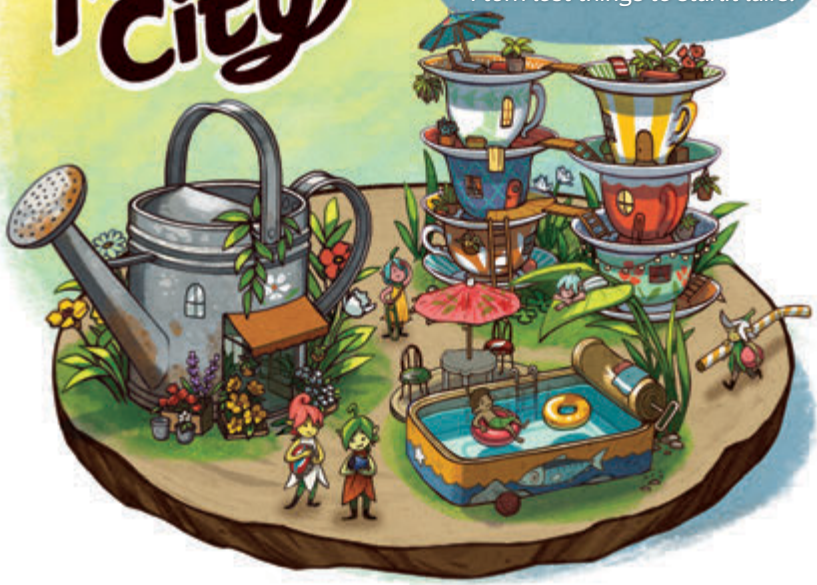
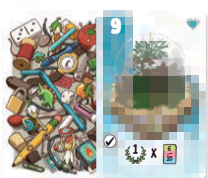
Minikin City

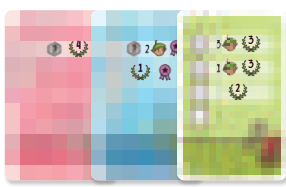
I seek the treasures left to find,
I'm Minikin, light-footed, kind,
In teacup halls and thimble chairs,
I turn lost things to starlit lairs.



COMPONENTS



61 City cards



18 Reward cards
(9 for 2–3 players, 9 for 4–5 players)

2 Endgame tiles
(1 for 2–3 players, 1 for 4–5 players)

45 Reward markers
(9 per player)

10 Bonus tokens

75 Minikin pawns

1 scorepad

SETUP

1. Select the 9 **Reward cards** whose number of white circular spaces equals the player count.

   There are 9 cards with a 2-player side and a 3-player side, and 9 cards with a 4-player side and a 5-player side.

   Shuffle the 9 selected cards; place them in a row in the middle of the table, with the correct side up. Return the other 9 to the box.

2. Choose the **Endgame tile** corresponding to your player count (again, with the correct side up). Place the Endgame tile atop the ninth Reward card, so that its hole at the bottom reveals that card's color. Return the other Endgame tile to the box.

3. Place the 10 **Bonus tokens** face up next to the play area.

4. Place the **Minikin pawns** next to the play area to create a supply.

5. Shuffle the 61 **City cards** to create the City deck. Place it face down beside the Reward cards.

6. Deal **6 City cards to each player**; each player keeps 4 cards in their hand and tucks the other 2 cards face down under the deck in any order.

7. Each player chooses a color and takes the 9 **Reward markers** of that color.

8. Randomly select the 1st player.

This example depicts a 4-player setup, so it uses the 4-space Reward cards.

5
6
7
2
4
3
7
3
13
4
7

OVERVIEW

The game is played over **8 rounds**, which are represented by the row of uncovered Reward cards (the first Reward card on the left is for the first round, and so on). Each round, **each player will play a City card from their hand** to build their city, and **apply the effects** of the card. **The color and value on the City card they play is also used to establish a ranking** to get rewards from the Reward card for that round. The color of the round's Reward card indicates the **best color** for that round.

After 8 rounds, players will determine a final ranking based on the value of the cards still in their hand that match the color showing through the Endgame tile. Finally, they will **score Victory Points (VP) for the rewards they have gained and the effects they have activated**, and the player with the most VP will win the game.
Be careful, because **cards with empty Minikin spaces will not score** in the end!

GAMEPLAY

Each round is divided into 3 steps.

1) CREATE THE DISPLAY

Reveal X (number of players + 1) City cards from the deck and place them face up next to the deck to create the display.

In a 4-player game, reveal 5 City cards to create the display.

2) PLAY A CITY CARD AND DETERMINE THE RANKING

The 1st player chooses any card from their hand and places it face up in front of them. The next player **in clockwise order** does the same, and so on until each player has played a card from their hand.

If the card you have played has an Instant effect *(see page 7)*, activate it.

Then, determine the players' rankings based on the cards played:

- **Cards of the best color, from highest to lowest value, first**;
- **Then, cards of other colors, from highest to lowest value.**

The best color is the color of the Reward card for the current round. If two players have played City cards with the same value and neither is of the best color, the one of them who played their card first (in clockwise order, starting with the 1st player) is considered higher in the ranking.

