

ELEMENTAL MINIONS

3-games-in-1

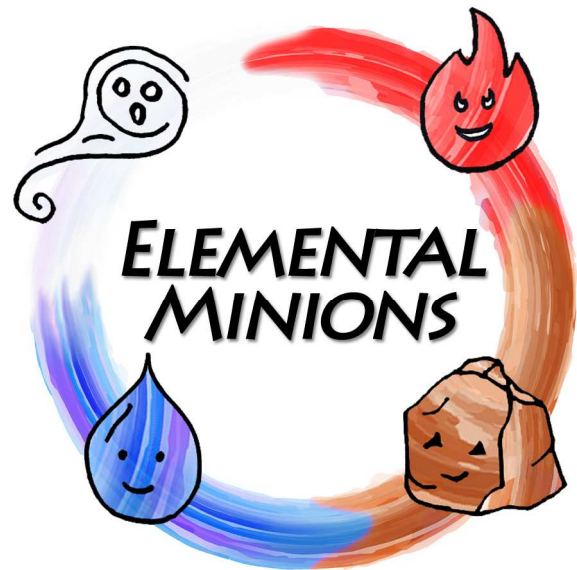
Description

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

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

Each game provides the players an opportunity for applying or exploring basic mathematical concepts and strategy.

The first game, “**Dominion**”, is a game of area control that utilizes basic math for sums and number comparisons.



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PLAY TEST VERSION – *Elemental Minions: Dominion* – PLAY TEST VERSION

Thank you for checking out the play test version of our first game for Elemental Minions.

Please let us know if found any rules issues or thought of any gameplay suggestions. Additionally, we are also keen to hear about any typos or graphical issues!

Thanks for Playing!

Games designed by Trevor Atkins
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DOMINION

Elemental Minions: Dominion is a game of area control. Players vie for territory in a 5x5 grid. Each player directs one of the elemental forces: Wind, Fire, Water, or Earth. Each element 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 Relationships reference card.
- 3) The 5x5 grid gameboard.

Getting Started

- 1) Players choose which elemental force they will play.
- 2) Each player takes the Elemental Lord from their deck and places it on the corresponding corner of the playing grid.
- 3) Players shuffle their remaining cards and place them face down as their draw deck.
- 4) Players draw two (2) cards from their draw deck.

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 an already occupied square 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 strength 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 strength.*

- 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.
- 4) **Recover** minions from a square you occupy back into your hand. You have to leave at least one behind. (You may 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 Boss 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.

