MINT COOPERATIVE

THE MINTY FRESH COOPERATIVE GAME

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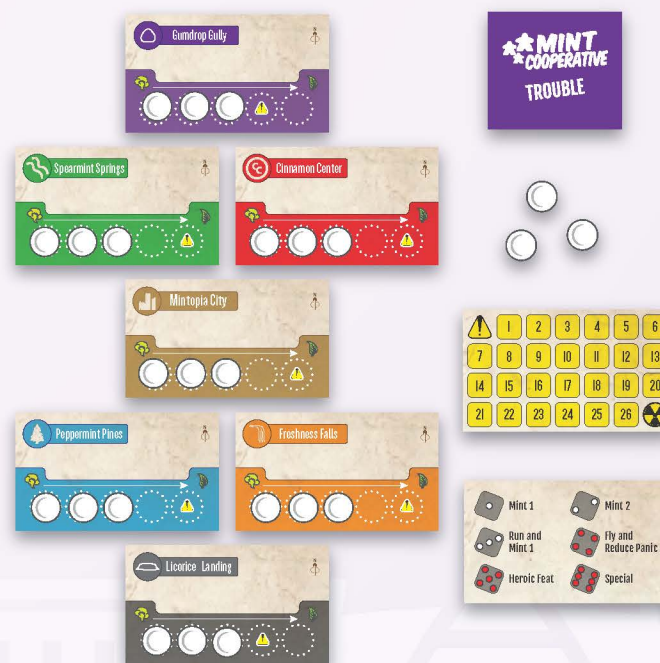1-4 | 25 mins | 13+

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COMPONENTS

- 35 White Mint tokens
- 9 Red Mint tokens
- 6 Hero cards
- 3 Villain cards
- 1 Action Die Reference card
- 1 Regional Panic card
- 7 Town cards
- 9 Stunt cards
- 26 Trouble cards
- 3 Mayhem cards
- 6 Hero tokens
- 4 Dice

OBJECTIVE

Protect Mintopia City and the other towns of Mortimer County from the foul schemes of the **Dominion of Halitosis!**

SETUP

1. Place the Mintopia City card in the middle of the play area, then arrange the other 6 Town cards into the arrangement shown to create the County Map.

2. Place 3 white mints on each town card in the three left-most slots on each town's Freshness Track. Place the rest of the white and red mints in separately piles next to the County Map.

3. Separate the Mayhem cards from the rest of the Trouble cards. Shuffle the Trouble cards, and then create three (3) piles of four (4) cards each. Add one (1) Mayhem card to each pile of Trouble cards and shuffle the three piles individually. Then place all three stacks on top of each other to form the Trouble Deck.

4. Shuffle the Stunt cards and place them facedown to the side of the playing area near the Trouble Deck.

5. Place the Regional Panic card and the Action Die Reference card near the county map.

6. Roll all four (4) action dice and place them near the Action Die Reference card.

7. Choose one of the Villain cards to be the antagonist for this game. We recommend Nick O'Teen for your first game. Place this card next to the County Map. Place one (1) red mint on the Regional Panic track on the number indicated on the selected Villain card. Complete any additional setup as indicated on the Villain card.

8. If playing against Gorillic or Ginger, shuffle the remaining Trouble cards to create an Event Deck. Set the Event Deck far enough away from the Trouble Deck so you don't get the two confused. Otherwise, you can return the rest of the Trouble cards to the tin.

9. Give each player a Hero card (which shows the character's name and Heroic Feat ability) and matching Hero token. Each character place their token on the town card that matches its color and name. (ex. Citizen Cinnamight starts in Cinnamon Center).

10. The player with the freshest breath is starting player.

11. Deal 1 Stunt card to the first 3 players, beginning with the starting player and then dealing clockwise.

WINNING & LOSING

To win, the players must reveal and resolve all three (3) of the Mayhem cards in the Trouble Deck without triggering any of the following losing conditions:

1. The Regional Panic Track meets or exceeds 27.   **2.** Any special losing conditions defined on the chosen Villain card.

GAMEPLAY

The active player takes one of the available Action Dice and performs its effect(s). This removes that Action Die from the Action Dice pool. Then play proceeds clockwise. The effect of each die face is listed on the Action Die Reference and Stunt cards. When only one unused Action Die remains at the start of a players turn, all players discard their Stunt cards, used and unused.

New Stunt cards are then dealt to the first 3 players, starting with the active player. Then, the active player rolls all the Action Dice and check the results. This may cause Trouble or Mayhem cards to be revealed (see Trouble is Afoot!)

Process all effects from these cards before that player takes their turn.

Possible Actions

1. MINT 1   **2.** MINT 2   **3.** RUN & MINT 1   **4.** FLY & REDUCE PANIC 3   **5.** HEROIC FEAT   **6.** SPECIAL

Mint (x): Place X white mints on your current Town's Freshness Track, filling left to right. Once the track is full (five mints) you cannot add any more. (ex. If Gumdrop Gully on has one empty slot left, Mint 2 will only add one white mint.)

