is depleted, the game is over. If there are gears remaining in the supply, Vrax and Kur collect them.

If you have more gears than Vrax and Kur, you win!

Otherwise, you hang your head in shame as you walk back to the cell block. The leaders of Kulbak prison have outsmarted you this time.

Adjusting Difficulty

- For a more challenging game, reduce the number of cards in the opposition deck during setup.
- For an easier game, reduce the number of gears given to Vrax and Kur during setup.

Gear Token Setup

2 Players	80 
1 or 3 Players	120 
4 Players	160 
5 Players	200 
6 Players	240 
7 Players*	280 
8 Players*	320 

Advanced Betting Card Setup

Players	J	S	O	Total
2-4	2	2	2	6
5-6	2	2	4	8
7-8*	3	3	4	10

*Requires the 7-8 player expansion.

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