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# Getting Started

## You will need:

- a deck of normal playing cards.
- one 20-sided die **or** 3 six-sided dice
- At least 3 people you don't mind arguing with
- A desire to please Master, you can certainly do a better job than those other mooks!

Your biggest obstacles will be your fellow minions, and the hardest part of any task will be working together. **Whether or not you get along with each other matters little to me.** It is more important that my tasks are carried out quickly and efficiently. Those who perform their tasks successfully will be well rewarded! Those who fail will be sent back for...processing and debugging.

**To Start:** Deal 2 cards to each Minion, face up. Each Minion will always have two piles of cards in front of it/him/her. The top cards of each pile, added together, determine a Minion's current **Score**. Ace, Jack, Queen, and King are all equal to 1--after all, in *this* game, you are the servants, and Royalty is all but useless to you! Jokers, however, are quite valuable....and are closer to you than Royalty! HAH!

## Card Values      Example Piles and Scores

Card Values	Pile 1	Pile 2	Score
King = 1			
Queen = 1	9	5	14
Jack = 1	6	1	7
Ace = 1	K	Q	2
Numbers = 1-10	Jack	8	9
Joker = 20	10	Joker	30

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# Flow of the Game

**Start)** The Band chooses a Mission.  
**Plan)** The current Leader proposes their Plan for the next phase of the Mission.  
**Bicker)** If there is any disagreement, then a Contest for Leadership occurs.  
**Roll)** If the Leader fails his roll, then the Minion with the highest Score becomes Leader. If the current Leader has the highest Score, he must propose an entirely new plan.  
*[go back to Planning phase]*  
**Success)** Once a Leader succeeds in his roll or there is no disagreement with the Plan, the Plan is carried out successfully.  
**Plot)** After a plan is executed, the other Minions **Plot with Cards**, while the Leader thinks of their next plan for the next phase of the Mission. *[go back to Planning phase]*

## Example Missions

- Kidnap a Pretty Lady (or Dude) and bring them back to the Master.
- Go to a shopping Mall and bring back a Large Pizza for the Master without being noticed or drawing attention.
- Find a qualified sidekick for the Master. *No, it can't be one of you!*
- Rent a movie from Blockbuster. *Yes, I know Blockbuster is out of business!*
- Find a new location for Master's Secret Base. Recommend you use Craigslist.

## Examples of Play, Advice and Missions:

[schirduans.com/david/my-creations/welcome-minions](http://schirduans.com/david/my-creations/welcome-minions)

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# Welcome, Minions!



Welcome, [insert designation here]. I am your new Master! Hopefully, the cloning /construction/hatching process was successful, and you have the ability to read....among other things. This **handy brochure** contains everything you need to know in order to work with/against your fellow Minions and do my bidding!

Here is deal: You will now be working in a **Band** made up of other Minions like yourself. You are all indestructible, loyal, and incredibly unstable. You were not made for to be good looking, but for efficiency, and probably will look VERY strange to most people. In short, **you're definitely NOT human, and will not easily pass for a human in public.** This will make even the simplest tasks much more complicated than they may seem at first glance. But! Your lack of beauty is no excuse for a lack of success! Don't be sad, I love you. Just no one else does.

Alrighty then! No more sugar-talk!  
I have things for you to do!

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## Leadership

Got your scores? The Minion with the highest Score is the now **Leader**. In case of a tie, play a game of paper-rock-scissors, flip a coin, or engage in a shouting match. **The shouting match MUST be conducted in a foreign language (preferably imaginary)**, and the winner is chosen by the other Minions. Don't forget your place, Minion Leader. You must still obey me!

### Planning

The Leader's job is to come up with a **Plan**. Explain the plan to your fellow Minions (use small words!). Any Plan that a Leader presents should move the Band closer to accomplishing their Mission. Plans are also not more than one or two steps forward, and Leaders should break their Mission into as many Plans as possible. *Also: It is recommended that Leaders try to appease their fellow minions by proposing creative or enjoyable plans.*

If there is any disagreement with your plan from your fellow Minions (and there usually will be!), then a **Contest** begins.

**When you become the Leader, you should completely change (or heavily modify) the previous Leader's plans.** After all, if it didn't work for them, why would it work for you?

*Also: Once a plan is agreed upon by the group, or forced by the Leader in a **Contest**, it is **always** carried out successfully.*

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## Contest with Dice

In order to maintain Leadership when there is disagreement, the current Leader must **roll the dice** and compare the result to their current Score. There are 3 possible outcomes:

- 1) The roll is **below or equal to** your current Score, you remain the Leader, and your plan is forced upon the group and is carried out successfully! Your success will cause the other Minions to grumble and **Plot with Cards** behind your back.
- 2) The roll is **above** your Score, a new Minion becomes the Leader, and they must propose an entirely new plan.
- 3) The roll is above your current Score, AND you also have the current highest Score. Since you still have the highest score, you remain Leader, **and must continue proposing brand new plans**, either until there is no disagreement, or you roll below your Score.

*Also: As long as the current Leader has the highest Score, then they will **remain** the Leader. You must **Plot with Cards** against them and lower their score! I recommend that you agree with their plans until you can lower their Score, then **disagree and initiate a Contest!***

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## Plotting with Cards

Here is where things get interesting. Every time a plan is carried out by the current Leader, all **other** Minions may **Plot with Cards**. Plotting starts after a plan is successful, either because the Leader forced it, or there was no disagreement.

Work together with other Minions as little or as much as you like, but don't forget that one day, you'll be the Leader, and the others will be plotting against YOU!

Minions take turns drawing a card from the deck, from the highest Score, to the lowest. Once you've drawn a card, you may place it, face up, on top of **anyone's** pile on the table.

- If it is a high card, for example, you may place it over one of the cards in **your** pile, **increasing your Score**.
- If it is a low card, you may place it on someone else's pile, **decreasing their Score**.

**The Leader can't Plot with Cards, making them vulnerable!** While the other Minions are Plotting, the Leader should begin thinking of their next plan. And it better be a good plan, because the Scores on the table have almost certainly changed after your last plan!

Inspired by: Hercules by Disney |  
Despicable Me by Universal Studios |  
Dungeon Keeper by Electronic Arts |  
Venture Brothers by Adult Swim |  
Paranoia by West End Games