

ELEMENTAL MINIONS

4-games-in-1

Description

Elemental Minions includes four different games designed for 2–4 players using custom playing cards.

Each of the four primary elemental forces (Earth, Wind, Fire, or Water) has a strength and weakness. Players must learn to exploit their strength and guard against their weakness as they seek to master their elemental minions!

Each game provides the players an opportunity to apply basic mathematical concepts and strategy.

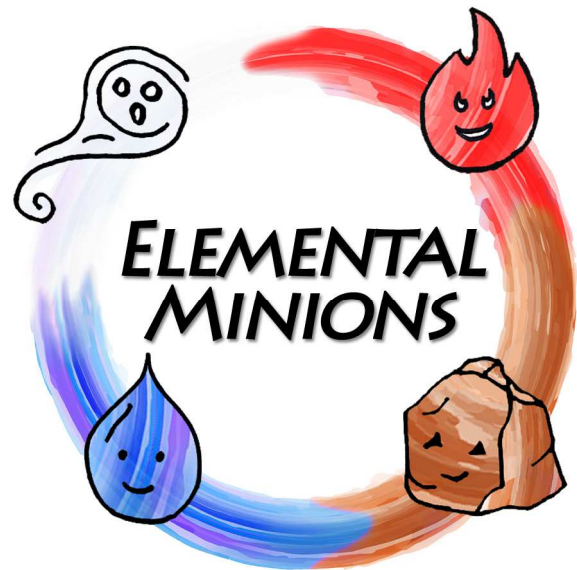
The first game, “**Control**”, is a “trick-taking” game where players try to stay ahead of each other by switching “suits”.

The second game, “**Power**”, is a strategic rock-paper-scissors game where players try to outmanoeuvre each other with careful placement of their minions.

The third game, “**Hierarchy**”, is a co-op game of silent strategy that requires players to plan ahead as they build out their minions.

The last game, “**Dominion**”, is a “gobbler”-style game of area control where players must exploit their element’s strength and guard against its weakness.

Educational: All games require strategic thinking, and utilize basic math for sums and number comparisons.



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Thanks for Playing!

Games designed by Trevor Atkins
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CONTROL

Elemental Minions: Control is a game of “trick-taking” where players try to stay ahead of each other by switching elemental “suits”. As you exert control over the Elemental Minions, be aware of the relative strengths and weaknesses of each elemental force.

This game requires players to utilize basic math to do comparisons of sums. Players must also plan their actions with strategy.



Ages 6+



3-4 players



10-15 min.

What You Need to Play

- 1) The four custom decks of the elemental forces (13 cards in each).
- 2) The Elemental Wheel of Power reference card.

Getting Started

- 1) Each player picks an Elemental Lord. Return extras to the deck.
- 2) Shuffle well and deal out all remaining cards.
- 3) Choose a player to go first. This player kicks things off by playing a single elemental minion of their choice in the middle, face up.

Taking Turns

On your turn, you may choose to perform one of the following actions:

- 1) Play one or more minions (all of the same element) to beat the total value of those minions played by the last player (the “current minion value”) to take control:
 - a. **Changing the Element:** You may change the “suit” to the element that is strong against the current element. See the Elemental Wheel of Power. In this case you can meet OR beat the current minion value.
 - b. **Playing a Lord:** Once per game, you may play your Elemental Lord on top of the pile to take control no matter the current minion value or elemental “suit”. Your Elemental Lord can only be beaten by another Elemental Lord, and only if your Elemental Lord is weak or opposed to it on the Elemental Wheel of Power.
- 2) Pass, if you cannot beat the current minion value. You may also choose to pass voluntarily (maybe you have a secret strategy).

- 3) If no one has played any minions since you last played, you have won control and can take the current pile of minions. Then start the next round with a new single minion.

Winning

Play continues until any one player runs out of minions.

The player with the highest total value of captured Elemental Minions wins the game.

If there is a tie, then the player with the highest total value of minions still in their hand wins.

POWER

Elemental Minions: Power is a game of strategic rock-paper-scissors where players try to outmanoeuvre each other with careful placement of their minions. After meeting the minimum power level required for the round, you must then overpower each of the other players through the strengths of your minions.

This game requires players to utilize basic math to do comparisons of sums. Players must also plan their actions with strategy.



Ages 6+



4 players



10-15 min.

What You Need to Play

- 1) The four custom decks of the elemental forces (13 cards in each).
- 2) The Elemental Wheel of Power reference card.

Getting Started

- 1) Each player picks an Elemental Lord.
- 2) Shuffle the rest of the cards and place face down as a draw deck.
- 3) Choose a player to go first.

Taking Turns

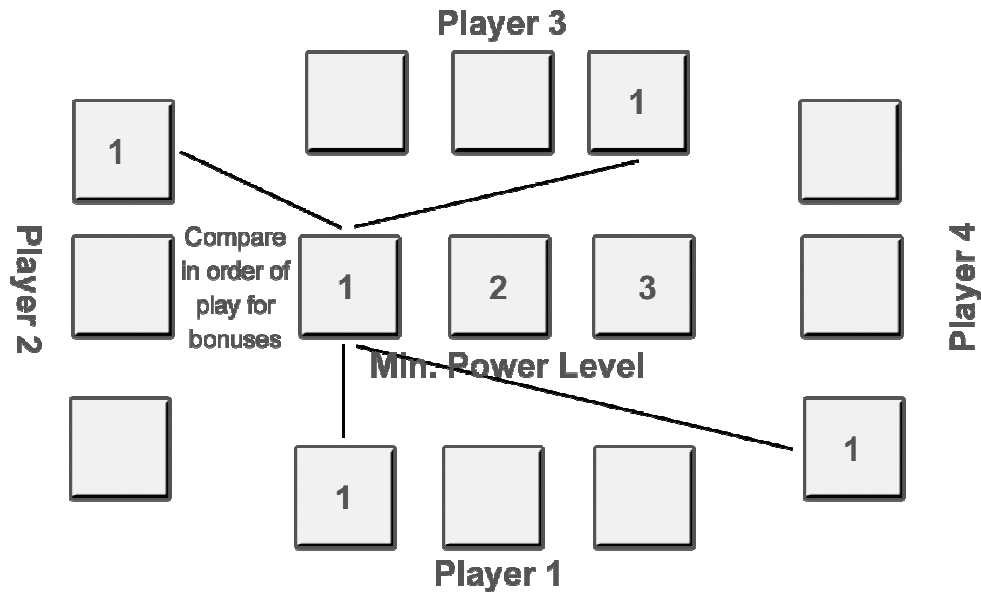
This game is played over four (4) rounds.