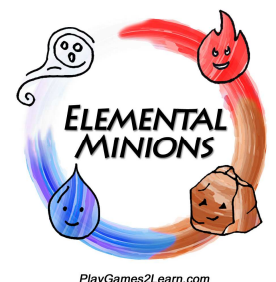
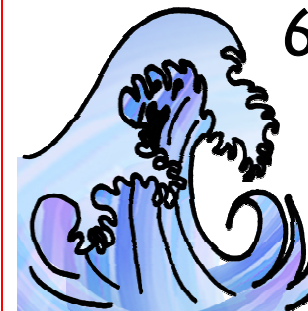
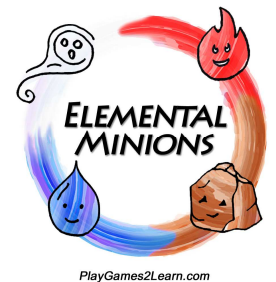
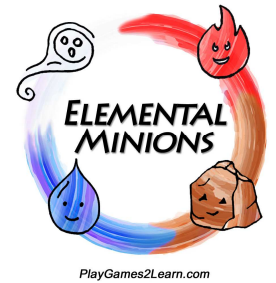
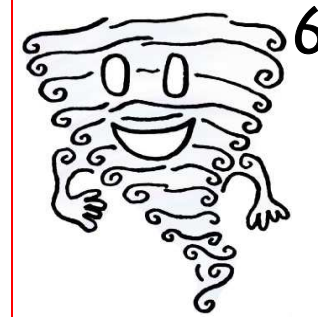
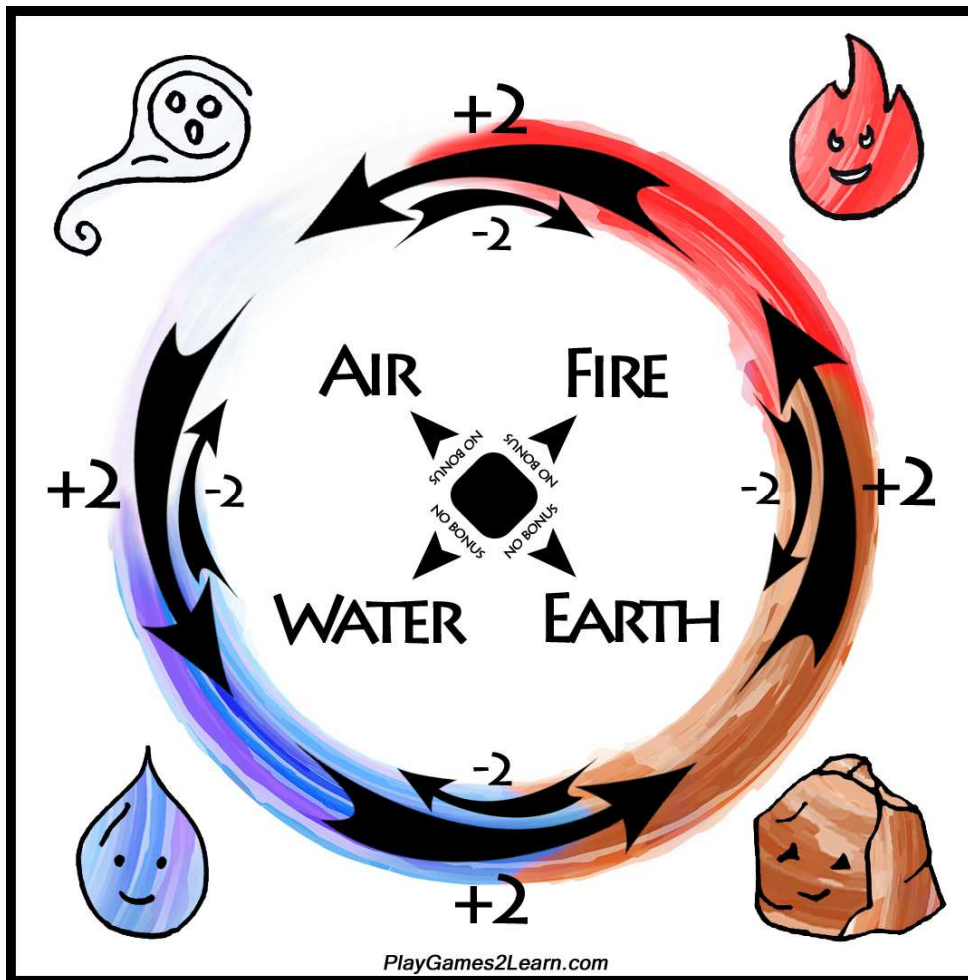
Elemental Relationships

