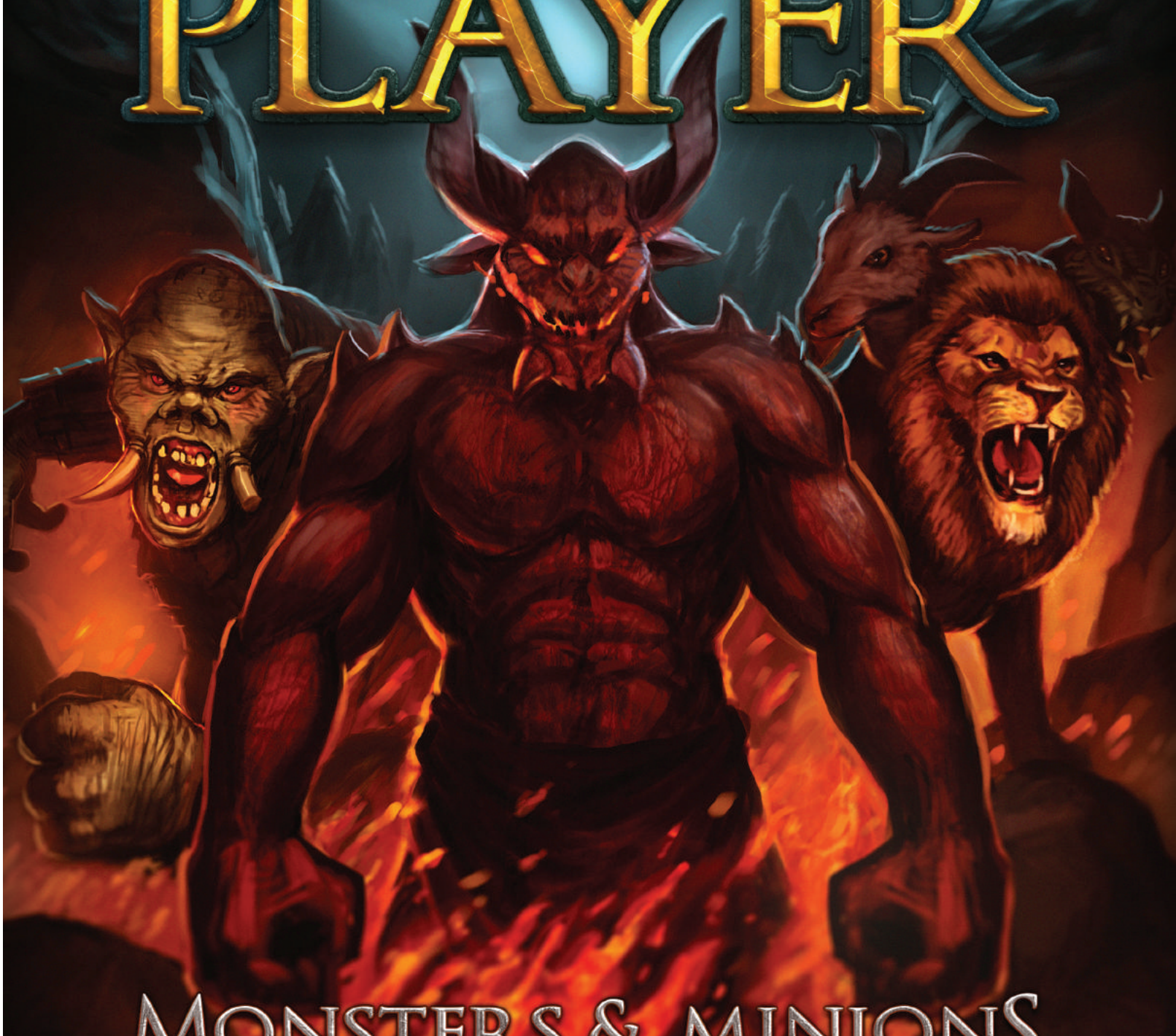


✦ KEITH MATEJKA ✦

ROLL PLAYER



MONSTERS & MINIONS

— EXPANSION —
RULEBOOK

Overview

A call to arms! An abomination is terrorizing villages throughout the kingdom, leaving behind a path of death and destruction. The king has summoned all able-bodied adventurers to return to the capital and organize a plan to rid the kingdom of this menace.