- **Round 1:** In the first round, each player draws two (2) cards from the deck and adds them to their hand. Then two (2) additional cards are drawn and placed face up in the center. This sets the minimum power level all players must meet with their own minions.

Each player then places two (2) cards from their hand face down in front of them. This is their bid to meet or beat the value of the revealed cards.

Once all players have played their cards, flip over your cards and carefully compare to the minimum power level, and then to all other hands.

Elemental Power: Minion order matters for determining bonuses/penalties! Cards in the first position are compared to each other, cards in the second position are compared to each other, and so on. If the elements being compared are strong/weak to each other on the Elemental Wheel of Power then the bonus is given to the stronger element. Elements in opposition receive no bonuses.



Bluffing: If a player knows they can't win, they can bluff by including their Elemental Lord in with the minions they play. They cannot win the round, but they also do not lose any minions to the winner. eg: all their minions are returned to their hand at the end of the round, including their Elemental Lord.

The player whose minions meets the minimum power level and beats the minions of all other players wins the round. In the case of a tie, the player who received the most bonuses wins.

Wrap up the round:

- 1) The winner collects the highest value minion from each player's bid, including their own, for final scoring at the end of the game.
 - 2) The minions that were revealed from the deck to define the minimum power level are sent to the discard pile.
 - 3) The remaining minions are returned to the players who played them.
- **Round 2:** In the second round, each player draws two (2) more cards from the deck and adds them to their hand. Then three (3) additional cards from the deck are placed face up in the center. This sets the minimum power level all players must meet with their own minions.

Each player then places three (3) cards from their hand face down in front of them. Remember, the order matters! The rest of the round proceeds as described in Round 1.

- **Round 3:** In the third round, each player draws two (2) more cards from the deck and adds them to their hand. Then four (4) additional cards from the deck are placed face up in the center. This sets the minimum power level all players must meet with their own minions.

Each player then places four (4) cards from their hand face down in front of them. The rest of the round proceeds as described in Round 1

- **Round 4:** This is the all or nothing round! Each player draws two (2) more cards from the deck and adds them to their hand. Then five (5) additional cards from the deck are placed face up in the center. This sets the minimum power level all players must meet with their own minions.

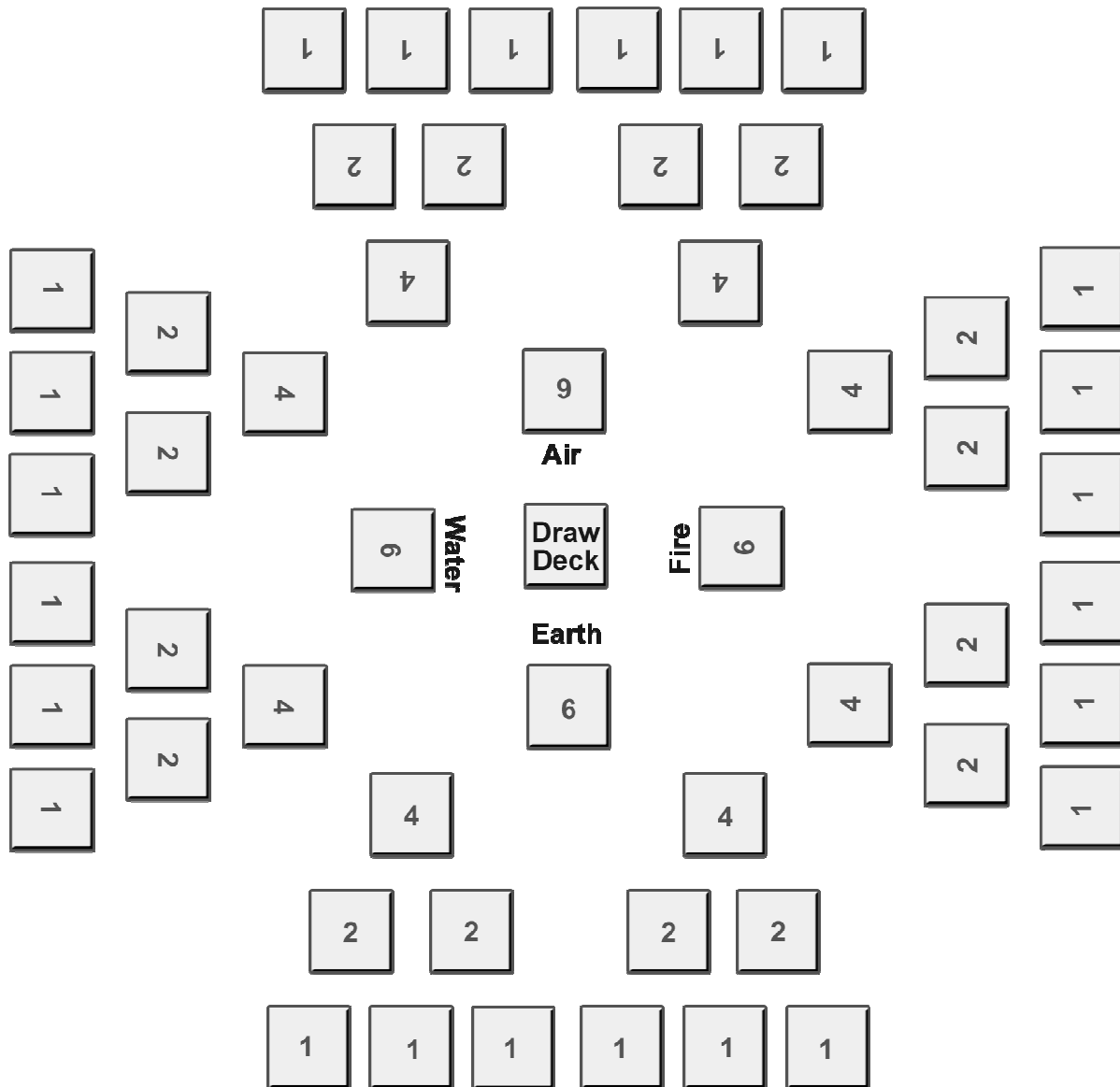
Each player then places five (5) cards from their hand face down in front of them. The rest of the round proceeds as described in Round 1, except in this last round, any minions not collected by the winner are discarded.

