

HOW TO PLAY

MINIKIN™

**BERRY
BRAWL**

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RULEBOOK

INTRODUCTION

MINIKINS & COMPONENTS

WELCOME TO THE WORLD OF MINIKIN BERRY BRAWL. A FANTASY FOREST FULL OF SMALL MAGICAL CREATURES CALLED MINIKIN. CHOOSE WHICH SPECIES YOU WILL BRAWL FOR AND GATHER GOLDEN BERRIES TO WIN!

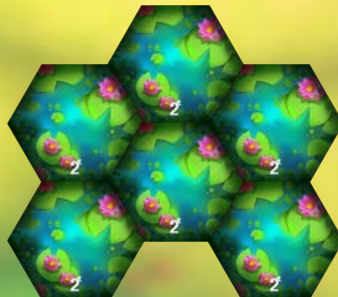
LILYPAD



5 miniatures
per minikin species

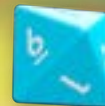


1 homebase

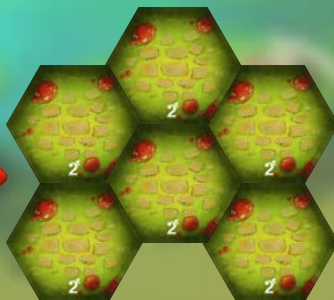
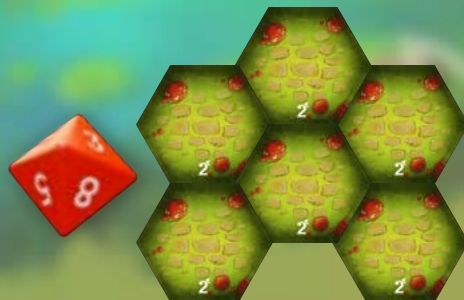


6x biomes/tiles

1 eight-sided dice



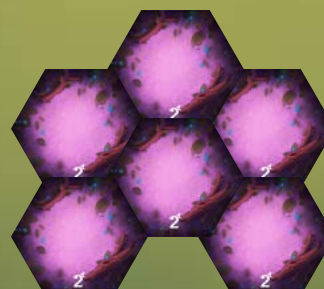
MUSCARIA



BEETLEBUG



2



*Muscaria/Beetlebug components are in same amounts listed for lilypad

20x Power Berry cards



20x Quest cards



20x Golden Berry cards



1 Berry Bush



30x Redberries



20x Large Redberries



1 Ability dice



GAME SETUP

BEFORE PLAYING. PUNCH OUT THE BERRY BUSH AND ASSEMBLE IT ACCORDING TO INSTRUCTIONS (PAGE 3). PLAYERS THEN PICK WHICH MINIKIN TO PLAY AS.

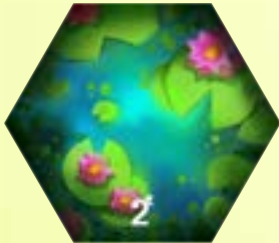
1

Players should place all **5 miniatures** of their minikin species and **1 matching eight-sided dice** close to them. Players also pick out their corresponding **homebase**.

2

Place the **Berry Bush** in the *middle* of the table. Shuffle **tiles/biomes** (shown below) face-down and place them around the Berry Bush face-up in a *circular* pattern. Players place their **homebase** in a corner of the board close to them.

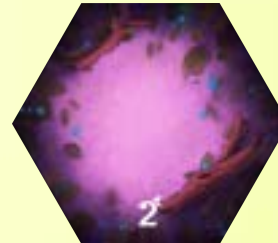
Lilypond



Toadstool Path



Violet Meadow



3

Shuffle the **Power Berry** and **Quest cards**, placing them in a deck *face-down* near the board. Do the same with the **Golden Berry** cards.

4

Place the Ability dice near the board. Put all **Redberries** (1s and 5s) in a pile near the board (this is a **berry_pile** NOT a **Berry Bush**).

5

Each player can place **1 minikin** on the board *cost-free*. From then on, all minikin cost **10 Redberries** to place.

4

REFERENCE BOARD



HOW TO PLAY

MINIKIN BERRY BRAWL IS PLAYED USING ROUNDS. BELOW IS THE ORDER AND SUMMARY THAT THE PLAYER SHOULD FOLLOW.



1 TEAM BUILDING

Gather your team by giving **10 Redberries** to **1 inactive minikin**. Once completed, a minikin becomes active and brawling for you, place your minikin on your homebase (Unless a **Power Berry** card overrides this). *Always return spent Redberries to the berry pile.* ④

10 Redberries



1 minikin



6

TIP) You can still place a minikin on your homebase even if other minikin of your or opposing species are there.

You can have *up to 5 minikins at once* on the board and have multiple minikin become active in one round. All species are limited to *only 5 minikins* at a time but anytime a minikin has fainted in a "**Brawl!**", they *return to being inactive* and can be purchased again later.

