



1-2P • 20 MIN • AGES 10+

OVERVIEW

Take on the role of a Mad Scientist with access to a state-of-the-art lab and a host of fantastical creatures. Meld them together and take your creations to the Arena, where you will face-off in a battle to the death!

Mint Tin Monster Mash-Up is a 1 to 2 player head-to-head dice battle game where you smash together creatures and then participate in a contest of tactics, luck, and deception.

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COMPONENTS

- A. 24 monster Cards
- B. 4 Mad Scientist Cards
- C. Dr. Entropy Solo Card
- D. Arena Card
- E. 2 Life and Energy Tracker Cards
- F. 2 Reference and 1 Solo Reference Cards
- G. 1 Arena, 2 Energy, and 2 Life Cubes
- H. 2 Activation Discs
- I. 4 Battle Dice
- J. 2 Boost Dice



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2-PLAYER SET-UP

1. Set up the a) Arena Card and b) Life and Energy Trackers as shown.
c) Leave enough space between players to place their Monsters.
2. Place the Arena Tracker Cube on the #1 spot.
3. Place the Life cube on 0 and Energy cube on 3 on each Life and Energy cube.
4. Each player chooses a Mad Scientist and places them A-Side up under their Life and Energy Tracker. Return the remaining Mad Scientists to the tin.
5. Each player gets a) 2 Attack Dice and b) 1 Boost Die.
6. a) Shuffle the Monster Cards to create a draw deck. b) Deal 3 cards to each player.
7. Give each player a Reference Card.
8. Leave the Dr. Entropy and Entropy Reference Cards in the tin. They are only needed for the solo game.

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GAME STRUCTURE

Mint Tin Monster Mash-Up consists of a series of **Battles** until one player has managed to defeat 2 of their opponent's Monsters (3 for a longer game).

Each Battle begins with creating a Monster by combining two different Monster Cards. After that, players will play a series of **Rounds** until one Monster loses all of it's life.

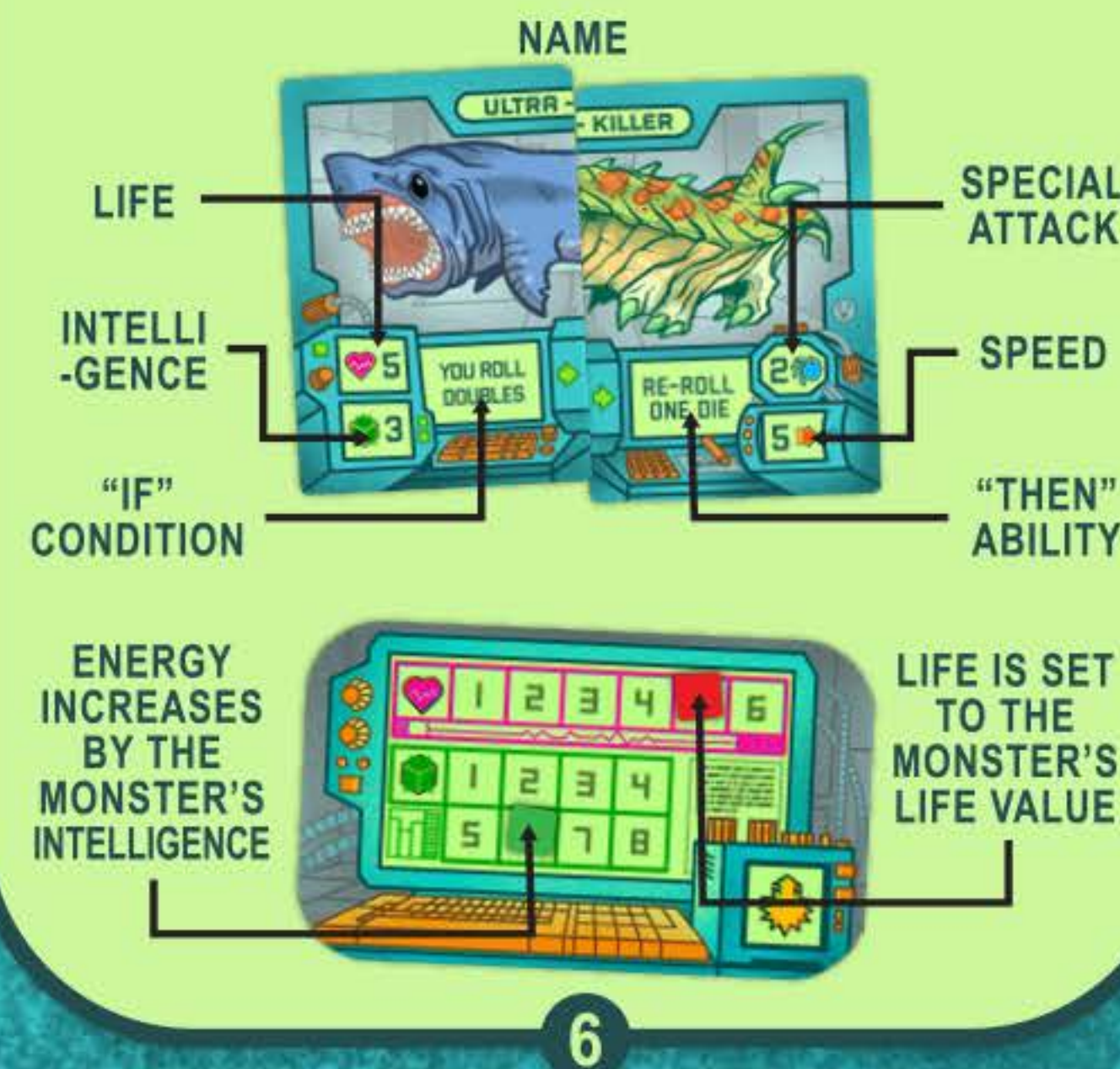
Each Round consists of:

