

Minion Creator

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Game Rules

Minion Creator

Number of players: 2

Suggested age: 7+

Game length: 3-5 minutes

Introduction

A blue deity and a red deity find themselves in an intense rivalry. Instead of fighting each other directly, both have the amazing ability to build minion soldiers and give them soul. Using these minions, each deity plans to attack the other in order to rule the entire land. They must have act quickly and ruthlessly, defeating the other deity before they are defeated themselves.

Game System and Objectives

The players use decks of cards to build minions to attack their opponent. Both players simultaneously place cards, building minions piece by piece and stopping the other player from progressing.

The first player who builds two minions and can land two attacks at the same time wins the game.

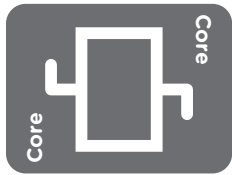
Components of the Game

Body Cards



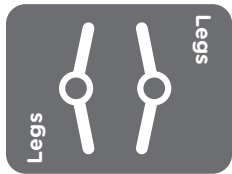
Head Card (8 per deck)

The minion's head. Can be placed next to the Core card after the Core card has been placed.



Core Card (8 per deck, 2 neutral)

This card is required when building a new minion. The game has 2 neutral core cards that aren't included in the player decks.



Legs Card (8 per deck)

The minion's legs. Can be placed next to the Core card after the Core card has been placed.

Card Backsides



Utility Cards



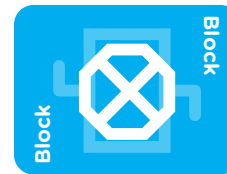
Soul Card (6 per deck)

This card completes a minion when placed on the Core card. The Soul card can only be placed once the Head, Core, and Legs have been assembled. The minion's owner is whoever places the Soul card regardless of who placed the other cards.



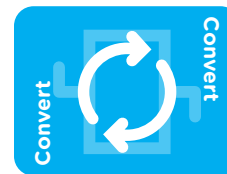
Attack Card (4 per deck)

This card enables a completed minion to attack.



Block Card (1 per deck)

This card can be used against an opponent's completed minion to stop them from attacking.



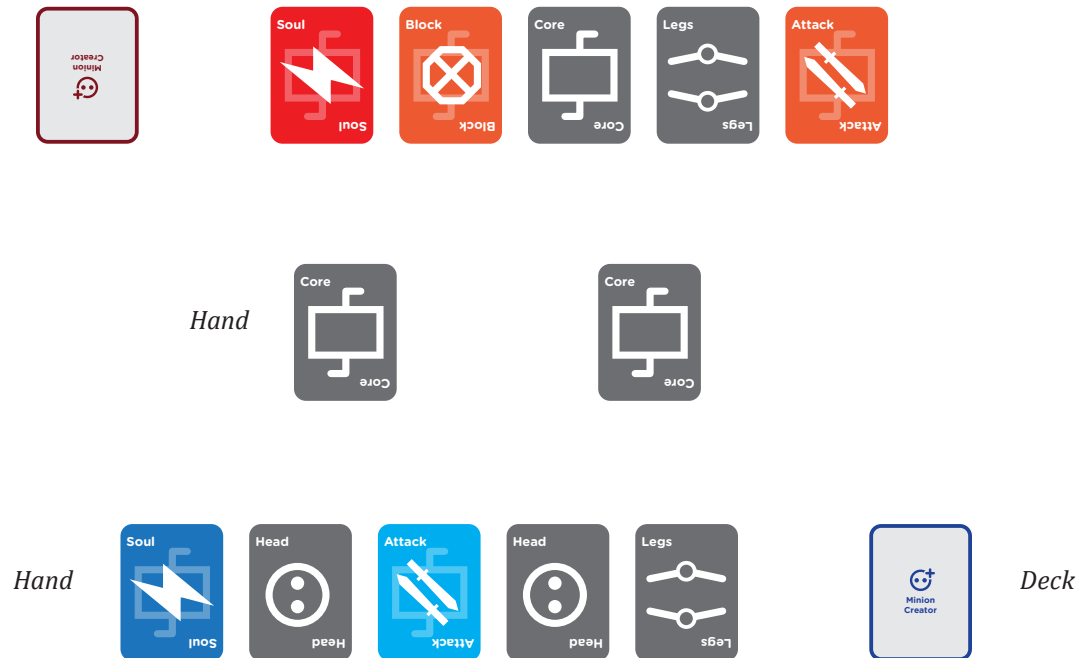
Convert Card (1 per deck)

This card allows one player to steal the other player's completed minion.

Set-Up

1. This game is best played on a large flat surface.
2. The players choose between the red deck or the blue deck.
3. Each player shuffles their deck and places it face down to their side.
4. The players place the neutral Core cards in the center of the play area far apart from each other.
5. Each player takes a hand of five cards from the top of their respective deck. Players keep their hands hidden from the other player.
6. Once each player is ready, the game begins when both players count-down and say "Go."

