



SKULL



Rules Summary

Step 1 - Turn preparation

Each player chooses one disc and places it face down on their mat.

Step 2 - ADDING a disc or CHALLENGE

Starting with the first player and going clockwise each player must either:

- a. **ADD** a disc face down on their mat **OR**
- b. **CHALLENGE** by bidding (or passing)

The player who started the challenge bids the number of discs they intend to flip (starting with **all** of their own discs).

Then, going clockwise, each player must:

- **Increase the Bid** by raising the number **OR**
- **Pass** and slide their mat forward (they are out of the round)

This continues until all but one player has passed. The player who **bid the highest** is called the **Challenger**.

Step 3 - The attempt

The Challenger **must flip** the number of discs they bid:

- The Challenger starts by **revealing all of their own discs**.
- They **continue** to flip discs from the top of any other player's stack, one at a time, until a Skull is revealed or they've flipped over the number of discs they bid.

SKULL flipped: Challenge FAILED

- Challenger ends his turn and then loses a disc (at random unless they chose their own skull then they choose). If they lost their last disc, they are **eliminated from the game**.
- All players take back their discs.

NO SKULLS flipped: Challenge SUCCESSFUL

- Challenger wins the challenge and they flip their mat flower-side up. If it's already flower-side up, they **win the game**.

New round

Challenger starts the next round. If eliminated, the owner of the revealed skull starts.

Victory

Win **two** challenges **OR** be the **last** remaining player with discs.