2 MOVE MINIKIN

To move your minikin across the board you must use your **eight-sided dice**.

If the player rolls UNDER 5, move your minikin in any direction by **1 tile**.

If the player rolls ABOVE 5, you may move your minikin by **2 tiles**.



TIP) You can use a **Power berry card to add points to your roll and increase the total.
EXAMPLE: Roll a 4 = you can move by 1 tile. Add +2, and you get 6 = 2 tile movements!**

The Berry Bush has special movement rules. The player must roll an "8" and be on a biometile *directly next to* the Berry Bush.

If successful, move your minikin atop the Berry Bush and gain **+5 Redberries** +1 **Quest card**

*You are taken back to your previous tile in the next round



Fun Add-on

THE ABILITY DICE

THE ABILITY DICE IS A RANDOMIZER ALLOWING FOR MORE GAMEPLAY POSSIBILITIES USING SPECIAL SPELLS.

The player can use the Ability dice through *Power Berry* cards or can purchase its use with **5 Redberries**. When rolled, the symbol which is on the top face of the dice is selected.



The symbol can mean the following:



Instantly defeat opponent



Move a minikin to any surrounding tile




Gain +1 Redberry



Gain +1 Quest card

3 BRAWL!

A **Brawl** occurs when two *opposing* species land on the same biome/tile.

Once the players have entered a **Brawl**, they *cannot return* to a previous tile or back out of the Brawl *unless* using a *Power Berry* card or land on the blue arrow  using the Ability dice.



EXAMPLE: Two minikin in a brawl

HOW TO BRAWL!

ALL PLAYER DECISIONS (LIKE MOVEMENT AND DICE ROLLING) MUST BE ESTABLISHED BEFOREHAND. PLAYERS CAN USE YOUNGEST TO OLDEST ,ROCK PAPER SCISSORS OR OTHER.

If in a **Brawl**, the chosen *starting player* will roll their eight-sided dice and count its top-facing result. Then the *second player* and *third player* will repeat.



Whichever player scores a higher number wins that **Brawl**. If a player's minikin species matches the biome colour add +1 to the *total*.

The *losing player* has to take their minikin off the board and place them on their side of the table as inactive.

(If the dice results are a tie, reroll both dice until someone wins).

EXAMPLE: The blue player landed a 7, the purple player landed a 2, meaning the blue player won this Brawl.

A **Brawl** is finished when only one minikin species is present on the tile.

The WINNER now takes **1 Golden Berry** card and places it *in front* of them in players view. *The winner can also accomplish their Quest from a Quest card at the end of a Brawl.*

The LOSER takes **1 Power Berry** card after they *return* all their fainted minikin back to being inactive.

They can use that card in *any other Brawls* they are active in that round and any following round.



4 GAIN REDBERRIES

For every tile a player has at least *1 minikin* on, they will gain **Redberries** equal to the number listed on the tile.

Take the stated number of **Redberries** from the **berry pile** and place them on your side of the board.



EXAMPLE: 2 Redberries gained

5 PICK UP CARDS

In this phase the players draw their cards.



POWER BERRY CARDS

You can obtain Power Berry cards either through:

A) losing a **Brawl** or B) *purchasing* the card using **5 Redberries**.

This card should be kept *secret* in your hand until you wish to use it. Use this card *anytime* by announcing you are using it and reading out loud its text.

if used, add it *face-up* to a discard pile. Once the **Power Berry** card deck runs out, reshuffle the discarded pile to continue playing.



GOLDEN BERRY CARDS

Take the required number of these cards from the **Golden Berry deck** and place them *face-up* in front of you for players to view. Anytime you win a **Brawl** (= 1 Golden Berry card) or accomplish a Quest card.

(See details on the next page, **Golden Berry** numbers vary).



QUEST CARDS

You can acquire Quest cards through the *Ability dice*, **Power Berry** cards or standing on top of the *Berry Bush* at the end of the round.

To play a Quest card, you must meet its *Quest criteria* on your turn. *This card should be kept secret in your hand until played.*

If you accomplish the *Quest criteria*, play it immediately and announce you are playing it, reading out loud the text and taking the *given number* of **Golden Berry** cards. *Afterwards add it to a discard pile. Reshuffle if the Quest card deck runs out to continue playing.*

(Golden Berry number can be seen on the bottom right)



VICTORY!

THE GAME ENDS IMMEDIATELY WHEN ONE OF THE FOLLOWING HAPPENS

- 1** A player has a *total* of at least **6 Golden Berry** cards. All players stop their play and that player is ***crowned the winner***. (*Play up to 8 golden berries for a longer game or 4 for a quick game*)
- 2** If *opposing* players have no minikin left on the board and lack the **Redberries** required to continue playing, the remaining player is ***crowned the winner***.

TIP) if playing as **3 players**, **1 player** can be eliminated due to this but the remaining players can continue to play or crown a winner based on which player has the most **Golden Berries**.

HAVE FUN PLAYING!

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CREDITS



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