In Roll Player: Monsters & Minions, players compete not only to construct the greatest fantasy characters, but also to gather information about the looming threat and prepare for a final showdown against the beast. The more prepared the adventurers are for the battle, the better they'll fare, but that information isn't free. Gather details from the Monster's Minions for the fight ahead. Where is the Monster's lair? What obstacles will there be along the way? How will it strike next? Players earn additional Reputation Stars by driving back the evil Monster and its Minions. The player with the most impressive reputation wins the game and becomes heir to the kingdom!

Objective

Roll Player: Monsters & Minions is a competitive character building game for up to five players. In each game, players build fantasy characters by drafting dice, buying Market cards, and hunting Minions during the Character Creation portion of the game. Players then confront the Monster in a round of combat using information gathered during the game. Earn the most Reputation Stars by building the best hero and inflicting the most damage on the Monster to be declared the winner!

Components

5 Character Sheets

25 Combat Dice

11 Boost Dice

7 Attribute Dice

- 1 Green
- 1 Blue
- 1 Red
- 1 Purple
- 1 Black
- 1 White
- 1 Gold

170 Cards

- 35 Market Cards
- 12 Monster Cards
 - 6 for Multiplayer
 - 6 for the Solitaire Rules
- 26 Minion Cards
- 54 Adventure Cards
- 5 Player Aid Cards
- 5 Cost Summary Cards
- 6 Class Cards
- 3 Initiative Cards
- 12 Alignment Cards
- 12 Backstory Cards

15 Adventure Tokens (5 of each)

20 Injury Tokens

20 Honor Tokens

6 Charisma Tokens

50 Gold

40 Experience Point Cubes

1 Hero Tome (50 pages)

1 Start Player Token

1 Rulebook



Boost Dice

Boost Dice are placed on your Character Sheet to build your character's Attributes along with Attribute Dice. They represent hidden physical, mental, or magical potential within a character that push the character beyond their natural limits. The number range on Boost Dice is from three to eight, instead of the standard one to six. They are transparent and are not used for color-matching on a character's Backstory card or for Class color Reputation Stars.



Combat Dice

Combat Dice are smaller dice that are used to battle Minions during a Hunt and the Monster during the final battle. They help determine how much damage a player's character is able to inflict.

Market Card: Scrolls

Scroll cards are a new type of Market card that represent powerful and ancient incantations. When a player buys a Scroll card in the Market Phase, they immediately take the action in the card's description and place the card near their Character Sheet, as Scrolls are sometimes referenced later in the game.



Monster Cards

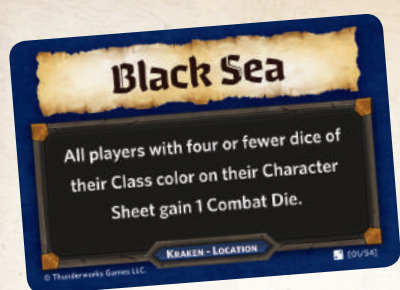
At the beginning of the game, one of six Monster cards is selected as the target of the characters' final battle. Each Monster card has a Strength value shown inside a heart icon and a special ability that comes into play during Monster Combat.

There are two sets of Monster cards in the game box — one for the multiplayer game and one for the solitaire game.

Minion Cards

The Monster's Minions prowl the land, giving developing characters an opportunity to prove their worth to the king. A player may send their character on a Hunt to kill Minions and gain Experience Points, Gold, Honor, and information about the adventure ahead. Each Minion card has a special weakness that allows the player to roll additional Combat Dice, increasing the chances of killing the Minion to gain Honor for their character and learn more about the upcoming battle against the Monster.





Adventure Cards

Between the characters and their final goal of defeating the Monster stand three vital pieces of information that are unknown at the start of the game: the location of the Monster, the obstacle they are likely to encounter along the journey, and the type of attack the Monster will use against them. This information can be discovered by revealing the Adventure cards after defeating Minions.

Adventure Tokens

As the players defeat Minions and learn the secrets on the Adventure cards, they use Adventure tokens to keep track of who has learned the Monster's Location, Obstacle, and Attack.