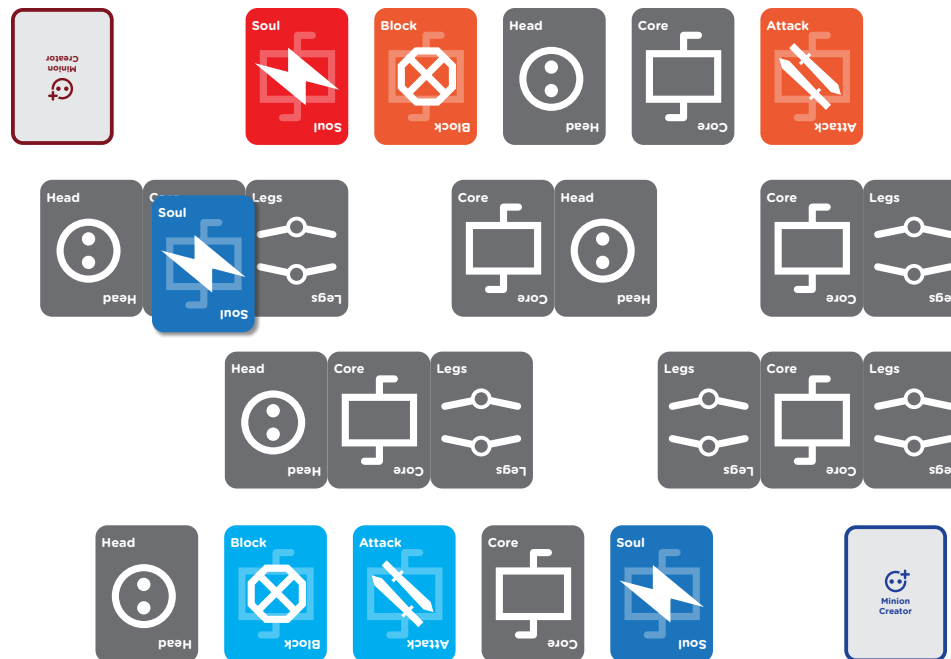
Game set-up at the beginning of the game



Basic Game Structure

1. Once the game begins, the players simultaneously place cards on the table to create minions.
2. Minions are created with an initial core card, then head and legs, and then finally a soul card. The player who places the soul card owns the minion.
3. Once a minion is complete, the owner can place an attack card on the minion to initiate an attack.
4. The first player to initiate 2 attacks wins simultaneously.

Game in-progress



Specific Game Structure I

General Rules

- There are no turns. Each player races to complete their goals.
- Each player must always have a hand of 5 cards in their hand and hidden from the other player.
- Once a player places a card or card(s), they use their free hand to take cards from their deck, replenishing their hand of 5.
- If a player cannot make any moves with their current hand, they must wait until they can make a move while their opponent still plays.
- If both players can't make any moves with their current hand, they can agree to place their hand on the bottom of their deck and then drawing 5 new cards from the top. Play resumes after both players countdown and say "Go."

A player cannot...

- Remove a card once it has been placed.
- Have a hand of more than 5 cards.
- Place cards in an area hidden or inaccessible to the other player.
- Physically prevent the other player from placing cards.
- Touch cards that are still in the other player's deck or hand.

Specific Game Structure II

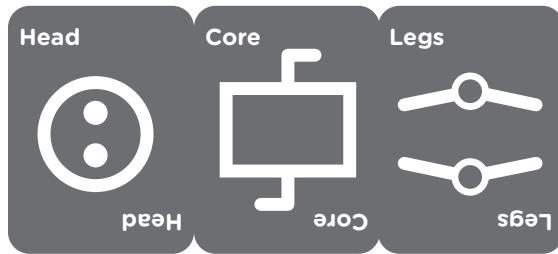
Building Minions

- A complete minion is composed of 1 Head card, 1 Core card, 1 Legs card, and 1 Soul card. Minions can be built with cards from either player.
- Each minion starts with a placed Core card. There are purple Core cards placed at the beginning, but each player's decks also contain Core cards.
- Once the Core card has been placed, either player can start adding Head or Legs cards to the sides of the Core card. These can be added in any order and on either side.
- With a Core, Head, and Legs card, the minion then requires a Soul card placed on the Core card to be completed. The player who places the soul card is the minion's owner. For example, if the body cards are all from the red player, the blue player can claim the minion by placing a blue soul card on the minion first.
- An in-progress minion can be sabotaged if it contains more than one of a particular card. For example, if it has two head cards or two core cards. Once sabotaged, the minion cannot be owned by either player. Once a minion has the correct body cards, it cannot be sabotaged.

