

Dark Minions

Condensed Rules

Setup

Each player receives an experience card and the equivalent of 50 minions (cubes=1 minion, octagons=5 minions) in the same color. Place the black disk to indicate level 1 on the experience card. And take 2 red starting VP tiles, a 1 VP and a 2 VP. These are worth points at the end, or can be spent during the game to reroll once (any number of the 3 dice, you can keep 1 or 2 of them if you want), or used as Skulls to reclaim minions.

Town tiles are placed face down in a stack. Remove the red border town tile from the expansion. Stack the The End at the bottom, then D, C, and B on top of that. For a three or four player game, take the 3 Town tiles marked "A" and place them face up in the center of the table. For a five player game, add the first "B" town tile from the stack. With 3/4/5 players, there will be 3/3/4 Towns in play. For 3/4/5 player use only 5/6/7 of each color Tower tile.

The small square on each Town has a number, usually a 3. In that case, place 1 White Tower tile, 1 Gray Tower and 1 Black Tower next to each of those Towns. If the number shown on the Town is a 4, place the regular three towers and an extra Tower, which will be the same color as the number in the circle (not the color of the circle the number is in).

Overlord cards are shuffled face down and the top four are dealt out face up beside the face down stack. Remove the three red bordered cards.

Objective

3 players: 50 VPs. 4 players: 40 VPs. 5 players: 35 VPs.

Keep your VPs secret during the game, announce on your turn if you have won.

ON YOUR TURN

Roll 3 dice. Spend each one separately to either attack a town, capture a tower, respawn minions, or buy an Overlord card.

At any level, players may elect to roll the White die instead of either a Black or Red die.

1. Attacks on Towns

Place a die in front of a town, and place that many minions next to the town. You can only use ONE die per town (except for the +1 or +2 dice). You cannot attack a town and capture a tower at the same town.

2. Capture Towers

Spend a 4/5/6 (or higher) die and 4/5/6 minions to capture a White/Gray/Black Tower in any town. If a player spends a 6 die and chooses to capture a +4 White Tower, spend only 4 minions. When a player has a complete set, the Towers are discarded immediately to level up.

3. Respawn minions FROM the Graveyard

Spend a die to take that # of Minions back from the graveyard. You can spend more than one die respawning minions.

4. Buy Overlords

Spend dice (no minions) to buy Overlord cards. You can combine dice to buy cards. You can buy more than one card. You get the number of minions in the coin back from the graveyard. On a player's turn, he may return any one Overlord to the bottom of the stack face down and draw another to place face up as a replacement.

All attacks and all rewards on your turn are assumed take place at once. You can't respawn minions with one die, and then spend another die to attack a town with those same minions.

Vanquishing Towns

When the total number of minions outside a town meets or exceeds the number at the top, the town is vanquished.

Winner: Keep the town tile (face down in front of you) for the VP, and take the number of skulls at the bottom.

2nd place: a 2 VP tile.

Player that ENDED IT: a 1 VP tile.

Ties for 1st and 2nd place are resolved by the tied players rolling at their current Experience level. All minions used to vanquish the Town are then sent to the Graveyard. At the end of the turn, place a new town and place the new towers.

Respawning minions

You can also respawn by spending skulls (1/2/3 skulls respawns 10/20/all minions). Skulls from the start VP tiles or rolled on the white die cannot be combined with earned skulls, unless you've leveled all the way up, and only then can the white die can be combined with earned skulls.