Honor / Injury Tokens

When a character does exceedingly well or embarrassingly poorly in combat with a Minion, they often receive Honor tokens or Injury tokens, which either add to or subtract from the player's combat roll during Monster Combat at the end of the game.

Experience Point Cubes

Characters gain Experience Point Cubes (XP) by defeating Minions or through other effects in the game. XP is invaluable for gaining additional Combat Dice, removing Injury tokens, rerolling Combat Dice, or making additional adjustments to a Character Sheet.



Start Player Token / Hero Tome

As the start player changes throughout the game, use the Start Player token to keep track of whose turn it is. Once the game is completed, players can each record their character's details in the Hero Tome.



Basic Setup

To play with this expansion, use the same Setup as in the base game, except for the following changes:

1. Dice and Dice Bag

When placing the dice in the bag at the start of the game, include the 11 Boost Dice and 7 additional Attribute Dice from this expansion. Set the smaller Combat Dice off to the side of the play area.

2. Starting Gold

When playing with five players, all players start with 5 Gold each. The third and fourth players do not receive additional starting Gold as listed in the base game rulebook in games with five players.

3. Character Sheets and Class Cards

When selecting a Character Sheet, choose from among all available Character Sheets. When drawing dice to randomly select a Class color, if a player draws a gold-colored die or Boost Die, set it aside and draw again, remembering to return all set-aside dice to the bag afterward.

This expansion adds two additional Class options for each Class color, so players may choose from among the *four* available Classes of the color they select. There may only be one player of each Class color.

4. Cost Summary Cards and Player Aid Cards

Give each player a Cost Summary card and an updated Player Aid card. The Player Aid card included in the base game is not used when playing with the expansion.

5. Market Deck

Add the single-dot and double-dot Market cards from this expansion to their respective piles from the base game before shuffling the piles separately. Then randomly remove Market cards from each pile, based on the number of players, and put them in the discard pile:

- **For two players**, discard 18 Market cards from each pile (a total of 36 cards).
- **For three players**, discard 14 Market cards from each pile (a total of 28 cards).
- **For four players**, discard 12 Market cards from each pile (a total of 24 cards).
- **For five players**, discard 7 Market cards from each pile (a total of 14 cards).

Place the single-dot pile on top of the double-dot pile to form the Market deck.

6. Creating the Market

When creating the Market, lay out a number of cards equal to the number of players plus **two** (4/5/6/7 cards for 2/3/4/5 players, respectively). There is one additional card in the Market in comparison to the Market in the base game.

7. Initiative Cards

Replace the “4” and “5” cards from the base game with the new ones included in this expansion. When playing with five players, use the “4,” “5,” and “6” cards from the expansion, and place 1 Gold on the “2,” “3,” “4,” and “5” cards.

8. Adventure, Injury, and Honor Tokens

Place the Adventure tokens, Injury tokens, and Honor tokens in a pile so all players can access them.

9. Starting Dice

When playing with five players, each player rolls 8 starting dice.

Monster Setup

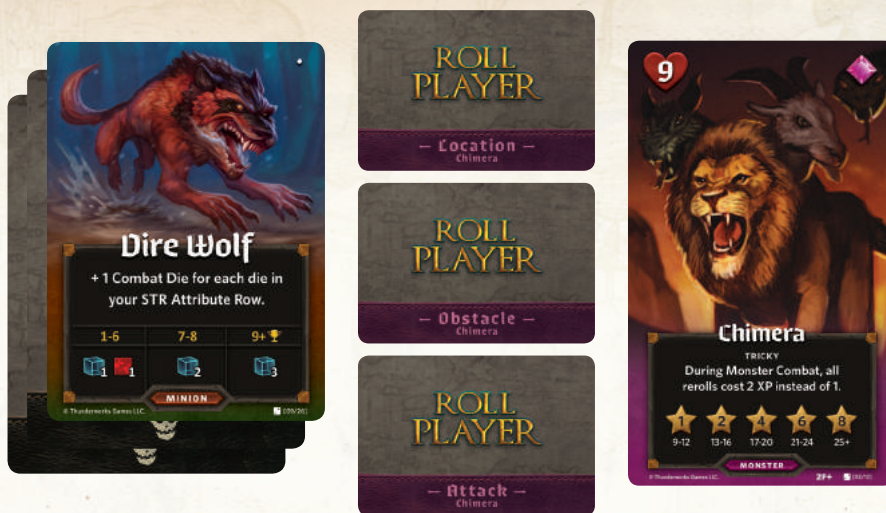
After completing the Basic Setup, follow these steps to prepare the Monster:

1. Choose a Monster

Find the six Monster cards with the “2P+” indicator on them. Monster cards are each associated with a color; remove all Monster cards that match any player’s Class color. Randomly choose a Monster from the remaining cards and place it face up on the table. Return all other Monster cards to the game box.

For example, if the Thief (black), Barbarian (red), Crusader (white), and Shaman (green) are in play, randomly choose between the Chimera (purple) and the Kraken (blue).





2. Select Adventure Cards

Gather the three Location cards, the three Obstacle cards, and the three Attack cards for the chosen Monster. Randomly select one of each card type and place them face down near the Monster card. Make sure no player sees the chosen Location, Obstacle, and Attack cards before starting the game. Return all unselected Adventure cards to the game box.

3. Minion Deck

Separate the single-dot and double-dot Minion cards. Shuffle each separately and place the single-dot pile on top of the double-dot pile to form the Minion deck. Return the top seven cards from the Minion deck to the box. Place the deck face down near the Monster card and the Adventure cards. Reveal the top card, placing it face up on top.

Gameplay Sequence

This expansion includes a few changes to the round and turn structure compared to the base game, including a new option in the Market Phase.

ROLL PHASE

The Roll Phase is the same as in the base game.

DICE PHASE

The Dice Phase is the same as in the base game.

MARKET PHASE

During the Market Phase, players may do one of the following:

1. Buy a card from the Market, as in the base game.
2. Discard a card from the Market and gain 2 Gold from the supply, as in the base game.
3. Go on a Hunt. (See **Going on a Hunt** below.)

CLEANUP PHASE


The Cleanup Phase is the same as in the base game, with one exception. During the Cleanup Phase, the Start Player reveals new Market cards equal to the number of players plus two, instead of plus one (4/5/6/7 Market cards for 2/3/4/5 players, respectively).



Going on a Hunt

During the Market Phase, a player may choose to go on a Hunt instead of buying a Market card or discarding a Market card. To go on a hunt, follow these steps:

1. Examine the face-up top card of the Minion deck.
2. The player may put the top Minion card on the bottom of the Minion deck and reveal a new Minion card by paying 3 Gold. This can be repeated multiple times, paying 3 Gold each time.
3. Take 1 Combat Die from the supply plus any additional Combat Dice allowed by the face-up Minion card.
4. The player may hire mercenaries (i.e., additional Combat Dice) to assist in the Hunt for 3 XP or 5 Gold each.
 - There is no limit on how many mercenaries may be hired.
 - Charisma tokens can be used to reduce the Gold cost of hiring mercenaries — one token per mercenary.
5. Make a combat roll by rolling the Combat Dice and totaling them.
 - Players may reroll any of their Combat Dice (including mercenaries) by spending 1 XP per die.
 - Players may reroll a die an unlimited number of times, but each reroll costs 1 XP.
6. Gain XP, Gold, Injury tokens, and/or Honor tokens as shown on the reward level of the Minion card based on the combat roll result.
7. If the reward level does not have the trophy symbol, put the Minion card on the bottom of the Minion deck, because the Minion survived and ran away.
8. If the reward level does include a trophy symbol, place the Minion card near the player's Character Sheet as a Trophy: the player's character has killed the Minion! Then gather information:
 - For a player's first Trophy, the player takes a **Location** token and gets a private look at the **Location** card.
 - For a player's second Trophy, the player takes an **Obstacle** token and gets a private look at the **Obstacle** card.
 - For a player's third Trophy, the player takes an **Attack** token and gets a private look at the **Attack** card.
 - If the player already has three Adventure tokens, they gain 1 XP instead.
9. Reveal the top card of the Minion deck and place it face up on top of the deck.
10. Return all Combat Dice to the supply.