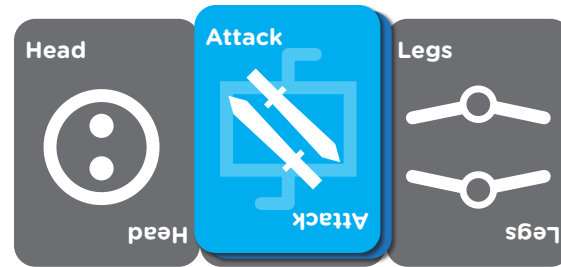
Completed Minions

- Once a player has a completed minion, they can place an Attack card on the Soul card to initiate an attack.
- A player can stop an opposing minion from attacking by placing a Block card on the opposing minion. The Block card can be used on a minion before it has an attack card or after.
- A player can convert another player's minion using the Covert card. This minion switches owners and acts as a regular, completed minion. Converted minions can attack, be blocked, or be converted yet another time. The Convert card can be used on a minion before it has an attack card or after.

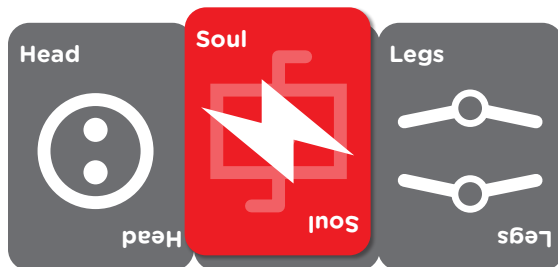
Combination Examples



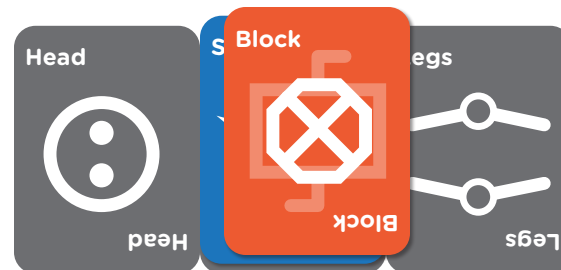
Minion with full body but not yet complete.



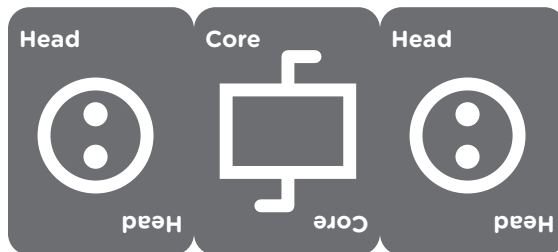
Blue minion that has attacked.



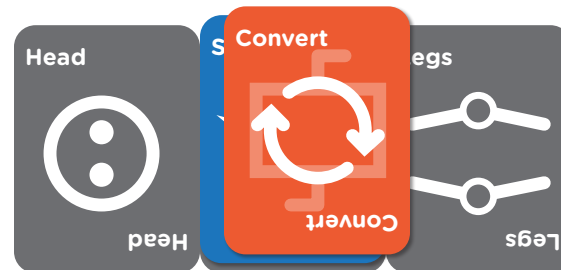
Completed minion owned by red player.



Blue minion that has been blocked by the red player.



Sabotaged minion. Cannot be used further.



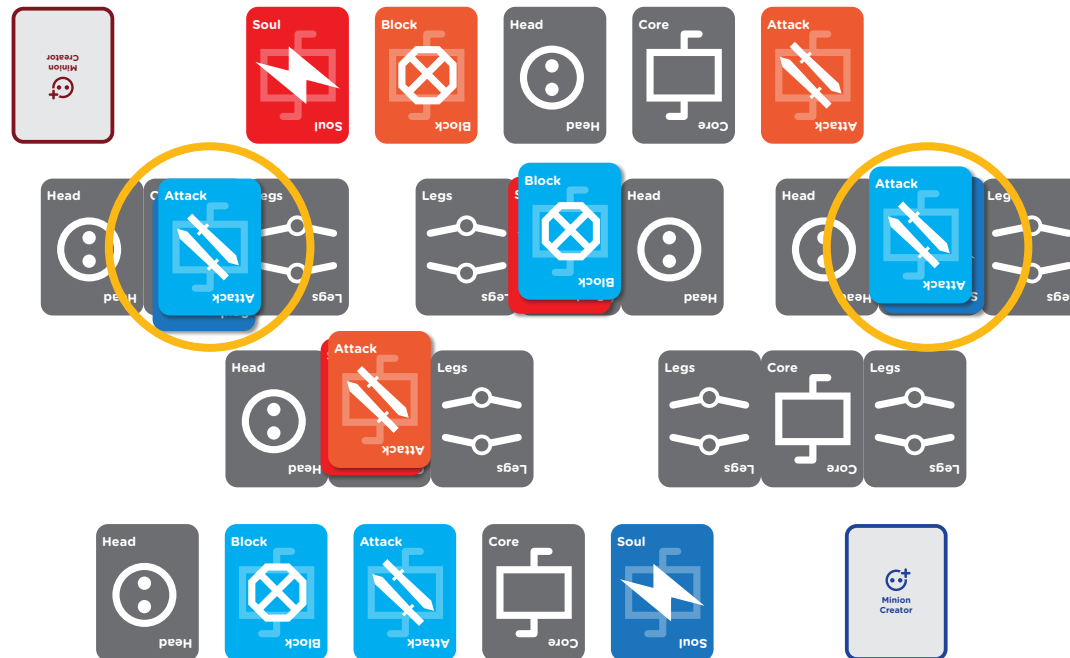
Blue minion that has been converted by the red player.