Winning

The player with the highest total value of captured minions wins the game.

HIERARCHY

Elemental Minions: Hierarchy is a co-op game of silent strategy where players work together to place the corresponding minions under each Elemental Lord in the hierarchy shown below.



This is a silent strategy game, so no talking! Well, okay, you might find it useful to talk through your turns to help uncover what to look for in developing a strong, cooperative approach, especially on the first few games. But when you want to up the challenge, try “running silent”. 😊



Ages 6+



4 players



10-15 min.

What You Need to Play

- 1) The four custom decks of the elemental forces (13 cards in each).
- 2) The Elemental Wheel of Power reference card.

Getting Started

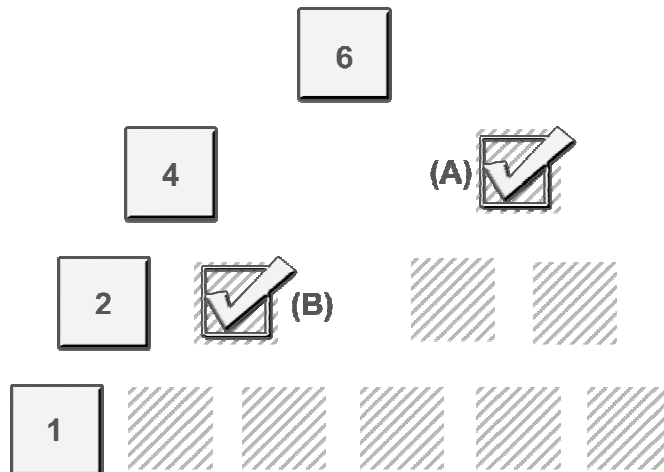
- 1) Place the four Elemental Lords in a circle face up. See the #6 positions on the diagram above. These cards form the first or topmost layer of the Elemental Hierarchy.
- 2) Shuffle the remaining cards and then deal four (4) cards to each player. Each player should be able to see only their own cards.
- 3) Place the rest of the deck face down, in the center of the Elemental Lords.
- 4) Decide who will go first.

Taking Turns

On your turn, you may perform the following actions:

- 1) **Draw** a card from the deck OR **Take** a random card from another player (without looking).
- 2) **Play** a new card OR **Upgrade** a group of existing cards.
 - a. **Play:** You may place a minion in a hierarchal layer if the value of that minion is equal to or lower than the value for a given position in that layer AND the position directly above it is already occupied.

Example: In the following diagram, a player may place a minion with a value of 4, 2, or 1 in the topmost available position (A), or a minion with a value of 2 or 1 in the lower position (B). If the topmost position already had a minion with a value of 2, then only a minion with a value of 2 or 1 may be placed there.



You may add a minion to an existing minion if the new total value of the minions does not exceed the value expected for each position in that layer.

A minion cannot be played on a layer without a minion present in the proper position above. This does not have to be a minion of the required value for that layer. For example in the diagram above, a minion with the value of 1 could be placed at either of the checkmarks and this would allow a minion to be placed in a position on the layer below it.

Note: for the lowest layer, the second and third minions with value 1 can only be placed once both positions above are occupied.

- b. Substitute:** If you have a minion with a value equal to the total value of a group of minions, you may substitute your larger minion for those smaller value ones. Collect the smaller minions into your hand.

Example: If a position that requires a total value of 4 is occupied by minions with values of 2, 1, and 1 then you may substitute a minion with the value of 4 and collect those three smaller minions into their hand. Likewise, if that same position was occupied by a minions with values of 1 and 1, then you may substitute a minion with a value of 2 if you wish.