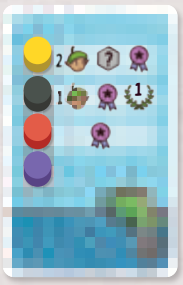
Each player places one of their **Reward markers** on a space of the current round's Reward card according to their ranking — best at the top, worst at the bottom — and gets the depicted reward *(see page 6)*.

The best color in the first round is blue. Ralph is the 1st player and plays the Blue 5. Sergio is next and plays the Red 3, followed by Jade, who plays the Blue 15, and Aurelia, who plays the Green 11. The highest card in the best color is the Blue 15, so Jade places her marker on the topmost space of the Reward card. The second-highest blue card is Ralph's 5, so he places his marker on the second space. No other blue cards have been played, so they check the other colors all at once. Aurelia's Green 11 is highest, so she places her marker on the third space. Sergio's Red 3 is the lowest card, so he places his marker on the last space of the Reward card.

3) TAKE A NEW CARD

In **reverse ranking order** (i.e., according to the players' positions on the Reward card, from bottom to top), each player chooses one of the City cards available in the display and adds it to their hand. Tuck the remaining card under the deck, face down.

Jade
Ralph
Aurelia
Sergio



Sergio is last in the rankings on this Reward card, so he gets first choice of a new City card from the display.

You are now ready to play the next round.

NOTE: The 1st player of each new round is the topmost player in the previous round's rankings. You always play your cards in clockwise order from there (don't follow the ranking order). Play the new round's cards beside the previous ones, so that all played cards remain visible at all times.

REWARD CARDS

There are **4 different rewards** depicted on the Reward cards:

1 Immediately take the indicated number of Minikin pawns from the supply.
See Minikin Management on page 8.

Immediately choose an available Bonus token from the supply, take it and place it in front of you.
See Appendix on page 12 for the explanation of their icons.

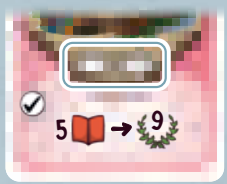
1 Victory Point and Ribbon rewards are calculated at the end of the game.
See Final Scoring on page 10.

CITY CARDS

City cards have a **color** (red/green/blue) and a **value** (1–20), and there's a single colorless 21, as well.

Most City cards provide one or more **symbols** in the upper-right corner. These symbols are used to trigger both that card's effects and the effects of other cards.

Most City cards have a **Scoring effect**. To activate their Scoring effect, you must fill the card's spaces with Minikin pawns. These cards can host 1–5 Minikins.



You must place 2 Minikin pawns on this card to activate its Scoring effect.

Some City cards have an **Instant effect**: activate it as soon as you play the card from your hand.

City cards can show the following types of Scoring and Instant effects:

If you have what's indicated to the left of the arrow, you gain what's indicated to its right.
In this example, if you have at least 5 and 2 on the cards you have played, you gain 7 VP.

You gain what's indicated to the left of the X for each item indicated to its right you have.
In this example, gain 1 Minikin for each Instant effect on the cards you have played so far.

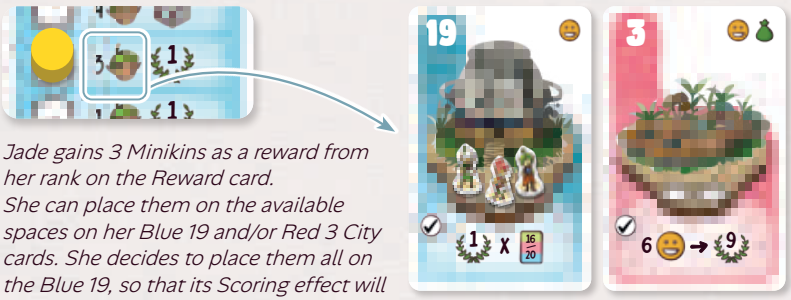
Same as on the Reward cards.

NOTE: The City card with value 21 has no color. It's always first in the ranking, but has no other effect.

The **Appendix** on page 12 explains all icons used in card effects.

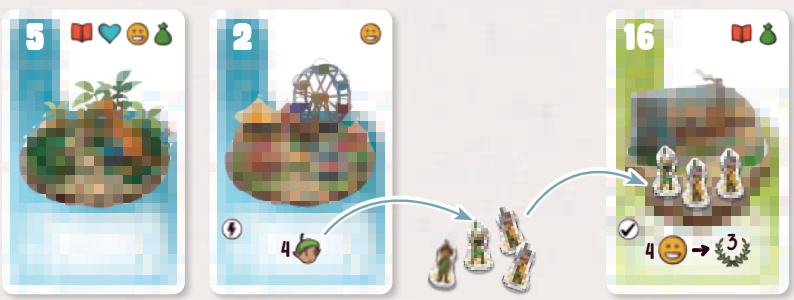
MINIKIN MANAGEMENT

When you gain Minikin pawns (due to a City card's Instant effect, or a reward from a Bonus token or Reward card), take them from the supply. **You MUST immediately place them on any empty space on your City cards**. If you have multiple cards that can host them, you can freely choose where to put them.