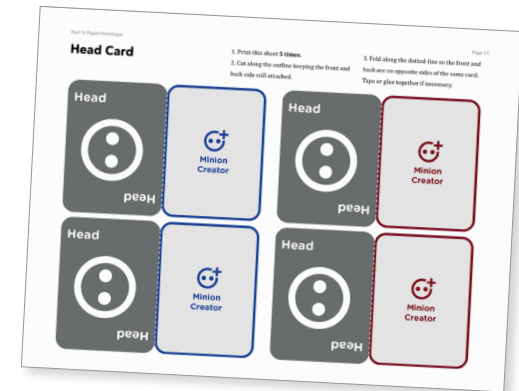
Ending the Game

The game ends when one player has managed to initiate two simultaneous attacks. This is done by having two completed minions with an attack card on each of them at the same time. The first player to do this is the winner.

If both players run out of usable cards without fulfilling this win requirement, the game ends in a draw.

End of game with blue player winning





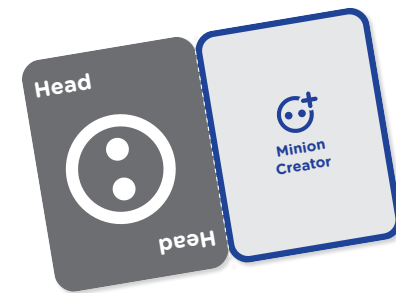
1. Print out the sheets

Game Pieces

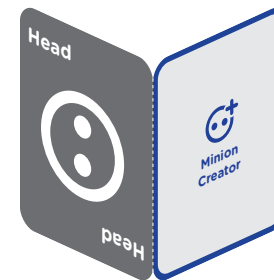
Thicker stock paper recommended for durability.

No additional game pieces necessary.

