

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!

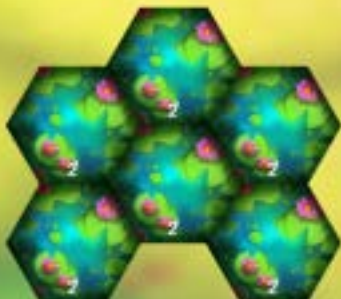
LILYPAD



5 miniatures
per minikin species



1 homebase

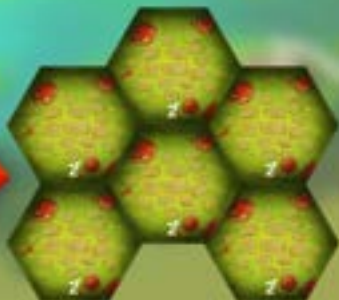


6x biomes/tiles

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 "1" Redberry



20x "5" Redberries



1 Ability dice



GAME SETUP

ASSEMBLE THE BERRY BUSH ACCORDING TO INSTRUCTIONS ON PAGE 3. PLAYERS THEN PICK WHICH MINIKIN TO PLAY AS.

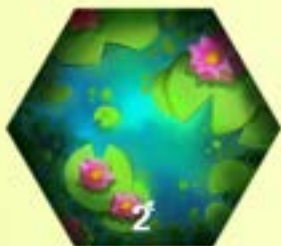
1

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) and place them around the Berry Bush face-up in a random *circular* pattern. Players place their **homebase** in a corner of the board close to them.

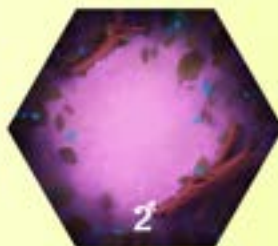
Lilypond



Toadstool Path



Violet Meadow



3

Shuffle the **Power Berry** cards and **Quest** cards, placing them in separate decks *face-down* near the board. Place the **Golden Berry** cards in a deck nearby.

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 their **homebase** *cost-free* to start. From then on, all other minikin cost **10 Redberries** to place.

4

REFERENCE BOARD



HOW TO PLAY

MINIKIN BERRY BRAWL IS PLAYED USING ROUNDS WITH 5 PHASES. PLAYERS MUST COMPLETE A PHASE BEFORE GOING TO THE NEXT IN ORDER

1 TEAM BUILDING

2 MOVE MINIKIN

3 BRAWL !

4 GAIN REDBERRIES

5 PICK UP CARDS

REPEAT

1 TEAM BUILDING

To build a team spend **10 Redberries** for **1 minikin**. Once completed, a minikin becomes active and brawling for you, place your minikin on your homebase. *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 you have other minikin placed there. (Players **CANNOT enter another player's homebase)**

You can have *up to 5 minikins at once* on the board. You can only have 1 minikin become active on your turn.

2 MOVE MINIKIN

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

If the player rolls **4 AND UNDER**, move your minikin in any direction by **1 tile**.

If the player rolls **5 AND OVER**, move your minikin in any direction by **2 tiles**.



TIP) For each minikin you have on the board, you roll for their movements individually. WARNING) You cannot move minikin onto tiles you already occupy.

The Berry Bush has special movement rules.

The player must roll an "1" or "8" and be on a biome/tile *directly next to* the Berry Bush. (If multiple players land on the Berry Bush, no brawl will occur)

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

*In the beginning of the next round, place your minikin off the Berry Bush and back to your previous biome/tile



Fun Add-on

THE ABILITY DICE

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

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



The symbol can mean the following:



POTION

Instantly defeat opponent



SWIFT RETREAT

Move minikin to any surrounding tile



EXTRA REDBERRIES

Gain +1 Redberry



QUEST

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 SWIFT RETREAT.



EXAMPLE: Two minikin in a brawl

HOW TO BRAWL!

THE PLAYER WHO INITIATES A BRAWL IN THEIR TURN CANNOT MOVE ANY OTHER MINIKIN BEFORE IT IS CONCLUDED.

If in a **Brawl**, the brawling *players* will roll their eight-sided dice and count its top-facing result. Players can use a *Power Berry* card during the **Brawl** to alter the result.



Whichever player rolls the higher number wins that **Brawl**.

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

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

The WINNER takes 1 *Golden Berry* card and places it in front of them in players view.

TIP) The winner can also accomplish their Quest from a Quest card at the end of a **Brawl**.

The LOSER takes 1 *Power Berry* card and returns their brawling minikin to being inactive.

If the player only has 1 active minikin, it is returned to their homebase. The player loses their turn of defeated minikin for that round.



4 GAIN REDBERRIES

For every tile a player has 1 *minikin* on, you will gain **Redberries** equal to the number listed on the tile at the end of the round. (Certain **Power Berry** cards and the **Ability dice** also provide **Redberries** when used.)

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



Once you gain 5 individual "1" **Redberries** exchange them with one "5" **Redberry**, (This prevents hoarding and running out of "1" **Redberries**)

5 PICK UP CARDS

THIS PHASE IS DONE THROUGH OUT THE GAME AND IS INITIATED BY ACTION OF PLAYERS.



POWER BERRY CARDS

You can obtain **Power Berry** cards either through:

- A) purchasing the card using **5 Redberries**. (Only on your turn)
- B) losing a **Brawl**

This card should be kept *secret* in your hand until you wish to use it. Use this card *only on your turn* 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.



QUEST CARDS

You can acquire Quest cards through the Ability dice, Power Berry cards or having a minikin on top of the Berry Bush.

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 read out loud the text and take 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 WHEN A PLAYER HAS A TOTAL OF 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 3 for a quick game, if you run out golden berries, the tied players roll their dice and the higher number roll is the winner)

HAVE FUN PLAYING!

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CREDITS



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