

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.
- ■ **Hatchet + Poison:** Attack for 3 HP and poison opponent.
- ■ **Sword + Poison:** Attack for 4 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.
- ■ **Potion + Potion:** Heal 5 HP and draw 2 cards.
- ■ **Potion + Remedy:** Heal for 3 HP, cure poison, and draw 1 card.
- ■ **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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