Supplies needed to create: printer, paper, scissors, adhesive



2. Cut out each card with both sides attached



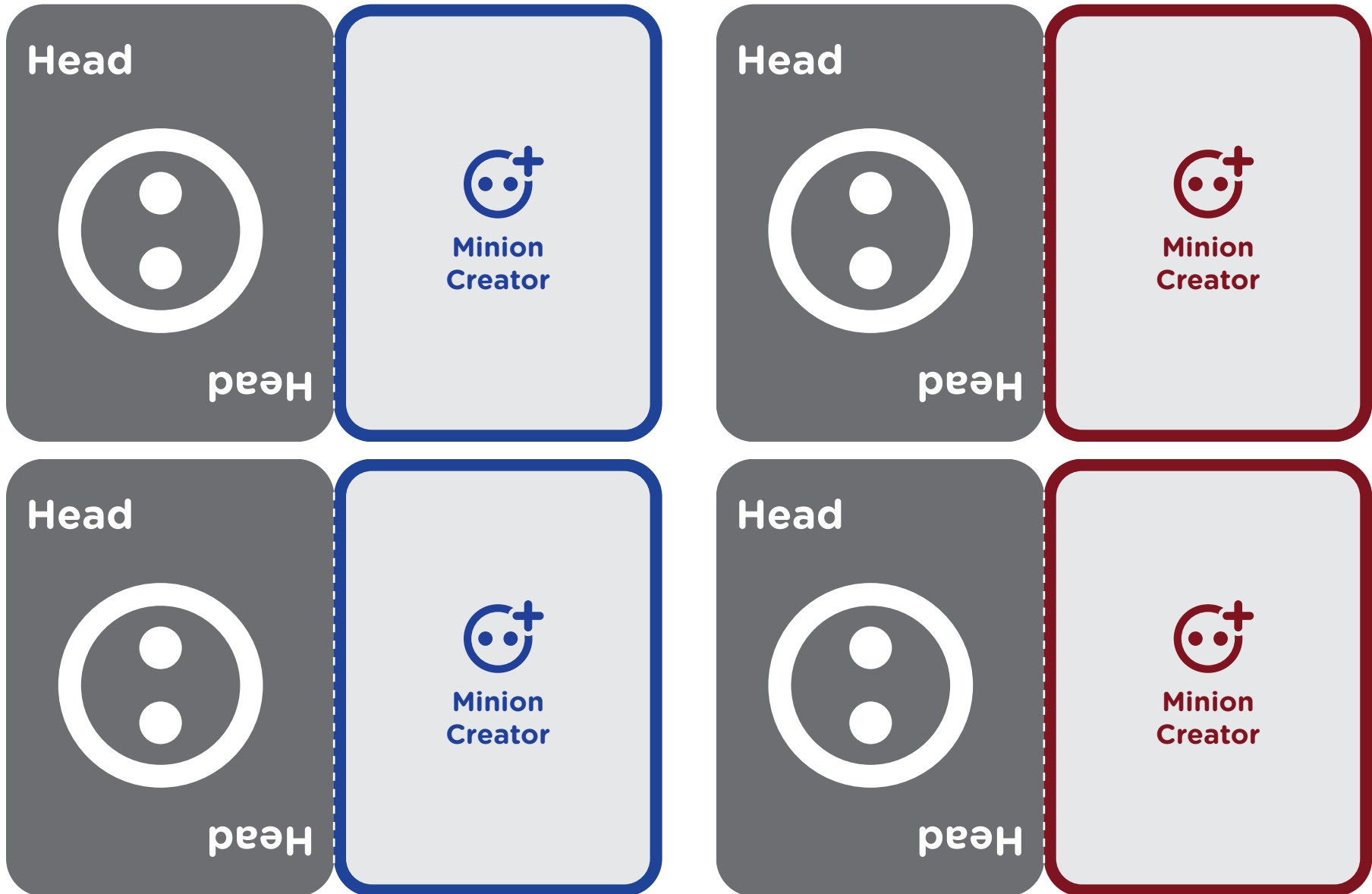
3. Fold along the dotted line

Head Card

1. Print this sheet **4 times**.

2. Cut along the outlines keeping the front and back side still attached.

3. Fold along the dotted-line so the front and back are on opposite sides of the same card. Secure with tape or glue if necessary.