Example: During the Market Phase, Isaac decides to go on a Hunt for the Kobold Minion, which is the face-up card on the top of the Minion deck. Isaac takes 4 Combat Dice from the supply (1 to start the Hunt, plus 2 for the 2 dice in the Dexterity Attribute Row on his Character Sheet, plus 1 mercenary he hired for 5 Gold) and rolls them. He rolls  for a total of 10. Isaac gains 3 XP and 1 Honor token. He then places the Kobold Minion card near his Character Sheet as a Trophy, because rewards for rolls of 7 or higher include the trophy symbol. In an earlier turn, Isaac had looked at the Location Adventure card, so he takes an Obstacle token and looks at the Obstacle card.



Spending Experience Points (XP)

Experience Points are gained primarily by going on Hunts or from abilities on Market cards. They can be spent in the following ways:

- 1 XP — Reroll a Combat Die during a Hunt or in Monster Combat.
- 2 XP — Discard an Injury token during the character creation phase.
- 3 XP — Hire a mercenary (i.e., additional Combat Die) before making a combat roll against a Minion or Monster.
- 5 XP — Take any Attribute Action during the character creation phase.

Game End

END OF CHARACTER CREATION

Once all players have 18 dice on their Character Sheets and the round is finished, the character creation phase of the game is complete, and the characters journey to confront the Monster. This is the last opportunity players have to spend XP to take Attribute Actions or discard Injury tokens.

CREATE DICE POOLS

Each player creates an individual dice pool for their character's combat with the Monster by gaining 1 Combat Die from the supply.

RESOLVE ADVENTURE CARDS

The players then resolve the Adventure cards. Reveal the Adventure cards, one at a time and in order: the Location card, the Obstacle card, and finally the Attack card. As each card is revealed, players who have the matching Adventure token follow the instructions on the card. If a player has not gathered the information on a particular Adventure card, they are not eligible for the benefit of that card. The results of the Adventure cards will cause players to gain XP or Combat Dice to add to their dice pools. If multiple players tie for the benefit of an Adventure card, all tied players receive the benefit.

Each player may hire mercenaries to assist in Monster Combat for 3 XP or 5 Gold each. Mercenaries hired this way are added to the player's dice pool. There is no limit on how many mercenaries may be hired.

MONSTER COMBAT

Now it's time for the adventuring party to attempt to slay the Monster! Each player rolls the Combat Dice in their individual dice pool as their combat roll and totals the result to calculate the power of their character's attack.

- Take note of the Monster's special ability, as it may affect a player's combat roll.
- Players may reroll any of their Combat Dice (including mercenaries) by spending 1 XP per die. Players may reroll an unlimited number of times, but each reroll of a die costs 1 XP. *Exception: when the Chimera is in play, rerolls cost 2 XP.*
- Once players have finished any rerolls, the combat roll is considered **Final Dice**. Some Monster special abilities take effect once they are in this state.
- Add 1 to the player's combat roll for each Honor token they have.
- Subtract 1 from the player's combat roll for each Injury token they have. *Exception: when the Dragon is in play, subtract 2 for each Injury token.*

Each player announces the total of their combat roll and compares it to the Strength of the Monster.

- If a combat roll does not meet or exceed the Monster's Strength, that player earns no Reputation Stars and fails to contribute to the Monster's defeat.
- All players who meet or exceed the Monster's Strength are Monster Slayers! Examine the Monster card to see how many Reputation Stars are awarded to each player based on their combat roll. Use the tracking token from each player's Class card and the chart on the back of their Player Aid card to track the awarded Reputation Stars.



Example: In a five-player game against the Giant Troll, who has a Strength of 7, all players make a combat roll during Monster Combat. Players spend XP to reroll dice and are forced to reroll any 6s due to the Monster's special ability. Chris rolls a 5. Claire rolls a 9, but has two Honor tokens, bringing her total to 11. Isaac rolls an 11. Eric rolls a 19, and Ryan rolls a 10. Chris receives no points during combat against the Monster, as he did not meet or exceed the Giant Troll's Strength. Eric earns 6 Reputation Stars. Claire and Isaac each earn 2 Reputation Stars, and Ryan earns 1 Reputation Star.



