

Mini Meeple Melee Adventures

Adventures is a semi-cooperative mode for 2-4 players.

Objective

You and your fellow adventurers are on a quest to rid the countryside of dangerous monsters. However, true glory can only belong to the one truest and mightiest of heroes! Defeat monsters and collect treasure to prove yourself as the best adventurer!

Set Up

- 1: Shuffle all terrain cards together into a deck.
- 2: Place the top terrain card into a single starting tin.
- 3: Like in the standard game, each player should roll to determine who will go first. Give the player that rolls the highest the “first player” marker (a teleportation circle). Going from the first player and moving clockwise, select your hero and drop-in to the starting tin.
- 4: Choose which boss monster to fight. Grab the matching color cubes for the minions and all slimes.
- 5: Spawn 1 minion per player. Roll a die and use the provided reference card to determine which minions are spawned. Have each player drop 1 minion into the starting tin.
- 6: The last player places a crate in the starting tin.
- 7: Roll a die to determine which of the 2 short ends of the starting tin is the “exit”.

Building your Adventure

Throughout the game, each tin will be randomly generated as you play. A new tin is generated when a player would end their movement in the new tin, not before. A tin’s “exit” is always the farthest short side of the tin.

- 1: Roll a die to determine the orientation of the tin. If you roll an odd number, attach the tin on the short side. If it’s even, attach the tin on the long side. When attaching the tin on the long side, you must attach it to the 2 far most spaces at either end.

- 2: Draw the top card of the terrain deck and place it into the tin.

- 3: Spawn 1 minion per player. Have each player drop 1 minion into the new tin.

- 4: The last player in the current turn order places a crate in the new tin. Do not place a crate in the boss tin.

For a harder game, spawn more monsters or increase the health of the boss.

Turn Order

Starting with the player that has the “first player” marker and going clockwise, each player takes 2 actions. After each player has taken their actions, each minion on the field will take 2 actions. Minions have the same available actions as heroes. After all minions have taken their actions, pass the “first player” marker to the left.

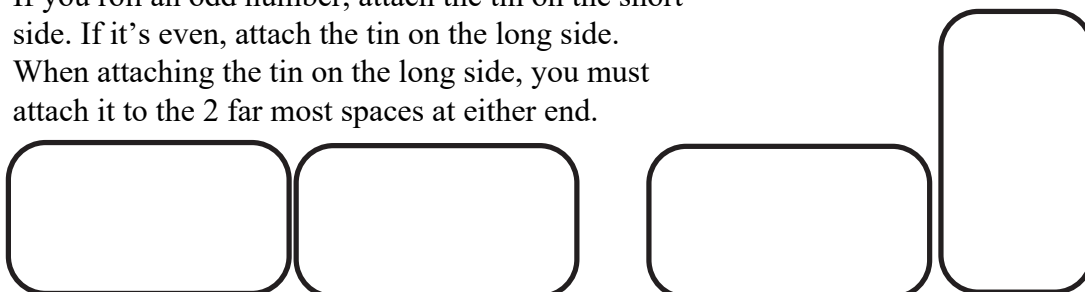
Combat

Combat with minions is just like standard combat. When you defeat a minion, take a minion cube of equal level and keep it in front of you. This represents glory points (GP).

When you deal damage to a boss, take a level 1 (small) minion cube for each damage dealt.

Losing the Fight

If a hero’s HP reaches 0, they are removed from the board and lose half of their collected GP and treasures rounded down. So, if you had 5GP and 1 treasure, you would lose 2GP and keep your 1 treasure. The losing hero will drop-in the tin they died in at the start of their next turn.



Searching for Treasure

Throughout your adventure, you may search your surroundings for treasure, but beware. The battlefield is riddled with traps and wandering minions. You may search a tin if there are fewer minions than players in the tin you are searching, and you are not adjacent to a minion. To search a tin, roll 2 dice. Use the included search list reference card to determine your search results. If there are no more minion cubes of the proper level, or if the potion has already been found, then the player finds nothing. Using potions are a free action to use on your turn and are one-time use only. Potion effects last until the end of your next turn.

The Boss

The Boss will always spawn in the 4th tin.

Boss monsters are large and take up 4 spaces. When you spawn the boss monster, they are always spawned in the farthest spaces from the entrance. The boss's health is 1 plus the number of players. The boss monster will be the only monster spawned in the tin.

End Game

The game ends immediately when the boss is defeated. Whoever defeats the boss will keep the boss cube. After the boss is defeated, each player adds up all their collected GP. Each monster cube is worth GP equal to their level and the boss cube is worth 3GP. Any unused collected potions are worth IGP. The player that collected the most GP has proven their greatness and wins the game!

Rules of Engagement

Monsters' actions are not determined by a player. When determining a monster's actions, use the following rules.

- 1: If a hero is within the monster's attack range, it will attack the hero. If multiple heroes are within the monster's attack range, it will attack the hero that last attacked the monster. If no heroes within range have attacked the monster, it attacks the player that comes earlier in the turn order.
- 2: If no hero is within attack range, the monster makes a move action towards the closest hero. Follow the same rules as attacking for multiple heroes.

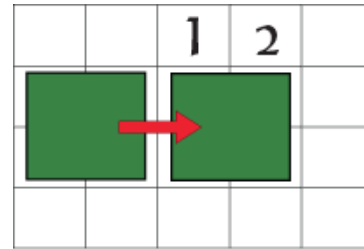
Monsters with a ranged attack follow these special rules on their turn.

- 1: When they must move, they will only move just close enough for the target to be in range. They don't have to use the full move action.

- 2: If the monster is adjacent to a hero, they will make a move action away from the hero.

Boss Monsters follow these special rules.

- 1: When a boss attacks with a melee attack, they attack BOTH orthogonally adjacent spaces.
- 2: Since a boss takes up 4 spaces, their movement seems like it would be different, but it's the same as normal monsters. Look at the diagram for an example.



Survival

Survival is a fully cooperative mode for 1 or more players.

Objective

Survive as many waves of minions as possible or survive a set number of waves.

Set Up

Set up a battlefield using the normal set up rules from the base game. However, after you drop in, spawn in a wave of minions and drop them in using the normal drop in rules. Spawn 1 minion per player plus 2 extra minions. Be sure to give the first player the "first player" marker.

Gameplay

Like in adventure mode, after each player takes their actions, all minions will take 2 actions using the "rules of engagement". After all minions have taken their actions, spawn a new minion to the battlefield. If only 1 or no minions remain on the field, spawn a full wave of minions like during the set up. Be sure to pass the "first player" marker before beginning the players' turns again.

When you are defeated, remove your hero from the battlefield. You are out of the game.

End Game

Survival ends when all players have been defeated or when you have survived all waves.

Alternative Rules

- Have 1 player act as a dungeon master. The dungeon master sets up each tin, chooses which monsters to spawn, and controls all monsters on their turn. They can even design the dungeon layout as they please. They have free reign over the length of the dungeon and can even set unique win and lose conditions.
- Try a full cooperative adventure where you all attempt to survive an agreed upon challenge.
- A solo player can control a full team of heroes in the adventure mode.
- Try spawning a boss monster in the survival mode. They can be spawned in the last wave or for a real challenge, spawn a boss every X number of turns/waves.
- Try giving each player a set number of lives. Such as having 3 lives before being removed from the game entirely.

Feel free to mix and match any of these rules as you please or adjust any of the monster's stats for an easier or harder experience. The most important thing is HAVING FUN!