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

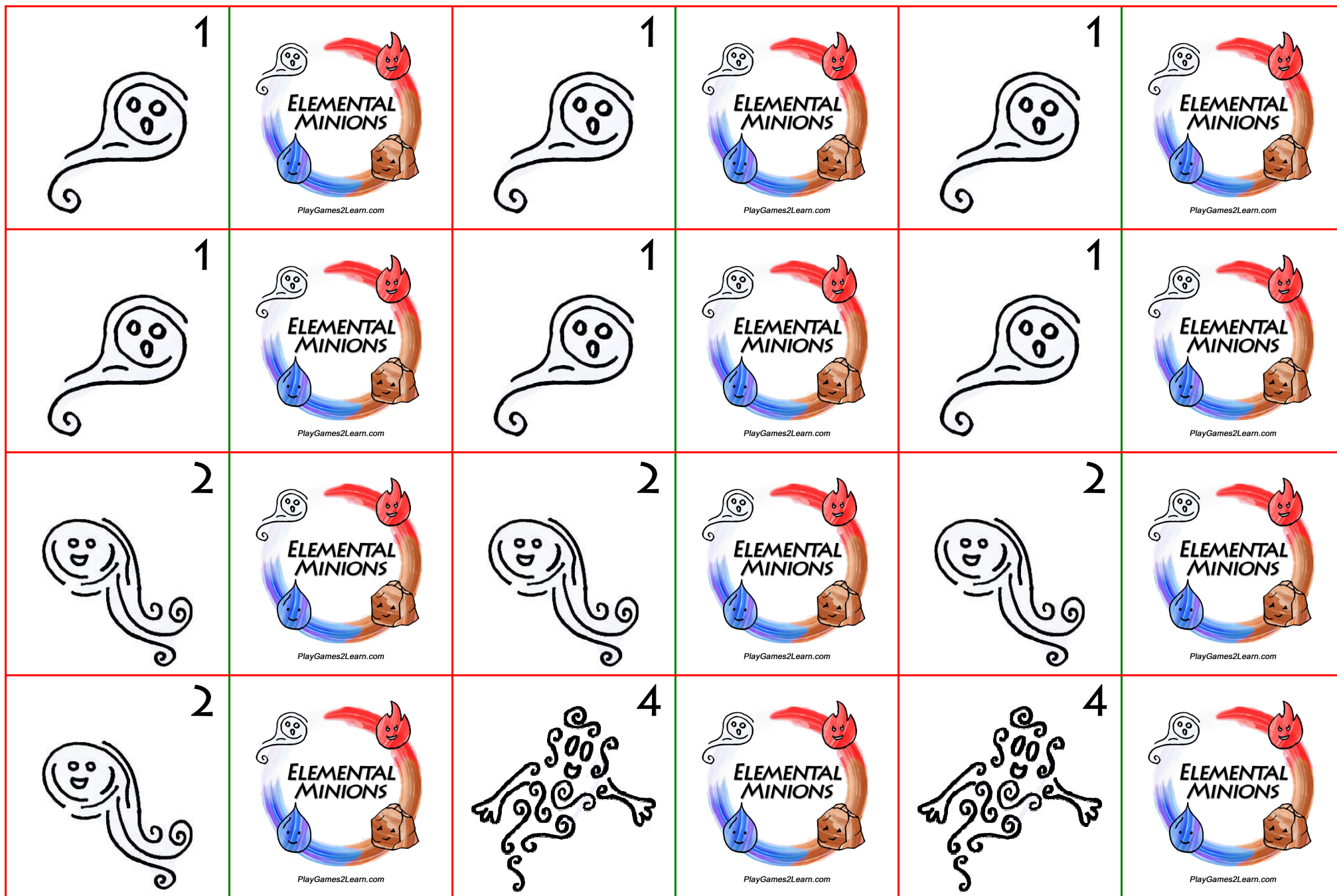
Example: Fire is strong against Air, weak against Earth, and opposed to Water.

