

Säbel & Schädel  
2-5 players, approx. 10-20 min., 10-99 years



## CONTENTS

- ✓ 8 coasters [6x island, 1x skull, 1x saber]
- ✓ 2 punching boards with 30 soul tokens: 6 tokens each in 5 colors
- ✓ 1 spot dice [1-6] ~ based on the dice classic Zeppelin ~

## SET-UP & OBJECT OF THE GAME

The island coaster with the 6 is selected and placed on the table. The remaining coasters are mixed well and placed one after another open in a circle around the 6. Each player gets all 6 soul tokens in a chosen color. The dice is laid ready.

Each player rolls once, the player with the highest score starts the first round.  
The game is played clockwise.

**Object of the game:** The players are gradually trying to get rid of all their soul tokens. The game ends immediately if a player places his last soul token. This player wins the game!

## HOW TO PLAY

The player rolls the dice and can place exactly one token on the Islands "1" to "5" according to the rolled number. However, if there is already a token on this island, the player must take this and finish his move immediately.

**Example:** The player rolls a 2 and this way he can place a token on the Island "2", because there is still no placed token. If there was already a placed token, he cannot place a token and he must take the placed one from there instead.

**Attention:** In the first round the players are allowed to roll only once. From the second round as often as possible, presupposed that after each roll 1 token can be placed. The player can freely stop after each successful roll.

**Island "6":** On this island, any number of tokens can be placed with a rolled 6.

**Special coaster "Skull":** The directly adjacent islands (on both sides) are relevant. On these islands the limit of only one possible token is lifted. The number of the respective island now shows the maximum number of tokens that can be placed there. If this number is exceeded, all tokens located there must be taken. **Example:** To the "Skull" the Islands "2" and "5" borders. On the Island "2" a total of max. 2, on the Island "5" a total of max. 5 tokens are allowed to place. The player rolls a 5 and there are already 5 tokens on the Island "5". Now he has to pick up all of them.

**Special coaster "Saber":** The directly adjacent islands (on both sides) are relevant. If players pick up tokens from these islands, the player must additionally also take all possible tokens of the same-color from island 6. **Example:** To the "Saber" the Island "4" and the special coaster "Skull" borders. Both special coasters are thus next to each other and have no mutual influence. The player rolls a 4 and Island "4" already has 1 token. The player must take this and in addition all tokens (of the same color), which are currently on the Island "6". **Attention:** If an adjacent "Skull" allows you to place more than one token and these have to be taken, you will also have multiple colors for the additional take on Island "6".

**CHAMPIONSHIP GAME VARIANT:** The total game is played over several single matches. The object of each single match is to get rid of all tokens by chance. At the end of a single match the best players earn victory points. Who has totally 6 or more victory points at the end of a single match, wins the whole game. If more players get the highest score, the game still goes on until a player leads. **Procedure:** After a winner of a single match is found, all other players count their remaining tokens (the less, the better). On the basis of the following ranking the players get victory points: The winner (0 remaining tokens) gets +3 victory points. The player(s) with the second lowest score get +2 victory pt. each. The player(s) with the third lowest score get +1 victory pt. each. More players get nothing.

**Note:** Pen & paper are needed to record the game results. After every single game earned victory points are recorded continuously at the respective player.