

Welcome Minions!

As a recently hatched group I know you have questions. Too bad, no time. I have a mission for you. Groups that fail will be...recycled.

- The Master

Welcome Minions is a simple card game of friendly backstabbing. You'll be working with your group to accomplish missions for you master. But you must also prove that you're better than the rest of them.

MATERIALS



4+ Players



Playing Cards*



20-30 Minutes**

*Need a deck of cards for every 4 players

**Depending how much bickering occurs

MISSIONS

Every game of Welcome Minions is a mission from the Master. Missions have five rounds.

The group may only fail 2 rounds. Any more and the game is over; **all players lose**.

Otherwise the player with the most points at the end gets all of the credit and wins the game! Ties are resolved by group votes.

Sample Missions: Plan a birthday party for the Master • Find a new location for the lair • Make a fancy dinner for the Master's date tonight • Find a date for the Master

SETUP

1. Remove the face cards from the deck and set them aside. Use these to keep track of your points. Ensure everyone can see your score.



1 Point



2 Points



3 Points

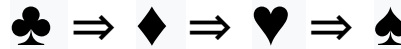


4 Points

2. Shuffle the rest of the cards and deal one to each player face up. Each player will always have a pile of cards in front of them, face up. Only the card on top of the pile matters!

MISC RULES

Suit Ranks: When card numbers are tied:



Point Limits: Players cannot have more than 10 points. Anything above that rolls over. For example, if a player has 8 points and gains 4 points, they now have 2 points (12 - 10 = 2).

CREDITS

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ROUNDS

Phase 1 - "Planning"

Whoever has the highest card on their pile becomes the **Leader**. Whoever has the lowest card becomes the **Troublemaker**.

The Leader begins by ordering the other Minions around and describing their plan of action for this round. Things to consider:

Round 1: What is needed for this mission?

Round 2: How do we avoid being seen?

Round 3: What are the first few steps?

Round 4: What are the final steps?

Round 5: How do we escape back to the lair?

Phase 2 - "Plotting"

All players draw a card and place it on top of someone's pile. Take turns in order of highest score to lowest. If two players have the same score, the one with the higher card goes first.

Phase 3 - "What Happened?"

Compare Leader's and Troublemaker's piles.

If the card on the Leader's pile is higher, the round is a success. Everything goes well.

Leader	Troublemaker	Others
+3 points	no points	+1 points

If the card on the Leader's pile is lower, the group fails this round. The Troublemaker describes what went wrong.

Leader	Troublemaker	Others
no points	+4 points	+2 points

Begin the next round at phase 1.