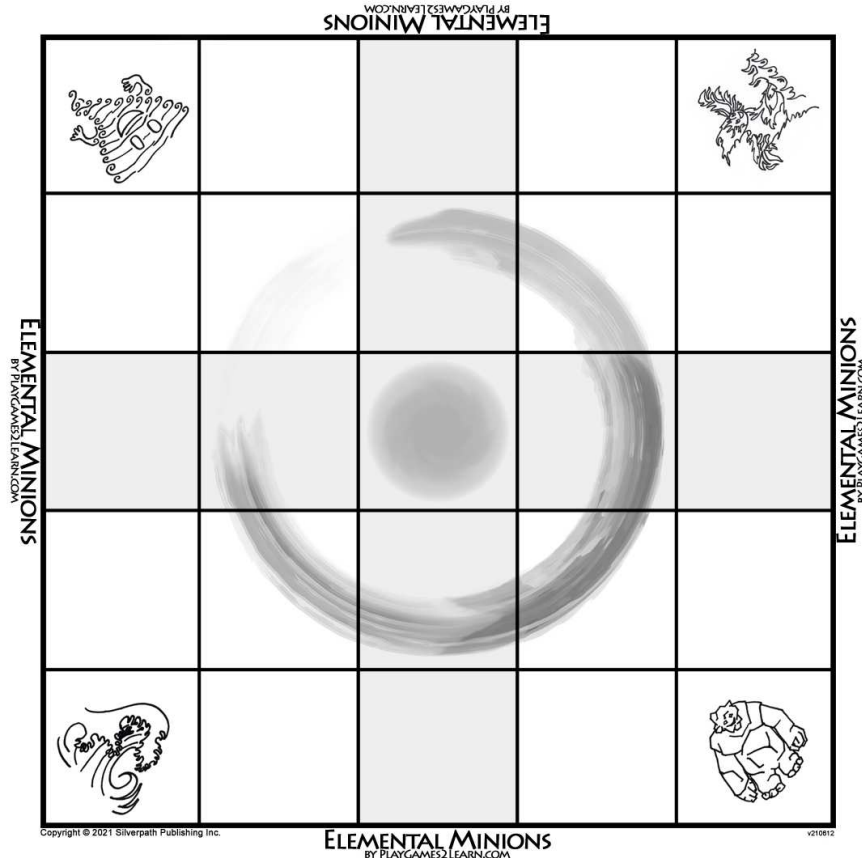
Winning

To win this cooperative game, all players must run out of minions in one last round (eg: player 1, 2, 3, and then 4 or player 3, 4, 1, and then 2, etc.) AND all the minions must be in the correct hierarchal order under their Elemental Lords.

Get as close as you can and try to improve each time!

DOMINION

Elemental Minions: Dominion is a game of area control where players vie for territory in a 5x5 grid. You direct one of the elemental forces: Wind, Fire, Water, or Earth. Each type of elemental has its own strength and weakness. Exploit your strength and guard against your weakness as you seek to exert your dominion over the land.



This game requires players to utilize basic math to do comparisons of sums. Players must also plan their actions with strategy.



Ages 6+



2-4 players



10-15 min.

What You Need to Play

- 1) The four custom decks of the elemental forces (13 cards in each).
- 2) The Elemental Wheel of Power reference card.
- 3) The 5x5 grid gameboard.

Getting Started

- 1) Separate the cards into four (4) decks, one for each type of elemental.
- 2) Players choose which elemental force they will play and take the corresponding deck.
- 3) Each player takes the Elemental Lord from their deck and places it on the corresponding corner of the playing grid.
- 4) Players shuffle their remaining cards and place them face down as their draw deck.
- 5) Players take two (2) cards from their draw deck and add them to their hand.

Note: for two players, each player takes two decks that are adjacent on the Elemental Wheel of Power. Eg: Earth & Fire.

Taking Turns

On your turn, you may choose to perform any one of the following four actions:

- 1) **Conquer** a square adjacent (not diagonal!) to a square you already occupy by playing as many cards from your hand as needed to do so:
 - a. **Empty** – If the square is empty, you need only place a single card but you may place more if you wish.
 - b. **Occupied** – If the square is already occupied, you may take possession of the square by placing a set of cards of equal value to the current elemental force **plus (at least) 1 more**. Return the existing forces to the bottom of the other player's draw deck.

Note: The conquering player must apply the strength or weakness of their elemental minions vs. the forces of the occupying player when calculating the value of the conquering force required to take the square. Eg: If Fire was trying to conquer a square occupied by Earth, Fire would suffer a -2 penalty to their total value.

- 2) **Reinforce** a square you already occupy with as many of your cards from your hand as you wish. (You may replace a weaker minion with a higher value minion from your hand)
- 3) **Recruit** additional elemental minions by drawing two (2) cards from your deck and add them to your hand.
- 4) **Recover** minions from a square you occupy back into your hand. You have to leave at least one behind. You use this action to replace a more powerful minion with a lower value minion from your hand.

Winning

Play continues until either:

- 1) One player has all their Elemental Minions removed from the board, or...
- 2) All but one Elemental Lord are eliminated from the board.

The player whose Elemental Minions occupy the most squares on the board wins the game.

ELEMENTAL MINIONS – BOSSES

The four elements—fire, air, water, earth—were discussed by the Greek philosopher, Empedocles, in 400BC. The different proportions in which these four elements are mixed together comprise all the structures in the world. Indestructible and unchangeable, nothing new is created; there is only the eternal positioning and balancing of each element against the others.

Instructions: Print the following pages single-sided. Then cut along the **red** lines, fold the cards along the **green** lines, and then **glue** the folded cards.