- **Roll Phase:** Players will roll dice and use their Energy, unique Monster ability, and unique Mad Scientist abilities to alter the dice outcomes.
- **Boost Phase:** On the count of 3, players will reveal a hand signal that will either Boost their die result by spending Energy, Defend to reduce damage and recover Energy, or hit the Panic Button and force a re-roll.
- **Damage Phase:** The player with the lower Attack total loses and takes Damage equal to the Arena Level plus any Special Attack the opponent managed to pull off.
- If no one is dead yet, the Arena becomes more deadly and a new round is started!

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MAKING A MONSTER

1. Each Player draws from the Monster Deck until they have 3 cards in hand.
2. Combine any front with any back to create your unique Monster. The combo you choose will determine your Life, Intelligence, Special Attack, Speed, and unique power.
3. In the first Battle, players reveal their Monster at the same time and place them above their Life and Energy Trackers. In subsequent Battles, the Winner of the last Battle places first.
4. Set your Life to your Monster's Life. Then, add their Intelligence to your current Energy.



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Life: This stat determines how much damage your Monster can sustain before losing the Battle.



Intelligence: This stat determines how much Energy you gain when you first make your Monster and when you Defend during a Battle.



Special Attack: If you beat your opponent by the amount of your Special Attack or more, you do additional damage equal to your Special Attack. Higher numbers do more damage, but require you to win by greater amounts.



Speed: Speed is the tie-breaker of the game. If players tie on their Attacks, the faster Monster wins the round.

If-Then Powers: Every Monster Front contains an "If" condition, and every Monster Back has a "Then" power. If the "If" condition is met during the round, place the Activation Disc on your Monster. Remove it during the same round it was earned to activate the "Then" power. **Powers that affect dice can only be used during the Roll Phase.**

ROLL PHASE

1. Both Players roll both of their dice to determine their initial Attack.
2. Once per round: if either of your dice is a 1, you gain an Energy. You can't have more than 8 Energy.
3. You may spend 1 Energy to re-roll both of your dice, or 2 Energy to re-roll a single die. The player with the lower Attack total chooses first whether they are going to re-roll. If tied, the player with the Monster with the higher Speed chooses first. Whether they reroll or pass, the other player may then choose to pass or re-roll. If both players pass in a row, the Roll Phase ends.
4. Any powers that effect Dice, must be used during this phase.

BOOST PHASE

When both players are ready, they count to 3 and reveal a hand signal:

1. **0-5 Fingers: Boost** (Make an "O" shape for zero). Spend that amount of Energy and set your Boost Die to that number. Place it on the Boost spot of your Life and Energy Tracker.
2. **Fist: Defend.** Immediately gain Energy equal to your Monster's Intelligence. In the Damage Phase, damage taken is cut in half (rounded up). **If your opponent hit the Panic Button, you win the Battle immediately.**
3. **Slam fist on the table: Panic Button.** Force both players to re-roll their Attack Dice and keep those results. If your opponent Defends, you lose the Battle immediately.

DAMAGE PHASE

Players add their Boost Die to their Attack Dice for their Attack Total. The Player with the higher total wins. If tied, the Monster with the highest Speed wins. The Loser takes Damage equal to the Arena Level. If they lost by an amount equal to or greater than the opponent's Special Attack, they also take Damage equal to the Special Attack.

When a player Defends, they lose the round automatically, even if their Attack total is higher. They immediately gain Energy equal to their Monster's Intelligence. Then, they sum the Arena Damage with any Special Attack Damage incurred, and reduce it by 1/2 rounded up (eg. 3 Dmg is reduced to 2). They take this Damage.

If one player used the Panic Button, and the other Defended. The Monster of the player who used the Panic Button dies.

Any Monster who has been reduced to zero Life, dies.

RESET PHASE

If both monsters survived: Remove any Activation Discs. Advance the Arena Level one space and start another round starting with the Roll Phase.

If a monster died:

- The other player gains the Head (front) of that Monster for their score pile. If this is the 2nd Head, they win the game!
- The losing player flips their Mad Scientist to the B-Side or remains on the B-Side.
- The winning player's Mad Scientist either flips to the A-Side or remains on the A-side.
- A new Battle begins! Both Players draw up to 3 Monster Cards from their Monster Stack and create a new Monster. The player who won the last Battle reveals first.

MAD SCIENTISTS

Mad Scientists provide a unique once-per-round ability to a player. The card will guide you as to when the power may be used.

SOLO MODE

Ready to take on Dr. Entropy?

For solo mode, set up as you would normally but use the Dr. Entropy Card for your opponent. The Solo reference card will guide you.



CREDITS

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