

SUPER ADVENTURE MINI

V1.1
CORE SET

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Visit the game's page at The Game Crafter's website:
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About

In Super Mini Adventure, players leads parties of powerful heroes, and delve deep into the dungeons to slay foul monsters, all in the name of honor, glory, and loots! But wait! For the biggest danger comes not from the monsters, but your fellow adventures! Watch out for their backstabs and sabotages, as everyone frantically compete to make that last hit to claim the prize. Let the slaying begins!



Game Overview



The goal of the game is to earn Coins by defeating Monsters. Players do this by forming up to two adventuring parties of Heroes, assigning 1 Champion and 1 Companion role to each. Player then attempts to defeat the monsters by matching up to its stats (STR, MAG, and DEX), all the while playing different Hero cards and abilities to block and gain upper hand from other players. At the end, when all the Monsters are defeated, the most courageous (and cunning) player with the most Coins wins.

Set Up



There are two types of cards: the Hero and the Monster cards. First separate and shuffle the Hero cards and the Monster cards. **Next, Pass out 5 Hero cards to each player.** Set the rest of the Hero deck face-down on the table within everyone's reach. Then, take 5 Monster cards face down. Those will be the Monster Pool for the game. Put rest of the Monster cards aside, since they won't be used. **Reveal 3 Monster cards from the Monster Pool**, and put them center of the playing area. Those will be what you faces first. (For a longer game, increase the number of cards in the Monster Pool, see the back for more variations.)





Player Parties

A Player's adventuring party consists of 2 Heroes, one take the role of a leading Champion, and another as a supportive Companion. You may set any of Hero cards to the role of a Champion (by placing on the left-spot of a party) or the role of a Companion (by placing on the right-spot of a party). When a Hero card is played as a Champion, it only counts its Champion stats (the stats number on the card's right side), and when played as a Companion, its Companion stats are counted (the stats number on the card's left side). The total of the two stats is your Party's stats. Obliviously, some Heroes are better as a Champion, while some are better as a Companion. But no matter the case, you may only have one of each role in a party.

A Player can only have up two Parties at any time. Each of those parties' stats are calculated independently.

Party's Stats



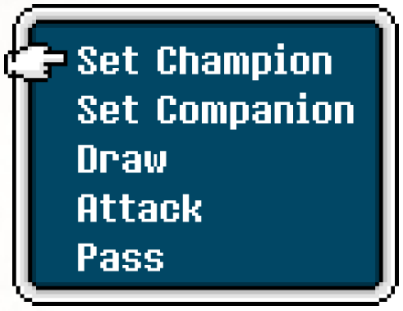
There are 3 type of stats in the game, STR (Strength), MAG (Magic), and DEX (Dexterity). When you put two Hero card together, you will notice that the stats in the middle line together. That is your Party's stats. You add each of the stats together, to get your a total STR, MAG, and DEX number for the party (but you don't add all of them together). This is your Party's stats, and is use to see if you can defeat a monster or not.

For example, if your adventuring party has a Berserker, who provide a large dose of STR, and a Wizard, who adds some decent MAG, then that party would be well equipped to take on monster with STR and MAG, but would not able to do anything to monster with any sort of DEX, since that is a stat that this party is lacking. Also be sure to take account of all passive effect that is in-play when calculating your Party's stats.

Game Play

The player with the most recent encounters with a dragon goes first. If no one encountered a dragon lately, use your favorite method to determine who goes first. Players take turns in clockwise rotation.