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

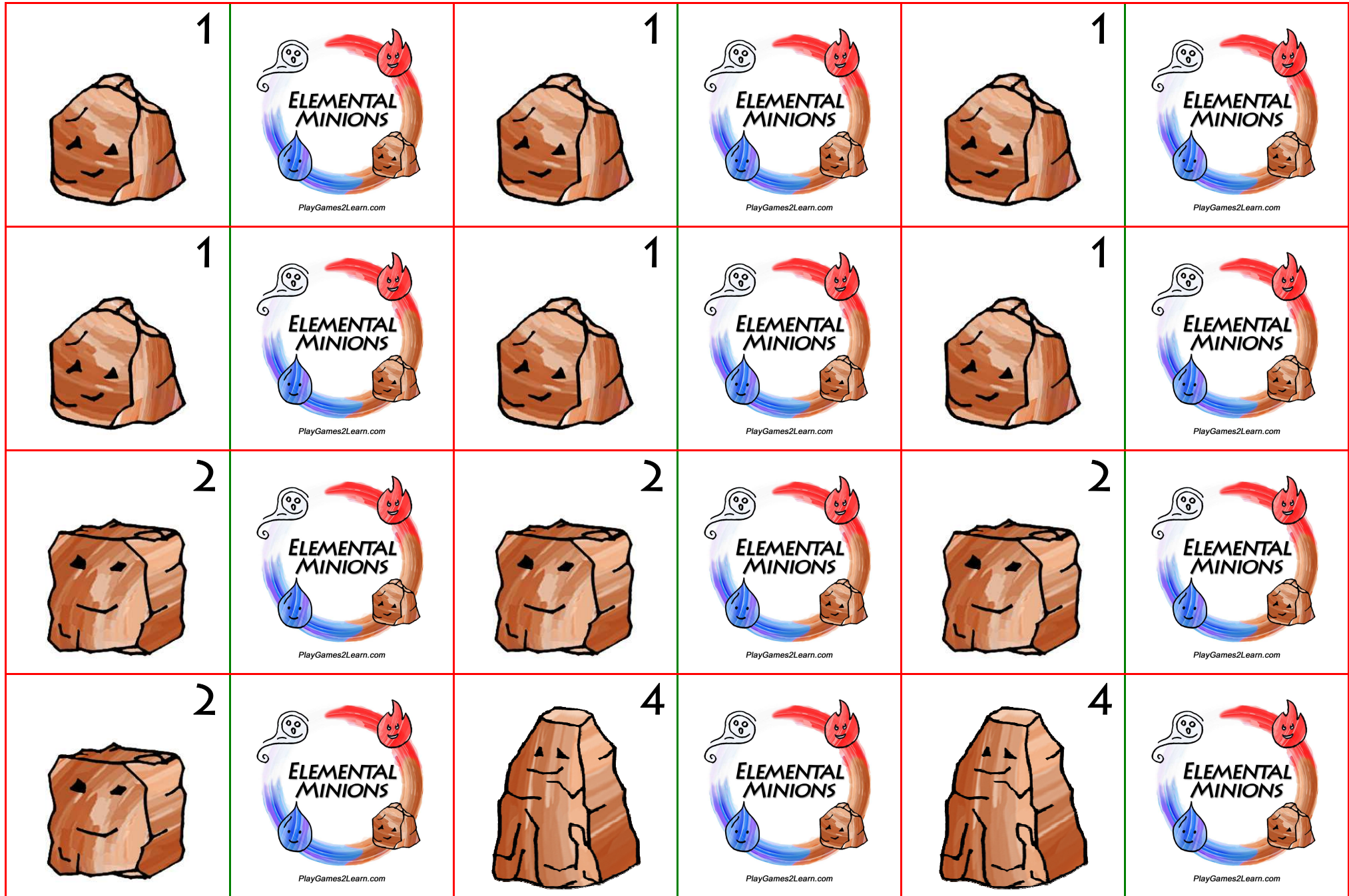
Use the adjacent diagram to reference these relationships.



