

Mini Steel

The Objective

The objective of MiniSteel is to vanquish your opponent(s) by depleting their HP. Each player starts with 10 HP and the player(s) who reach zero HP are removed from the game. To start, each player rolls the die. The highest roll plays first and high ties re-roll. Each player then draws six cards and receives two Draw Tokens, then follows the turn order below. Once the deck is depleted it is reshuffled. The last player alive is the victor.

The Turn Order

- 1** Take poison damage if applicable.
- 2** Draw up to 6 cards if needed.
- 3** Play Heal, Attack, Utility, Equippable cards or Combos, or discard if you have no cards to play.

* A single turn consists of two actions. Players may forfeit one or both actions, but must discard one card per forfeited action.

The Game Pieces

HP Tokens: Use to keep track of players' health

Poison Tokens: Use to keep track of players' poison

Draw Tokens: Can be played at any time to draw additional cards

















* Draw Tokens do not use an action and cannot be played as a reactive measure upon being attacked.

Multi-Purpose Die: Use to determine who starts the match, as well as for the following cards:

- **Magnifying Glass:** Use 1-6 values.
- **Bladed Shield:** Use 1-6 values.
- **Revival Scepter:** Use 1-6 values.
- **Fate:** Use color corners.

The Combos

Combos give players added attack and heal bonuses when certain cards are played together, and only count as 1 action. Players who receive any damage from a combo are affected by that combo's bonus.

-   **Dagger + Dagger:** Attack for 3 HP.
-   **Dagger + Poison:** Attack for 2 HP and poison opponent.
-   **Scythe + Poison:** Attack each opponent for 2 HP, poison them and steal a card from each, keeping one and discarding the rest.
-   **Hatchet + Poison:** Attack for 3 HP and poison opponent.
-   **Sword + Poison:** Attack for 4 HP and poison opponent.
-   **Potion + Remedy:** Heal for 3 HP, cure poison, and draw 1 card.
-   **Potion + Potion:** Heal 5 HP and draw 2 cards.
-   **Remedy + Remedy:** Remove all poison tokens.



The Card Icons

	Attack Value		Add/Remove Poison Token
	Defense Value		Skip Turn
	Heal Value		Add Draw Token
	Draw Card(s)		Choose One
	Destroy Card(s)		Both Occur
	Increase Hand Size		Unblockable Card
	Steal Card		Comboable Card
	Steal Shield		Free Action
	Roll Die		Affects All
			Affects Others



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Dagger (6): Attack for 1 HP.



Hatchet (6): Attack for 2 HP.



Sword (4): Attack for 3 HP.



Flame Shot (4): Attack for 2 HP and destroy 2 cards at random from your opponent. Cards are only destroyed if damage is inflicted.



Scythe (2): Attack your opponent(s) for 1 HP and take one card from them at random. Add one of the cards to your hand and discard the rest. This card is unblockable.



Health Potion (8): Gain 2 HP and draw 1 extra card.



Remedy (8): Block a Poison attempt or remove 1 Poison Token at the start of your turn.



Poison (12): Place a Poison token on an opponent. While poisoned players must remove 1 HP per Poison token immediately at the start of every turn.

* Players cannot be vanquished via poison damage (health cannot be depleted below 1 HP due to poison damage), however players who accumulate 5 poison tokens are automatically removed from the game.



Spiked Glove (2): Equip to gain +1 for all Attack cards.



Armor (2): Equip to gain +1 for all Shield cards and counts as 1 defense against incoming attacks.



Satchel (2): Equip to gain the ability to draw an extra card at the start of your turn, regardless of how many cards you're holding at that time.

* Equippable cards remain equipped on the player until they're either stolen or destroyed.



Wooden Shield (8): Block 1 damage from any physical attack, unless that attack is unblockable.



Steel Shield (8): Block 2 damage from any physical attack, unless that attack is unblockable.

* Use as many or as few Shields as you'd like in order to block or allow damage.



Magnifying Glass (6): Roll the die to draw the number of cards from the top of the deck equal to your roll, then add one to your hand and discard the rest.



Hook Rope (8): Steal a card at random from an opponent of your choice or remove and keep an opponent's Shield if they attempt to defend. This card is unblockable.



Swap Rope (2): Swap hands with an opponent of your choice. This card is unblockable.



Trip Rope (2): Skip an opponent's turn. This card is unblockable.



Bladed Shield (2): Choose to either attack on your turn or defend when attacked. Roll the die to determine the attack/defense value.



Fate (4): Select who to use the Fate card on, then roll the die to determine if your opponent is attacked, poisoned or healed.



Confusion Dust (1): Deflect an attack back onto an opponent equal to the attack's value, including combo attacks. This card is unblockable and is ineffective against other unblockable attacks.



Revival Scepter (1): Upon death, revive yourself by rolling the die and setting your HP to the value of the roll. Discard all cards and tokens, then draw six new cards and acquire one Draw token.



Plague Skull (1): Give all players one Poison token, including yourself. This card is unblockable.



Doom Dragon (1): Destroy two cards at random from every opponent. The opponent to your left also destroys two of your cards at random. This card is unblockable.