Run: Move to an adjacent town.

Fly: Move to any other Town.

Reduce Panic (x): Move the red mint back on the Regional Panic track a number of spaces equal to X.

Heroic Feat: Perform the Heroic Feat listed on your Hero card.

STUNTS

Stunts are special actions that heroes can take. In order to perform a Stunt, the active player must take an Action die matching the die face shown on their Stunt card. Whenever the Action Dice are rolled, old Stunt cards are discarded and new ones are drawn. If there are not enough cards in the Stunt deck, reshuffle the Stunt discard pile to create a new Stunt deck.

Note: It is wise for players to discuss and cooperate when deciding who will take what Action Die. Certain players may be closer to a town that needs protecting, or a specific player's Stunt or Heroic Feat may be particularly useful compared to other option.

TROUBLE IS AFOOT!

When there is only one unused Action Die remaining, the Active Player rerolls all four (4) of the dice and places them next to the Action Die Reference card. The results of this roll will cause all kinds of problems for the heroes to deal with. Depending on the values of the dice and the number of matching dice, one of the following will occur:

No Trouble! – All dice have a face value of three (3) or less. Even if there are doubles or triples, nothing happens. The player takes their turn as normal.

Trouble – None of the dice have matching values (but at least one die is four (4) or higher).

Double Trouble – Two dice have the same value. If there are two pairs (ex. 2 ones and 2 fives), only one Double Trouble is triggered.

Triple Threat – At least three (3) dice have the same value.

Consult the Villain card to determine the effect of Trouble, Double Trouble or Triple Threat results.
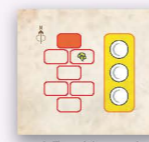
TROUBLE CARDS

The most common effect when the Action Dice are rerolled is that one or more Trouble cards are drawn from the Trouble deck. Unless otherwise stated by another effect, these cards will remove mints from the Freshness tracks of certain towns when resolved.

Resolving a Trouble card:

For each town on the Trouble card highlighted in red, remove the number of mints shown on the Trouble card from that town's Freshness track, starting with the right-most mint. If there are fewer mints on the track than there are printed on the Trouble card, just remove all of them.

Then increase the red mint on the Regional Panic track by the total number of visible Panic symbols in the targeted town if either:

1. There are no mints left in on the town's Freshness track.   **2.** At least one new Panic symbol was revealed on the town's Freshness track.

A Trouble card is drawn.

3 Mints are removed from Gumdrop Gully, from right to left.
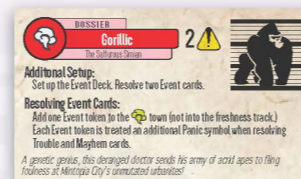
One new Panic symbol is revealed.

Regional Panic increases by one.

MAYHEM CARDS

Shuffled among the Trouble cards are Mayhem Cards. When one of these are revealed, perform the following steps.

1. Increase Regional Panic by the total amount of visible Panic symbols across all towns.

2. Perform the special Mayhem effects indicated on the Villain card, if any.

If this was the last of the Mayhem cards in the Trouble deck, and its effects did not trigger a losing condition, the heroes have defeated the Villain and win the game!

EVENT CARDS

Some villains use the remaining Trouble cards as an Event Deck. When a game effect instructs you to resolve an event card, draw from this Event Deck and use the 'toxic' icon on the card to determine where the villain's special Event takes place .

1&2 PLAYER VARIANT

If you are playing solo, choose and play three of the available heroes. If playing a two-player games, each player chooses and plays two heroes each.

After resolving 2 Trouble Cards, an Event Card is drawn for Gorillic.

Gorillic's event takes place at Licorice Landing (the town with the 'toxic' symbol on the Event card.)

As per Gorillic's Villain card, a red mint is placed on Licorice Landing.

VILLAINS

Nick O'Teen, the Tarnished Tooth Troublemaker

Salty from playing secondhand to his maniacal mother, Nick Vitus now unleashes his own brackish brand of odiferous offenses! A basic villain, good for newer players.

Cold Turkey! (special) – Reduce Regional Panic by 3.

Gorillic, the Sulfurous Simian

A genetic genius, this deranged doctor sends his army of acrid apes to fling foulness at Mintopia City's unmutated urbanites! This villain adds Event tokens (red mints) to the County Map, which cause additional Panic.

Gene Therapy! (special) – Remove an Event token from your current town. Reduce Regional Panic by 2.

Ginger Vitus, the Mother of Mouth Disease

Matriarch of the Dominion of Halitosis, the mistress of mayhem's vow of vengeance against Mort's Candy Company will deliver decades of doom to our harrowed heroes. This villain adds an Event token (red mint) to the County Map, signifying her location to capture heroes or be captured herself.

Infiltrate (special) - The hero becomes Captured.

Capture (special) – Capture her and releases all Captured heroes.