Final Scoring

As in the base game, each player scores Reputation Stars according to their Attribute Goals, Class color dice, Alignment card, Backstory card, Armor cards, and Trait cards. Ties are broken as in the base game — first Gold, then fewest number of Class color dice on the tied players' Character Sheets.

Notes

General: If there is ever a discrepancy between a card and the rulebook, follow the rules on the card.

Adventure Cards: Once a player has obtained an Adventure token for an Adventure card, they can look at that card again as often as they wish.

Backpack: A player may store up to four dice on the Backpack card and may move any number of dice from the Backpack card to their Character Sheet in a single turn. A player cannot store more dice on the Backpack card than the number of open Spaces on their Character Sheet. If a player stores a die on the Backpack card, they do not take an Attribute Action nor gain Gold for gold-colored dice until the die is placed on the player's Character Sheet. The Backpack does not count toward a player's Weapon card limit.

Blessed Mace: This Weapon card's ability does not trigger when a player goes on a Hunt in the Market Phase.

Compassionate/Honest/Obnoxious: These cards ignore Boost Dice, as they are colorless.

Disguise: The player's Alignment is not affected by the Arrow Icon on either Trait card in the exchange. However, the player must move the tracking token on their Alignment card toward Evil, as indicated on the "Disguise" card.

Ironclad (Knight Ability): After buying an Armor card from the top of the Market deck using Open Lock, the player may use the Ironclad ability.

Levitate: When choosing a die color to increase, the player may choose Boost Dice.

Search: Search cannot be used to replace a dissimilar die. *For example, a Boost Die on a player's Character Sheet that has a value of 7 or 8 cannot be replaced with a standard die, as a standard die is numbered 1 to 6.*

Spiked Club: The XP gained from this card is in addition to the two Gold gained from discarding a card from the Market.

Stoneskin / Tremor: If the player's tracking token is on a negative Reputation Star space of their Alignment card and they have fewer Gold/XP than the card requires them to lose, they lose as much as possible and gain the card.

Tumble: The use of the word "selected" on this card indicates that the player may look in the dice bag and pick any die of their choice.

Variants

Alternate Method to Claim Initiative Cards: During the Dice Phase, instead of moving the Initiative card in front of the player who selected it, players may move their tracking token from their Class card to the selected Initiative card. Then in the Market Phase, the player returns the tracking token from the Initiative card to their Class card. In this way, players can always see whose turn it is in the Market Phase, but they don't need to move as many cards around on the table.

Open Information Adventure Cards: During Setup, remove the Market cards "Spellbook" and "Gather Power" and return them to the game box before creating the Market. Instead of placing the three Adventure cards face down next to the Monster card, place them face up for all players to see. Return the Adventure tokens to the game box, as they are not used in this variant.

Difficult Monsters: During Setup, instead of choosing from the Monsters with the "2P+" indicator, choose from the Monsters with the "1P" indicator.

Solitaire Rules

SETUP

Use the same Setup as in the base game, with the following exceptions:

- Set up the Adventure cards and Minion deck as in the multiplayer game.
- Set up the Monster card using the Monster cards with the "1P" indicator on them.
- Return the "Diplomacy," "Spellbook," and "Energy Field" Market cards to the game box before setting up the Market deck. Remove 16 additional cards from each of the single-dot and double-dot piles to create a discard pile of 32 cards.
- Flip the top card of the Market deck and place it next to the discard pile to create the "trash pile."
- When creating the Market, reveal **four** cards each round, instead of three.
- Remove 2 gold-colored dice from the dice bag and set them off to the side as the "enemy dice."

Overview of a Round

ROLL PHASE

The Roll Phase is the same as in the base game.

DICE PHASE

The player chooses an Initiative card, places the die on their Character Sheet, and may take the Attribute Action, as in the base game:

- If the player selected the "1" Initiative card, the enemy dice are not rolled.
- If the player selected the "2" Initiative card, the player gains the Gold on the Initiative card and rolls one enemy die.
- If the player selected the "3" Initiative card, the player rolls both enemy dice. If doubles are rolled, reroll one of the dice until the results on each die are unique.

