

Minions™

Darkness and Myth

A Card Game for Minor Deities

Ages 10 and up

What You Get

75 cards
4 six-sided dice
These rules

It's All About You

Being a Minor Deity isn't all it's cracked up to be; at least not since the unfortunate "Atlantis incident." The Neutral Guardians came down pretty hard on everybody for that one; and now the only way for a Minor Deity like you to influence the material world is through...

Minions

Minions are those hapless creatures that trust in you, believe in you, and have faith in you despite any rational evidence that they should. They are kind of like kids, only better since they actually do what you tell them (and you get to skip that whole diaper phase). A Minion's whole purpose in life is to go out and get the Glory for you. That's what it's all about for Minor Deities; getting more Glory than the Minor Deity next door. And how do you get that Glory? You send your Minions on...

Quests

Minions do all the work. If they succeed you get all the Glory. And, if they fail, they are the ones who die. Oh well... It's a good system. Sadly, dead Minions rarely get the Glory. But, fortunately, your Minions can call on you for help. When you assign your Minion to go on a Quest, you can also assist him with...

Boons

Boons are little goodies that you bestow on your Minions to help them get the Glory. Sounds great! So, how do you play? It all starts with...

The Setup

Each player must decide which Minor Deity to play (Darkness or Myth). Each Minor Deity has three sets of cards:

- 8 Minion cards
- 8 Boon cards
- 8 Power cards

Take your cards and place them face down in front of you in three separate stacks.

There are also three sets of cards that are shared by both Minor Deities. These cards are:

- 9 Event cards
- 9 Quest cards
- 9 Glory cards (valued 3, 4, 4, 5, 5, 6, 6, 7, 7)

Shuffle these three sets of cards (Event, Quest, and Glory) separately and place them face down in three stacks in the battleground between the two players.



Once all the cards are set up, you are ready for the first...

Turn

First, the top Event card is turned face up. Unless the Event card instructs you to do otherwise, turn the top Quest and Glory cards face up.

Each Minor Deity then chooses one Minion card and places it face down.

When both Minion cards have been selected they are turned face up (unless the Event card says otherwise).

Some Minions have a Special Ability that must be used at this time. It will say so on the Minion card.

Each Minor Deity then chooses one Boon card and one Power card and places them face down. Now the Boon cards are turned face up. Some Boons act at this time. Finally, the Power cards are turned face up.

Dice are rolled, dice-related Minion Special Abilities and Boons take effect and the winning Minor Deity is determined. Only one of the two Minions will ultimately succeed at the Quest.

The Glory card is taken out of the battleground and placed face up in front of the victorious Minor Deity. The Minion, Boon, and Power cards that were just used are now discarded and placed out of play.

Now that you know how a turn works, you probably want to know something about...

Winning

The first Minor Deity to be showered with 20 Glory points wins. This will take no more than eight Quests to accomplish. Even if your Minions have battled in all eight Quests, there will still be one Event, Quest, and Glory card left over. Pretty simple, but you probably need to know a little more about getting the...

Glory

Each Minion has four attributes: *Might*, *Defense*, *Speed*, and *Skill*. Each Quest card indicates which one (or more) of the attributes will determine who gets the Glory.



For example, the "Arrow Dodging" Quest requires *Defense* + *Speed*. Add together the appropriate Minion attributes for the Quest, and the highest number wins the Glory. But remember, Minions are fanatics. They can do superhuman feats when trying to get the Glory for their Minor Deity. That's why the Minor Deity bestows Boons and...

Power

Each Minor Deity can try to increase his Minion's attribute total on the Quest by bestowing Power. Granting Power is a risk/reward situation. The more the Minor Deity tries to increase his

Minion's total, the more likely the attempt will fail, and the Minion will get no benefit. It's like trying to swing a weapon really hard. If you land the blow, it will be much more effective, but you have a higher likelihood of missing. Power cards range from +1 to +4. Look at the Power Rolls on your Minion's card. You'll see what number you need to roll (on two dice) for the Minion to receive your Power Bonus. Roll that number or higher and the Minion gets the full bonus. Roll lower, and the Minion gets no additional bonus. A Minion's Special Ability and Boon can modify the Power Rolls and attribute values of the combatants. The Event may also affect the outcome. So let's walk through the ...