During a player's turn, they may perform 2 Command Actions. This can be performed in any order, and can be repeated. The 5 types of Command Actions a player can play are: **Set Champion, Set Companion, Draw, Attack and Pass.**



Set Champion

At cost of one Command Action, you may play a Hero card from your hand and place it face-up in a Champion role in one of your Parties. You do so by declaring that you are playing this card as a Champion, and place it on the left-side spot of one of your Party. **You may choose to use the cards On-Play ability at this point.**



Set Companion

At cost of one Command Action, you may play a Hero card from your hand and place it face-up in a Companion role in one of your Parties. You do so by declaring that you are playing this card as a Companion, and place it on the right-side spot of one of your Party. **You may choose to use the cards On-Play ability at this point.**



Hero Card's Ability

When you play a Hero card (either as Champion or Companion), **you MAY activate its On-Play ability**. Using the ability does not count as a separate Command, but On-Play abilities may only be used when the card is played from a hand. On-Play ability's effect should be resolve immediately before proceeding onto the next effect or action. There are also Passive abilities, which will continue its effect as long as the card is in-play.

Swapping and Replacing

There are certain cards that allow swapping of cards. When you swap, it is not the same as playing a card, thus it does not trigger the On-Play ability. Also you cannot swap with an empty space

When you play a card as Champion or Companion, if there is already a Hero card in that spot, you simply replace it by taking the existing in-play card back to your hand, and replace it with the new Hero card.



Adventurer's card ability allow you to discard and draw a new card when you play it as Champion or Companion.



Attack

At cost of one Command Action, you may order one of your Parties to attack an in-play revealed Monster.
To determine if your attack is successful, check to see if your Party's STR, MAG, and DEX is equal or higher than the Monster's corresponding stats. (For example, a monster Skeleton has a stats of STR2, MAG2, DEX2. So your Party must have 2 or greater in each of STR, MAG, and DEX to defeat it. A monster Mind Flayer has a stats of STR2, MAG5, DEX0, so in this case, the number of your DEX does not play a role in defeating this monster, but you need substantial MAG and some STR to land an attack).



Also note that each of your Party's stats are calculated independently, and that one party's Champ or Comp won't be added to another party's stats (unless there is a passive or continuous ability in effect).

If your attack is successful, place a wound marker (the red chip) on that Monster card and **take a coin token (the yellow chip) and add it to your loot pile**. When it runs out of HP (where its' HP = number of wound marker on it), the monster is defeated. **When you defeat a Monster, take that Monster card and add it to your loot pile, then draw a new Monster card from the Monster Pool to replace the defeated foe**. (However, you don't take a coin token if you defeat a monster).
Also note that some Monster cards have On-Play or Passive abilities as well. Be sure to take those into account for the calculation. The effect will be removed once that monster is defeated.

Draw

You may spend one Command Action to draw a new card from the Hero deck to add it to your hand. You then must discard a card from your hand. As a general rule of thumb, you should have exactly five cards (both in hand or in-play) at all time; no more and no less.

If you go to draw a card from the Hero deck and there are no more cards in the deck, reshuffle the discard pile and form a new Hero Deck to draw from.

Pass

You simply pass one, or two, of your Command Actions to end your turn.

End of the Game

Continue take turns until all the Monsters are defeated from the Monster Pool (In a normal game, that would be five Monsters). Once the Monsters run out, the game comes to an end. Count the number of Coins from the defeated monster (shown as the number on the top left side of the Monster card) and the coin tokens that you have in your loot pile. The player with the most Coins win, and gain the title of **Hero of Super Mega Monster Slayer!**



Additional Game Mode

Co-Op Mode

This is suggested for first time play. All players must work together to defeat the monsters. There are no winners, so the coins is not counted in the end. Instead, place 5 yellow token in front of the monster, this is the Countdown to Doom token. After each round (when all players took a turn) remove one countdown token. If all the monsters from the Monster pool are not defeated before the countdown runs out, all Players loose.

Keep in mind that in this mode, player cannot trade cards, and must utilize the Heroes ability to effectively work together, instead of against each other.



Extended Game

You may increase the number of monster in the Monster Pool to create a longer game. Same goes in reverse.

Hardcore Mode

In this mode, player can not Pass, and MUST use the effect of their card when played.

Special Thanks

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