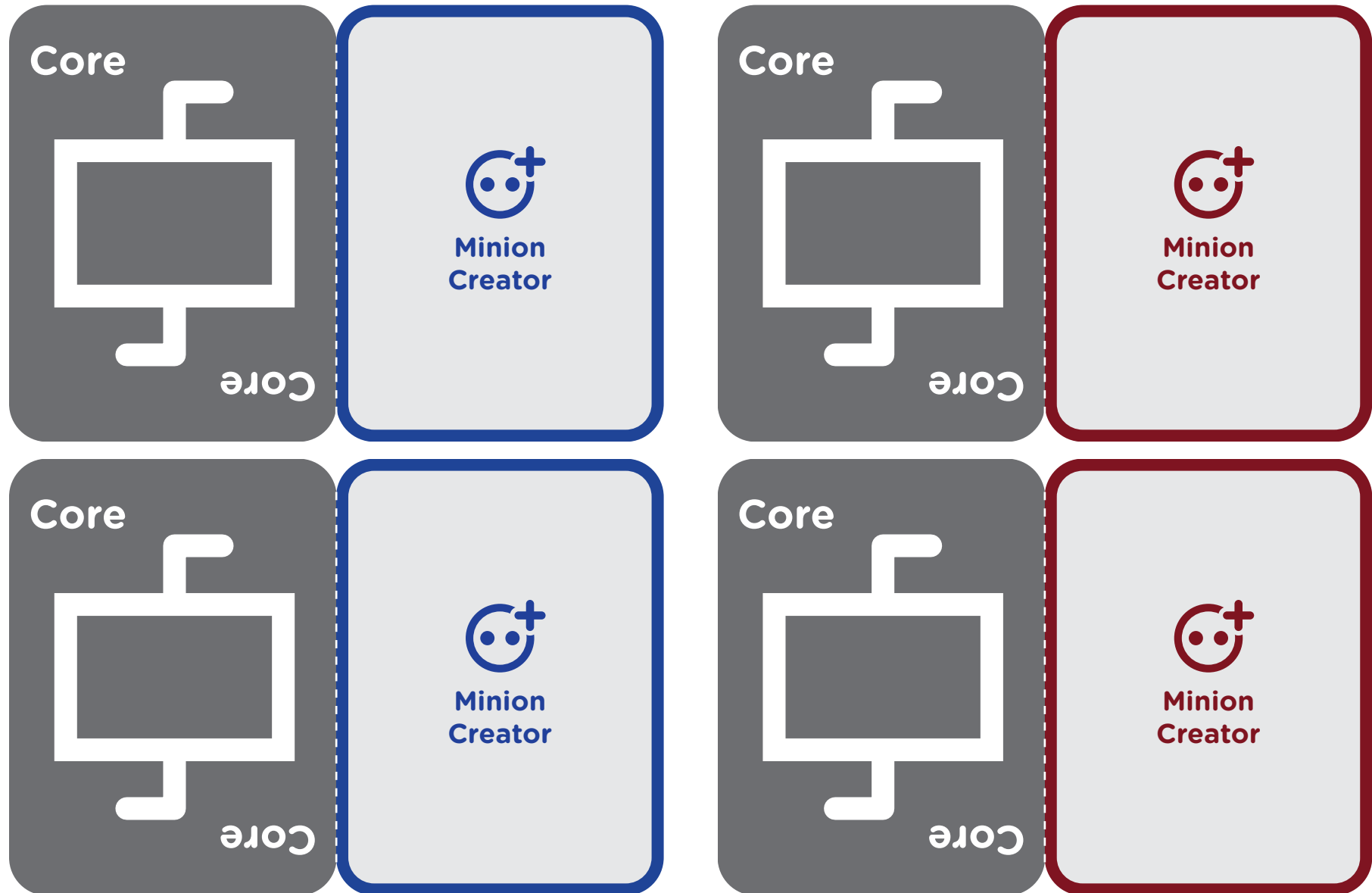
Core Card

1. Print this sheet **4 times**.

2. Cut along the outlines keeping the front and back side still attached.

3. Fold along the dotted-line so the front and back are on opposite sides of the same card.

Secure with tape or glue if necessary.