Gory Details

To determine who gets the Glory, add the Minion's required attributes for the Quest and the Power value (if successfully rolled). This final value is called the Final Power Total. The Minion with the highest Final Power Total gets the Glory. Simple? Okay, there are also a number of instances that modify these results. Many of the Minions' Special Abilities and Boons take effect after the dice are rolled. A few occur earlier. If this is the case, it should be noted on the card. It is possible for there to be a conflict between Special Abilities and Boons. When this occurs, the resolution should follow this specific order (for both Minor Deities):

Apply your Special Ability to yourself
Apply your opponent's Special Ability to yourself
Apply your Boon to yourself
Apply your opponent's Boon to yourself

Some Special Abilities and Boons affect die rolls. When these occur you actually change the die to indicate the modification. For example if you roll a 3,4 and your Boon is +1 to your lowest die, you change the roll to a 4,4. If a change would make a die go above 6, set the die to 6. If it would go below 1, set the die to 1.

But, after all that...

What if there is a Tie?

If the Final Power Totals are equal, then both players discard their Boon cards (these effects are now gone) and roll for their Power again until there is no longer a tie. Of course there are a number of...

Special Circumstances

You may find that you don't want to use your Minion's Special Ability or Boon. That's okay, don't use it. After all, you are a Minor Deity.

Some Special Abilities and Boons allow rerolls, so you might think you can just reroll until you succeed. Well, no. You're only a **Minor** Deity after all. Cards that affect dice only affect the roll once. However if there was a tie some of them come back into play on the next Power Roll attempt.

Some Special Abilities and Boons may clearly override something in the rules. When this happens use what it written on the card.

If both Minor Deities have played so perfectly that their Minions cannot fail their Power rolls and this results in a tie, both players roll two dice and the higher result gets the Glory (ignoring all cards). Continue rolling this until one player wins.

Now that you know all the rules, what you really need is...

An Example

To start the game you turn over the top Event card and it is *Sunny Skies*. This Event declares that the round is played normally and so has no special effect on play. You then turn over the top Quest card. It is *Kill The Orc And Take His Stuff*. This Quest card only requires the use of *Might* to determine who gets the Glory. You then turn over the Glory card and find out it is the *Magic Sword*, which is worth 7 Glory.

Each player chooses a Minion and places it face down. After both have selected Minion cards, they are revealed to be the *Vampire* (with a Might of 4) and the *Minotaur* (with a Might of 4).

The *Vampire's* Special Ability (-1 to opponent's highest attribute) lowers the *Minotaur's* Defense (his highest attribute) by one – this has no effect on the *Might* attribute.

Each player chooses a Boon card and Power card and places them face down.

The Boon cards are now revealed to be *Wither* for the *Vampire*, and *Siren Song* for the *Minotaur*.

Power cards are then revealed: +3 Power for the *Vampire*, and +3 for the *Minotaur*.

The *Minotaur's* special ability (If opponent's Power Card is greater than +2, opponent must change it so that it no greater than +2, if possible) makes the *Vampire* change his Power card be +2 or less. The *Vampire* changes his Power card to +2.

Now the battleground looks like this:



To determine the winner, both players roll two dice:

The *Vampire* rolls a 3 and a 5.
The *Minotaur* rolls a 4 and a 5.

Now the fun begins. Most of the cards in this example affect the Power Rolls.

The *Minotaur's* *Siren Song* Boon (Opponent must make Power Roll as if the Power Card played was one higher (unless it is already +4)) makes the *Vampire's* (now) +2 Power card require a higher roll as if it is a +3 (needing a roll of 7 instead of 5).

The *Vampire's* *Wither* Boon (-1 to each die of your opponent's Power Roll) changes the *Minotaur's* dice from 4, 5 to 3, 4.

The *Vampire's* *Might* of 4 and Power of +2 (needs a 7 or higher and rolls an 8) give him a Final Power Total of 6.

The *Minotaur's* *Might* of 4 and Power of +0 (needs a 9 or higher and rolls a 7) give him a Final Power Total of 4.

The result is that the *Vampire* gets the glory for his Minor Deity!

But What If I Have More Than One Friend?

You can all play Minions together! Each player can bring his or her own set of Minions, Boons, and Power cards. The only difference in play is that a Minion's Special Ability and Boons affect all other players. When applying Special Abilities and Boons, start with those affecting you starting with the player on your left and so on around the table.

All Minions decks are compatible. You can use the Event, Quest, and Glory cards from any game, as well as Minion and Boon cards. Mix them up however you like.

Minions is a game from Cloud Kingdom games. Go to www.cloudkingdom.com for more fun games, puzzles, and riddles.

Credits

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