Resolve each die result using the following reference:

- If 1, move the leftmost card in the Market to the trash pile.
- If 2, move the second card in the Market to the trash pile.
- If 3, move the third card in the Market to the trash pile.
- If 4, move the rightmost card in the Market to the trash pile.
- If 5 or 6, move the top card from the Minion deck to the bottom of the deck, reveal the next Minion card, and place it on top of the deck.

MARKET PHASE

Buy a card from the remaining cards in the Market, discard a card from the Market to gain 2 Gold, or go on a Hunt, as in the multiplayer game. Then move the leftmost card in the Market to the discard pile. Move any remaining cards in the Market to the trash pile.

CLEANUP PHASE

The Cleanup Phase is the same as in the base game, with one exception: keep **two** enemy dice set aside for future turns instead of one.

Game End

The End of Character Creation, Create Dice Pools, and Monster Combat steps are all the same as in the multiplayer game.

During the Resolve Adventure Cards step, take note of any “1P” indicators in the bottom right corner of the Adventure cards. This designation adds an additional requirement the solitaire player needs to meet to gain the benefit on the card. As in the multiplayer game, if the player does not have the Adventure token associated with an Adventure card, they are not eligible for the benefit on the card.

Example: The blue “Maelstrom” Obstacle card has the indicator “1P [Max 2],” which means the solitaire player does not gain the 2 Combat Dice unless they have two or fewer Armor cards.



During Monster Combat, if the combat roll is less than the Monster’s Strength, the Monster has killed the player’s character, and the player immediately loses the game.

If the combat roll meets or exceeds the Monster’s Strength, the Monster is defeated. Award Reputation Stars based on the amount by which the player’s combat roll exceeds the Monster’s Strength as indicated on the Monster card.

Once Reputation Stars are awarded for defeating the Monster, move to final scoring.

Final Scoring

Final scoring occurs in the same way as in the multiplayer game, except that for every 8 Gold the player has at the end of the game, the player earns 1 additional Reputation Star.

Check the scoring chart to see how well you did.

Monster Slayer	44+
True Hero	40 – 43
Clan Leader	36 – 39
Luminary	32 – 35
Adventurer	28 – 31
Hireling	24 – 27
NPC	≤ 23



Quick Reference

Play Sequence

1. Roll

Start Player draws and rolls dice, then places them on the Initiative cards in order.

2. Dice

In turn order, each player chooses an Initiative card.

- Place the die in the leftmost space of an Attribute Row.
- Gain Gold on the Initiative card, for placing a gold die, *and/or* for completing an Attribute Row.
- Take the associated Attribute Action (optional).

3. Market

In Initiative order, each player visits the Market and does one of the following:

- Buy a Market card.
 - If the player buys a Trait card, move the tracking token on their Alignment card if possible.
 - If the player buys a Skill card, the player may immediately use it.
 - If the player buys a Scroll card, immediately complete the action in the card's description.
- Gain 2 Gold by discarding a card from the Market.
- Go on a Hunt and battle a Minion. If the Minion is defeated, take the Minion card as a Trophy, take the next Adventure token, and look at the next Adventure card.

4. Cleanup

- Each player discards all Charisma tokens and refreshes one Skill card.
- Return any remaining dice on the Initiative cards to the dice bag and discard any remaining cards from the Market.
- Draw new Market cards to replenish the Market.
- Add Gold to the middle Initiative card(s) that do not have Gold.
- Pass the Start Player token to the player on the left.

Game End

1. End of Character Creation

Last opportunity to modify characters.

2. Create Dice Pools

Gain 1 Combat Die.

3. Resolve Adventure Cards

Reveal the Adventure cards one at a time, resolving the effects (Location / Obstacle / Attack). Hire mercenaries.

4. Monster Combat

Make a combat roll against the Monster. Spend 1 XP to reroll any Combat Die. Compare each player's combat roll to the Monster's Strength. If successful, players earn Reputation Stars based on their combat roll.

5. Final Scoring

Each player evaluates the six areas that award Reputation Stars, as listed on their Character Sheets. The player with the most Reputation Stars wins!

Credits

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