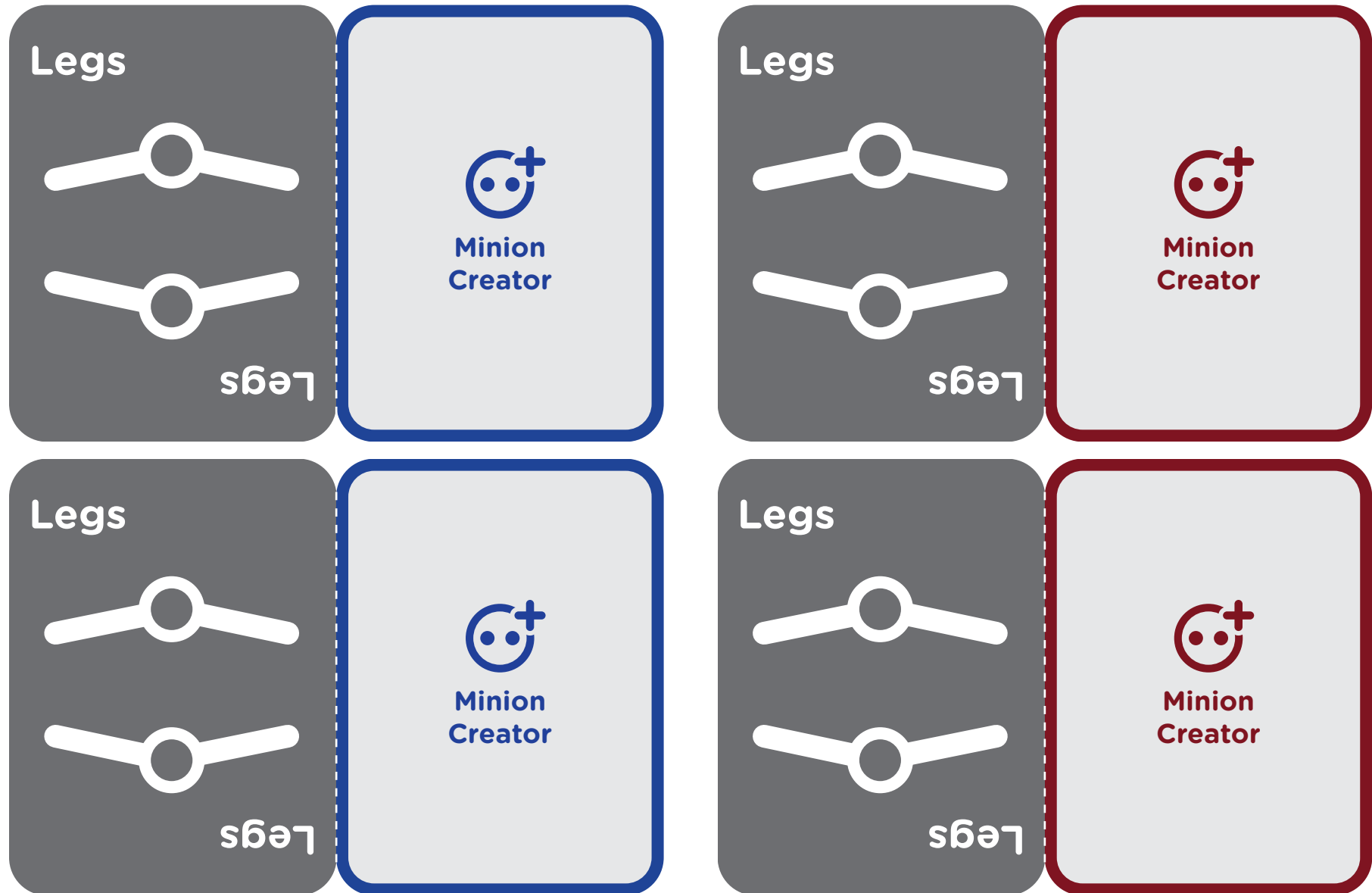


Leg Card

1. Print this sheet **4 times**.

2. Cut along the outlines keeping the front and back side still attached.

3. Fold along the dotted-line so the front and back are on opposite sides of the same card. Secure with tape or glue if necessary.

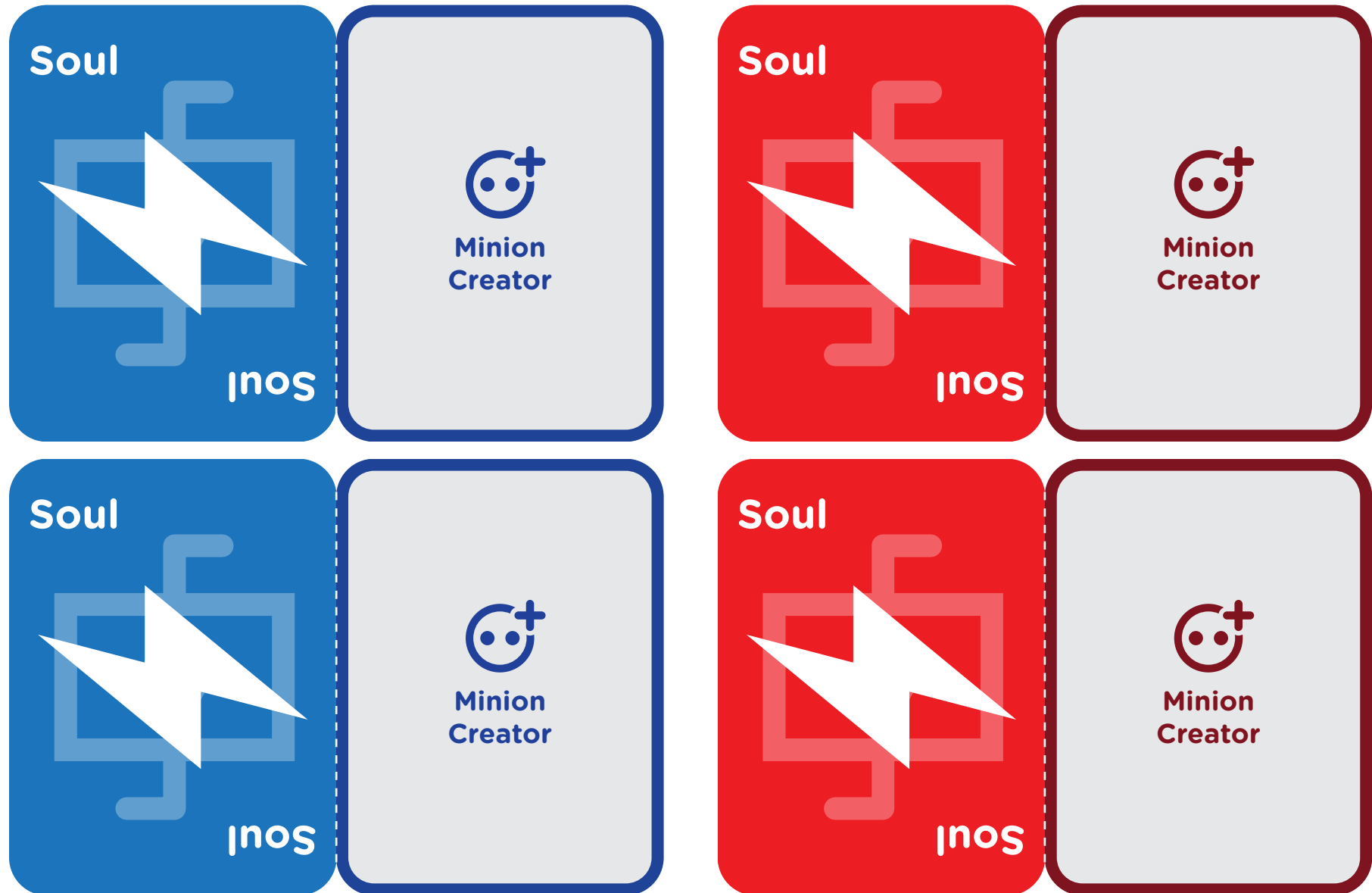


Soul Card

1. Print this sheet **3 times**.

2. Cut along the outlines keeping the front and back side still attached.

3. Fold along the dotted-line so the front and back are on opposite sides of the same card. Secure with tape or glue if necessary.