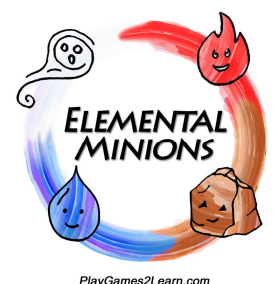
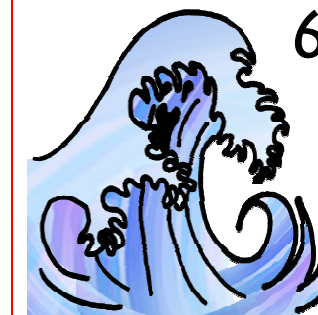
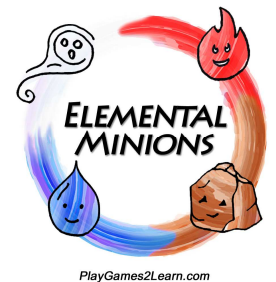
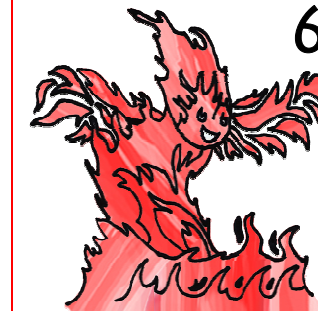
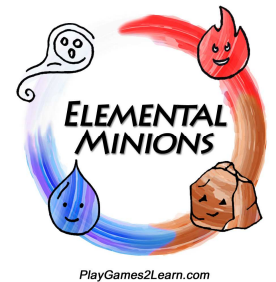
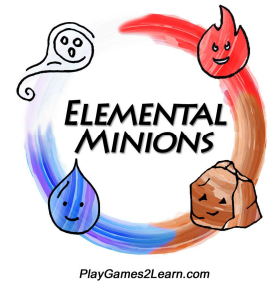
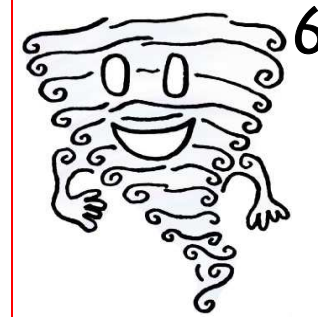
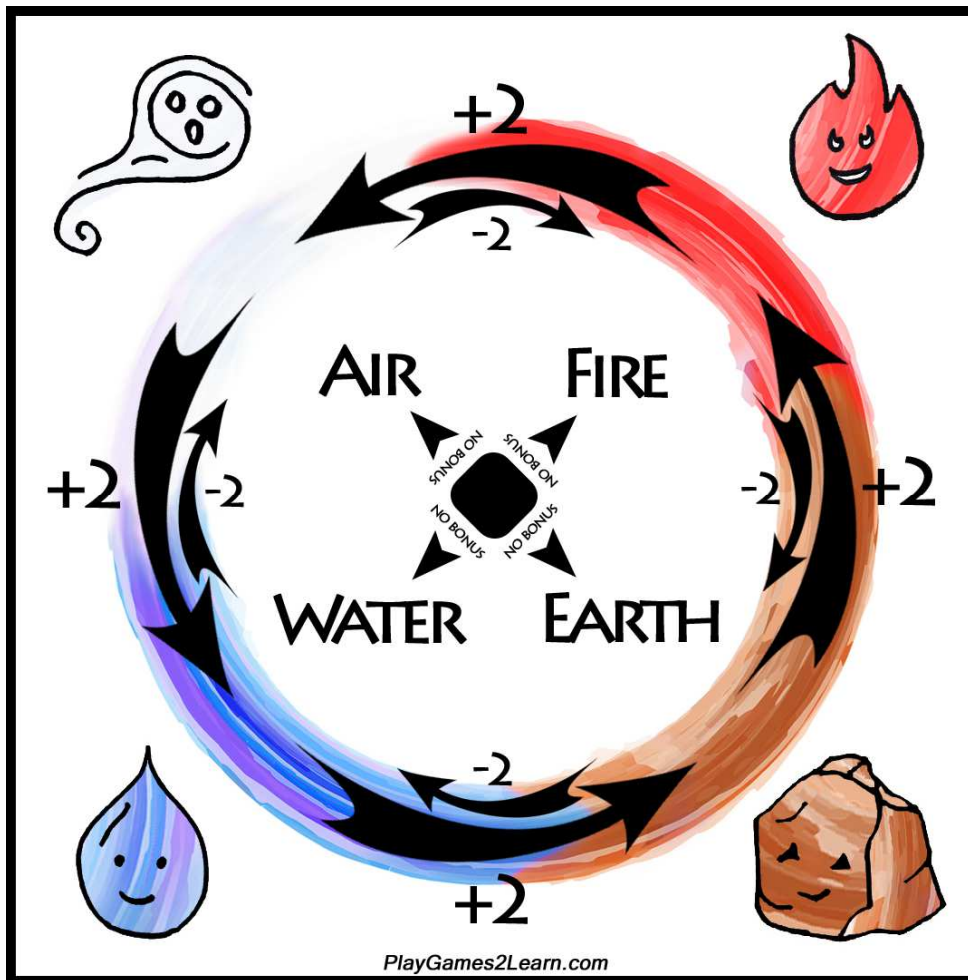
Elemental Relationships

In **Elemental Minions**, each element is strong, weak, and opposed to another.

