

# SKULLDUGGERY!

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- RULE SHEET
- 42 GEMS (7 COLORS, 6 EACH)
- 8 ROLE CARDS (4 WHITE, 4 BLACK)
- 8 DRAGON CARDS
- 42 ADVENTURER VALUE CARDS

## Set up

- If playing less than 4 players, use one set of role cards (white bordered or black bordered). Each role card has a character with a colored gem at the bottom. If playing with more than 4 players, feel free to pre-select 2 teams of up to 4 (white bordered versus black bordered), up to 4 teams of 2 (randomly or by choice), or every person for themselves.
- Shuffle the role cards and pass one to each player without revealing it to other players. Players keep this information to themselves.
- Place the gems within reach of all players. Each player randomly selects one gem from this supply and places it in front of them in their supply.
- Shuffle the dragon card deck without revealing any dragons. Take a number of dragon cards equal to the number of players minus one to form the dragon deck. Place this deck face down within reach of all players. If playing with less than 4 players, feel free to add more dragons.
- Shuffle the adventurer value cards and deal 2 facedown card and 1 faceup to each player. If playing with less than 4 players, deal an extra facedown card to each player.
- Decide whether to use the Wizard mini-expansion included in the game. Add one wizard per player into the deck of adventurer cards. Wizards aren't considered adventurer cards, but go in the same deck as the adventurer cards.

## Objective

Have the most gems at the end of the game. The game ends after scoring the last round. Each gem the player has that matches the color on their role card is worth 2 gems.

## How to play

Starting with the shortest player and proceeding clockwise, every player chooses to ACTIVATE their face up adventurer value card or passing. If the starting player's card is a Halfling Card, they receive a gem from the supply. This is called "Halfling luck". To ACTIVATE an adventurer value card, the player slides it forward into play in front of them. Each adventurer value card has a different ability when activated (see reference card during play), and has a positive or negative value in the upper right hand corner. Dwarves and Halflings are red numbers (negative) while Humans and Elves are black numbers (positive).



When ACTIVATED, an adventurer value card may do the following:

- Human - peek at the top card of the dragon deck.
- Halfling - switch any of the your ACTIVATED adventurer value cards (including this one) with another ACTIVATED adventurer value card.
- Dwarf - steal a gem of your choice from the person with the most gems.
- Elf - Double the amount of any face up adventurer value card that is not already doubled.
- Wizard - Take a dragon card from outside of game and shuffle it with the dragon deck. Discard a dragon card back out of play without revealing it.