Attack Card

1. Print this sheet **2 times**.

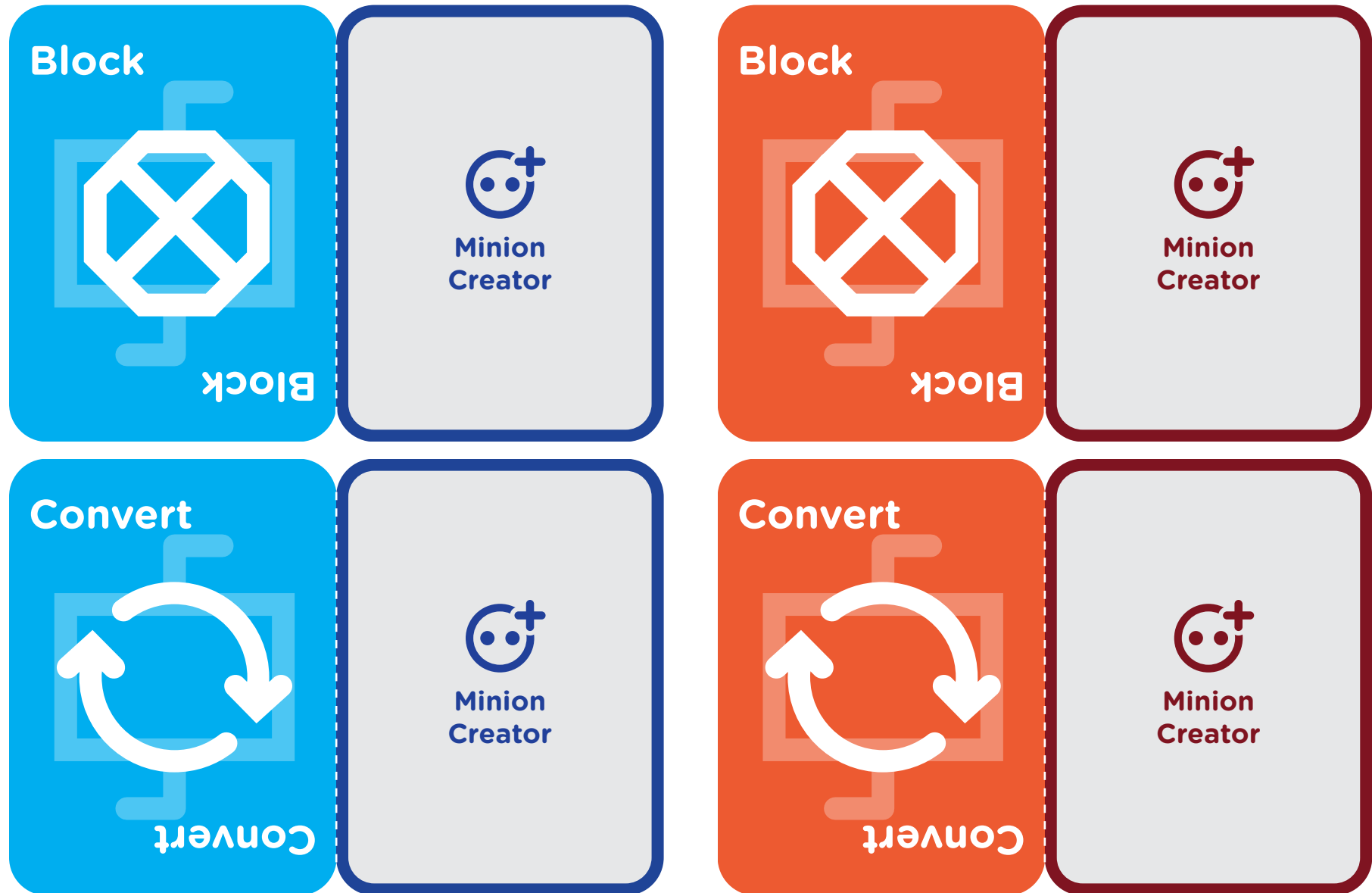
2. Cut along the outlines keeping the front and back side still attached.

3. Fold along the dotted-line so the front and back are on opposite sides of the same card. Secure with tape or glue if necessary.



Block and Convert Card

1. Print this sheet **1 time**.
2. Cut along the outlines keeping the front and back side still attached.
3. Fold along the dotted-line so the front and back are on opposite sides of the same card. Secure with tape or glue if necessary.



Neutral Core Card

1. Print this sheet **1 time**.
2. Cut along the outlines keeping the front and back side still attached.
3. Fold along the dotted-line so the front and back are on opposite sides of the same card. Secure with tape or glue if necessary.