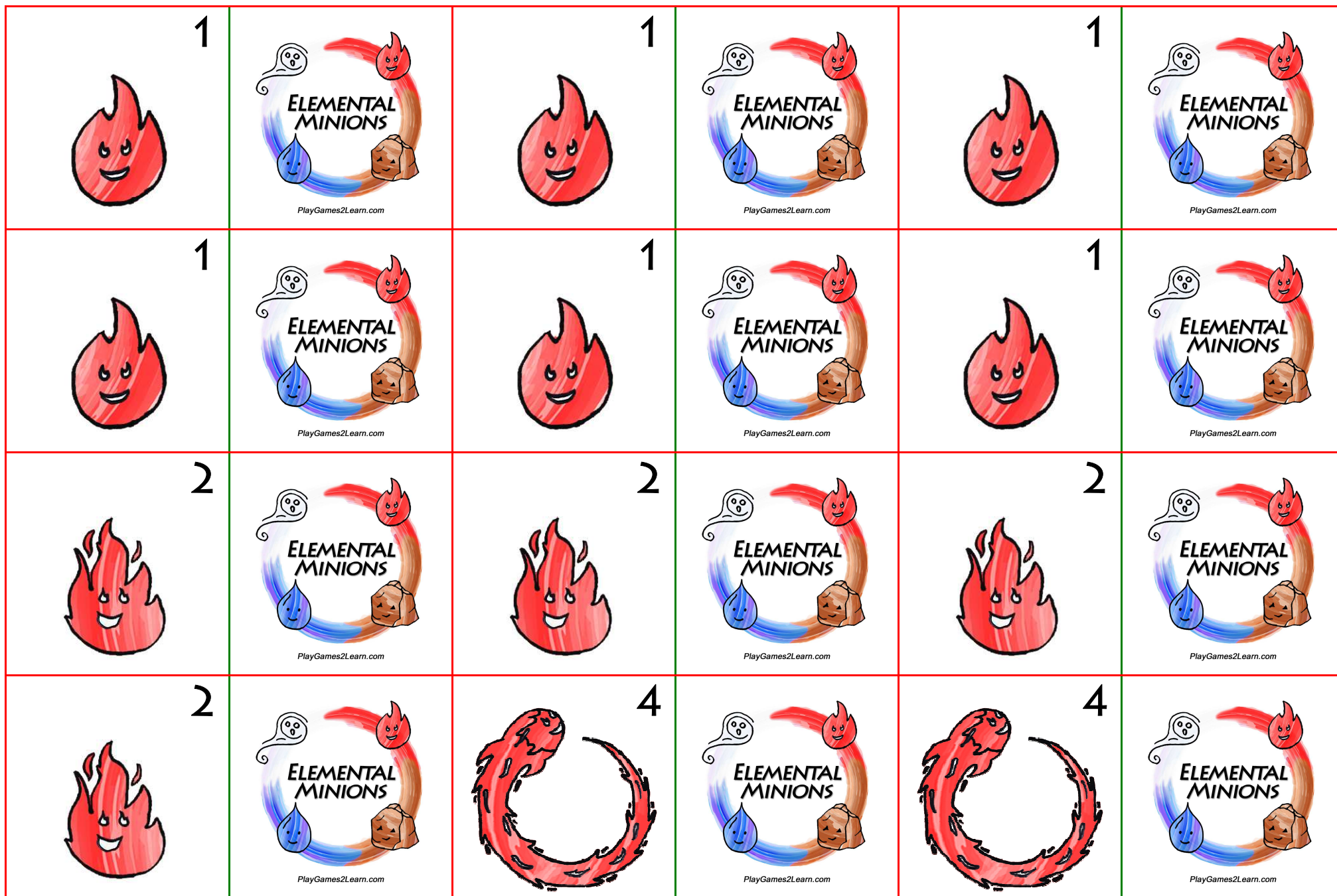
ELEMENTAL MINIONS – AIR



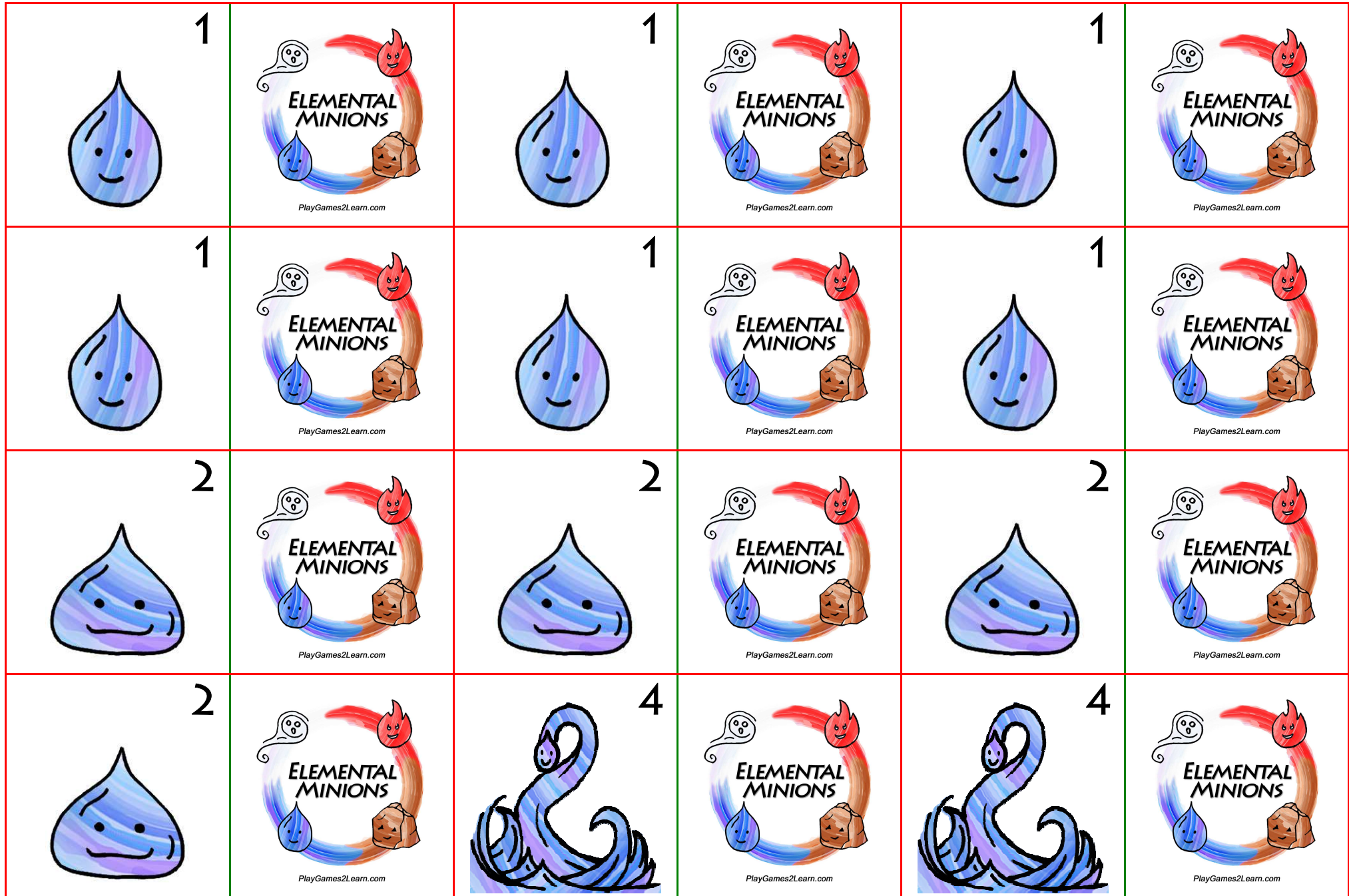
ELEMENTAL MINIONS – EARTH