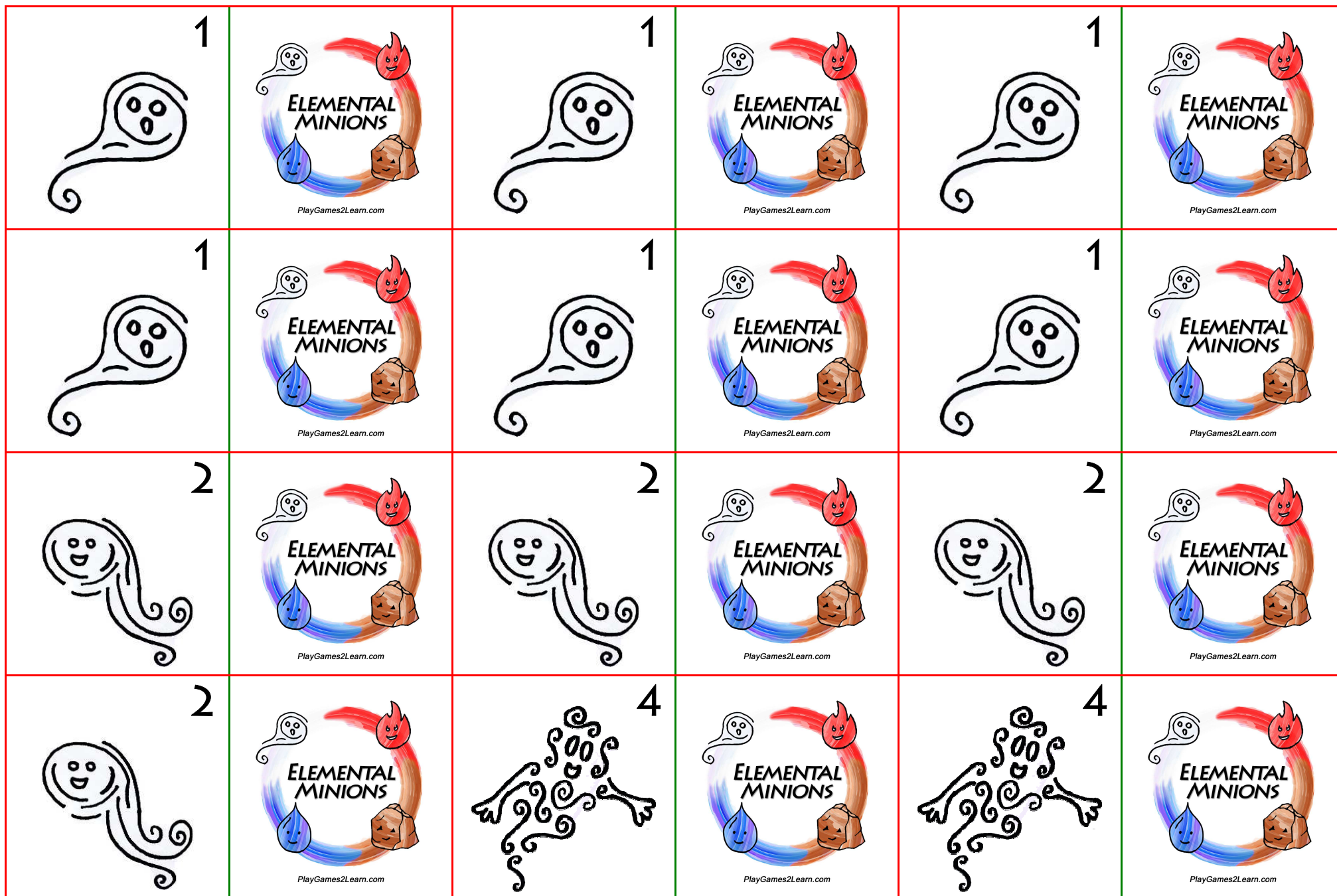
Example: Fire is strong against Air, weak against Earth, and opposed to Water.

These relationships colour the gameplay of each of our three games.

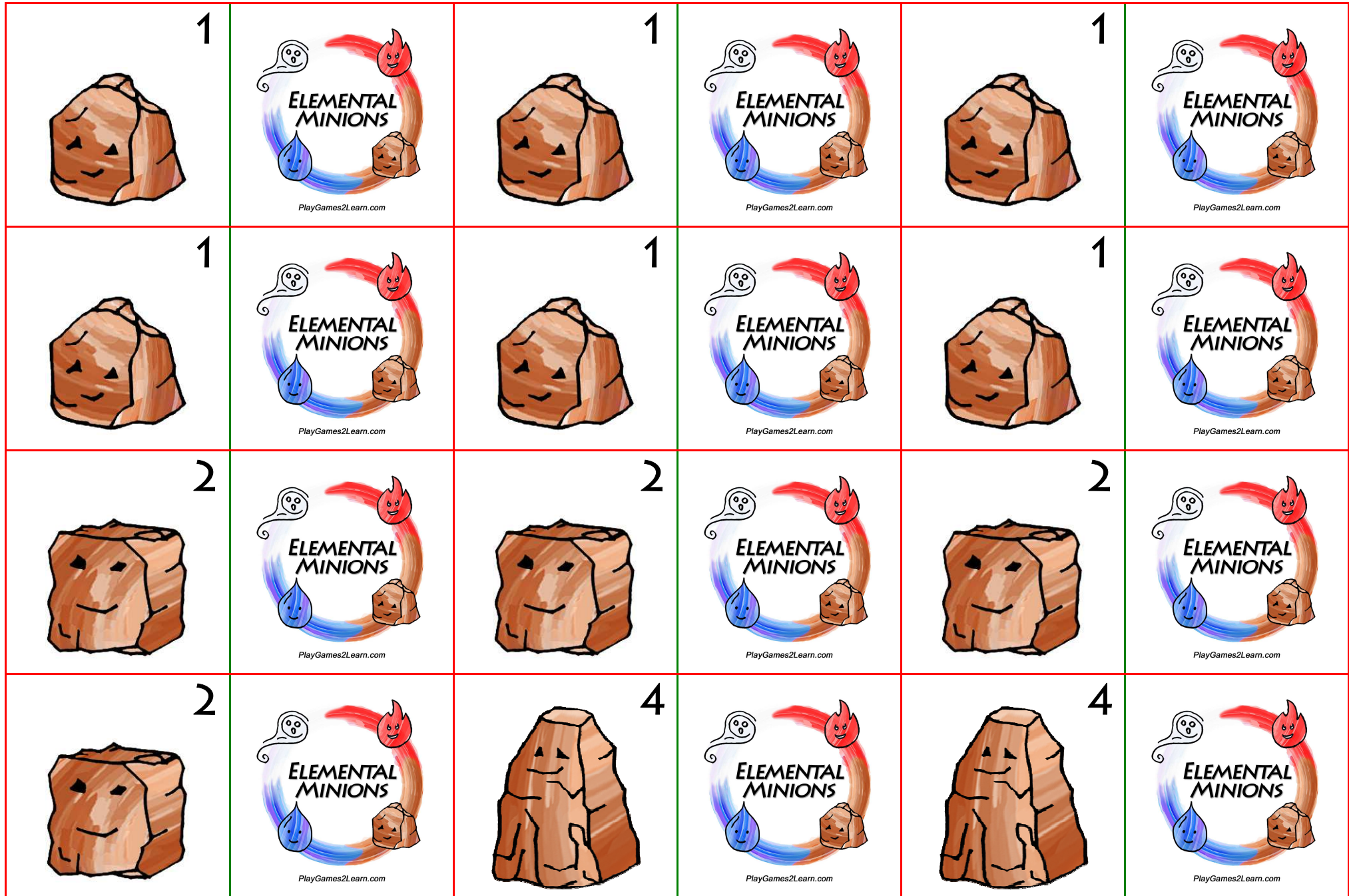
Use the adjacent diagram to reference these relationships.