Jade gains 3 Minikins as a reward from her rank on the Reward card.
She can place them on the available spaces on her Blue 19 and/or Red 3 City cards. She decides to place them all on the Blue 19, so that its Scoring effect will be activated at the end of the game.

If you can't place some Minikin pawns because you don't have enough unoccupied spaces on City cards (or no City cards at all), simply keep them in front of you. **You MUST place these Minikin pawns on the next Scoring-effect City card you play** (i.e. one with spaces that can host Minikins). Place as many pending Minikins as possible on that card, up to its capacity. Keep any extra Minikins in front of you.



Aurelia gains 4 Minikins from the Instant effect of the City card she just played (Blue 2). Since she doesn't have City cards that can host Minikins, she places them in front of her for now. Next round, Aurelia plays the Green 16, which can host 3 Minikins. She must fill it with the Minikin pawns she has in front of her. She will have to place the remaining Minikin pawn on the next Scoring-effect City card she plays.

ENDGAME TILE RANKING

At the end of the 8th round, determine the final ranking.

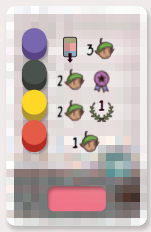
Starting with the first player (as ranked at the end of the previous round) and continuing clockwise, each player reveals their hand and totals the values of all cards matching the color visible through the Endgame tile. If you have no cards of this color in your hand, your value is 0.

The player with the highest total places their marker on the top space of the Endgame tile, and so on. If tied, the tied player who revealed their hand first gets the higher position. Gain the rewards of your position on the Endgame tile.

The winner of this final ranking can play 1 additional City card from their hand, adding it to the City cards already played (you can resolve its Instant effect, if any, or place Minikins on it, if any).

Ralph

Sergio



Aurelia

Jade

The best color in the final ranking is red. Ralph reveals first because he ranked first in the previous round. He reveals his hand and shows a total value of 33 in red cards. Sergio is next and reveals a total value of 35 in red cards. Jade is next and reveals a total value of 24 in red cards. Aurelia is last and also reveals a total of 24. Sergio places his marker on the top space, and can play one of the cards from his hand. Ralph is in second. Between Jade and Aurelia, Jade is considered third because she revealed her hand before Aurelia did.

FINAL SCORING

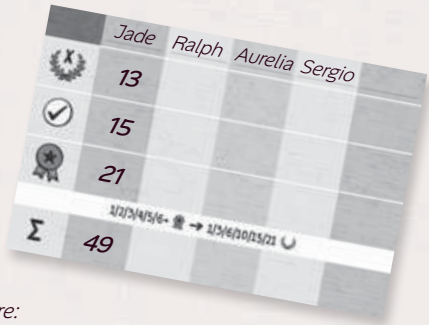
After the Endgame tile ranking, proceed to the final scoring. You can use the scorepad to record your game. Ignore all rewards/symbols on the covered Reward card; only its color matters.

Each player gains Victory Points (**VP**) as follows:

- VP from your Reward markers' rankings on the Reward cards, and from the Bonus token.
- VP from Scoring-effect City cards with all of their spaces occupied by Minikins.
- Ribbon symbols on City cards, Reward cards, and the Bonus token: 1/3/6/10/15/21 VP if you have 1/2/3/4/5/6+ Ribbon symbols.

Note: The symbols on cards in play **always** count, regardless of Minikins.

The player with the most VP wins the game. In case of a tie, the tied player with the most unused Minikin pawns wins the game. If there is still a tie, the tied players share the victory.



At the end of the game, Jade will score:
- 13 VP for her markers on the Reward cards.
- 10 VP for the Green 1 City card (she has 5 in her city).
- 5 VP for the Red 7 City card (she has 2 sets of "a card in each color").
- no VP for the Green 9 City card because it is not filled with the required number of Minikins (she doesn't meet its requirements anyway).
- 21 VP for 6 Ribbon symbols (2 on Reward cards, 1 on the Bonus token, 1 from the Blue 15 City card, 2 from the Red 4 City card).
Jade's final score is 49 Victory Points!

Jade's city

APPENDIX

For all effects, you have this additional symbol

1 set of each symbol

During the final scoring, you have 1 additional Ribbon symbol

Gain 2VP during final scoring

Immediately gain 1 Minikin for each blue card you have in your city

For all effects, this icon counts as 1 City card of a color of your choice

1 VP for every 3 Minikins (both on your cards and unused)

1 set of a card in each color

Each different type of symbol ( ) you have

Each card of value 1–5 you have in your city (color doesn't matter)

CREDITS

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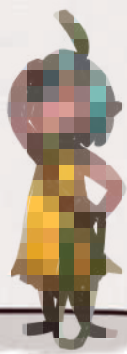
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