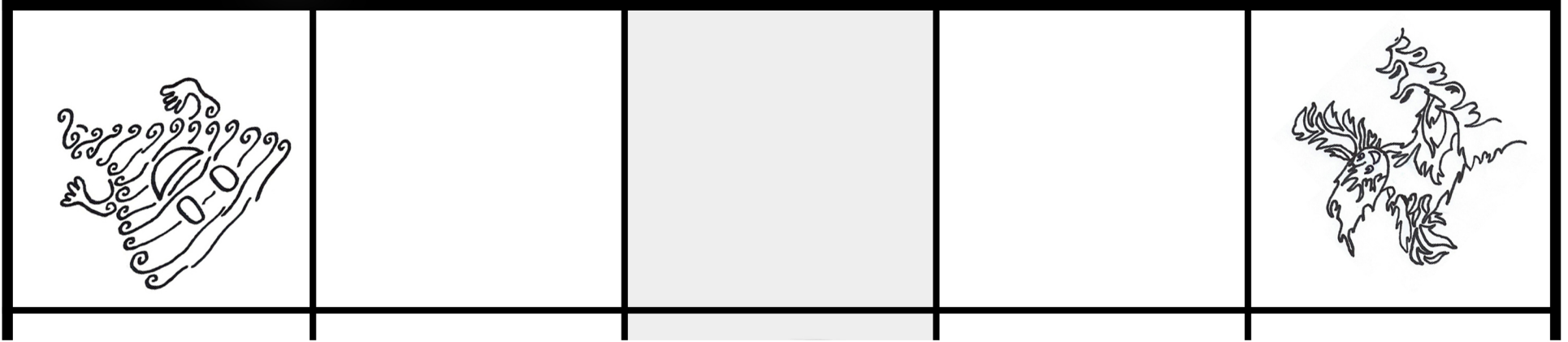


ELEMENTAL MINIONS – FIRE



ELEMENTAL MINIONS – WATER





Glue to underside of other segment of the board