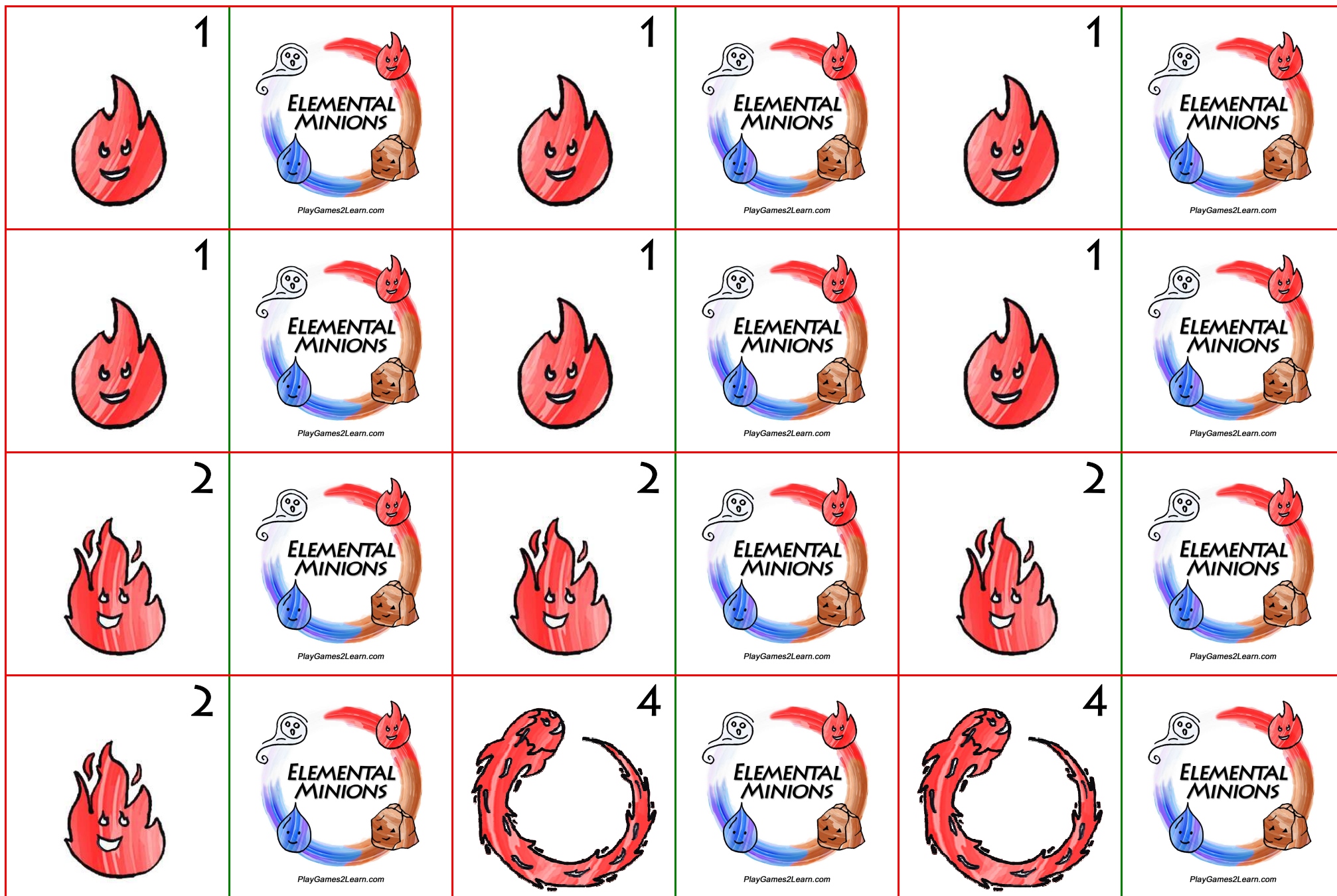
ELEMENTAL MINIONS – AIR



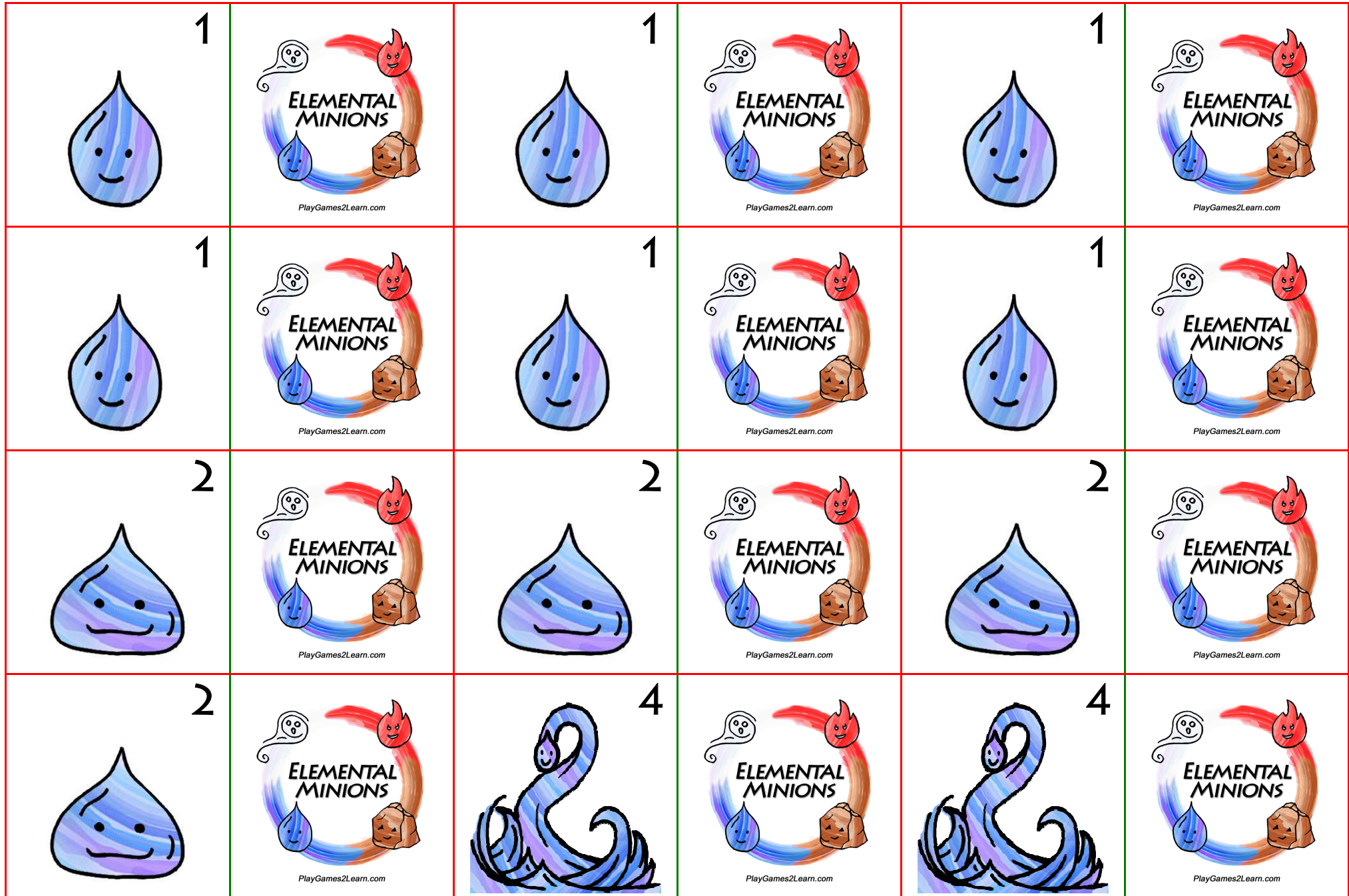
ELEMENTAL MINIONS – EARTH

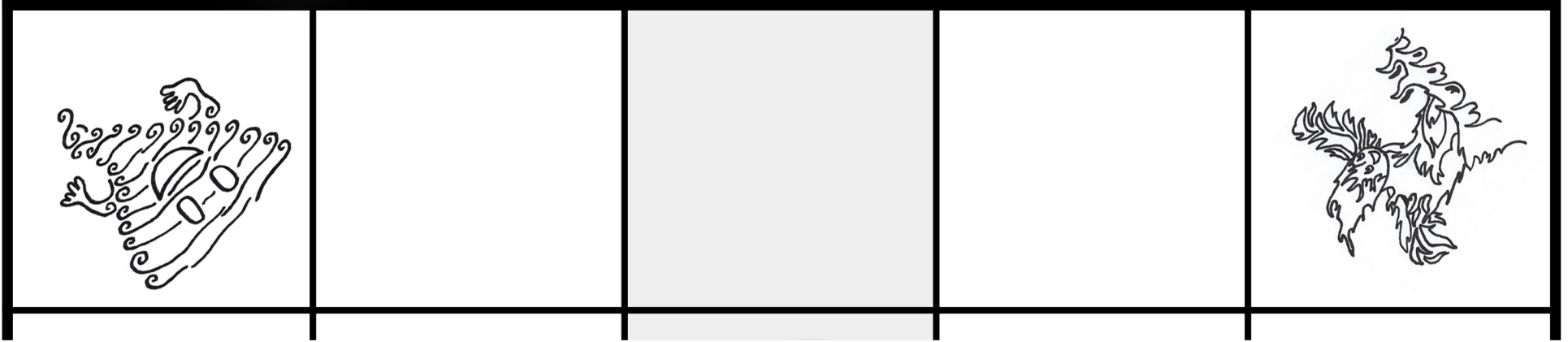


ELEMENTAL MINIONS – FIRE



ELEMENTAL MINIONS – WATER





Glue to underside of other segment of the board

