

Minute Made Heroes

Team Faint

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Description

In *Minute Made Heroes*, players get to experience what it's like to be the daring adventurer through their journey for riches. As adventurers, players will earn gold and loot through quests. Adventurers will outfit themselves with items for upcoming quests, and will also have a limited time to bet on if other players will succeed in the quests they have picked. Only the adventurer with the heaviest pockets will be declared the best.

Designer's Intent

- Demographic: 16-22
- Number of Players: 2-5
- Provides players with a unique card game experience
- Has a mix of Co-op/Vs card game and have D&D/ Pathfinder depth
- Fun, strategic, simple
- Perfect for a quick break in the everyday grind
- Unique Gameplay experience
- Thematic Game that is easily accessible

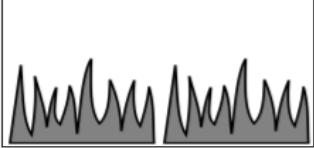
Materials List



- Cards
 - Starter Item Cards
 - Items Deck
 - Quest Reward Cards
 - 36 - Quest Cards
 - 6 - Easy Quests (1 star)
 - 18 - Medium Quests (2 stars)
 - 12 - Hard Quests (3 stars)
 - 3 - Boss Cards
- Two Sets of Dice (Attack & Defense: 2 D6's & 2 D4's)
- 5 - Character Sheets
- 5 - Betting Tally Sheets
- 5 - Pencils
- Timer
- 1 First Player Token



Below are Printable versions of all Game Assets, including Cards and character sheets:

Quest Cards:


Slay Goblins ★
Grassy Field







 +2  +2

 +6 Gold
 -3 Gold


Slay Kobolds ★
Dark Cave





 +3  +1


 +6 Gold
 -1 Def on next quest

Deliver Mushrooms ★
Dark Cave



 +0  +3

Weapons cannot be used

 +5 Gold
 Nothing Happens

Find the Lost Cat ★
Misty Forest





 +2  +1

Weapons cannot be used



 +5 Gold
 -1 Atk on next quest

Slay Earthworms ★
Dark Cave

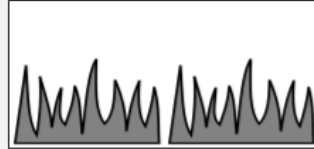




 +1  +3

-1 Atk during this quest. +1 Def when using magic items



 +6 Gold
 -1 Atk or Def next quest

Slay Giant Wasp ★
Grassy Field

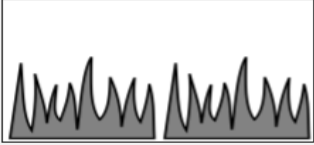


 +2  +2

+1 attack when using fire element weapons.

 +5 Gold
 Nothing Happens

Slay Orc ★★
Grassy Field

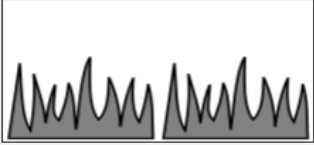


⚔️ +6 🛡️ +2

Shields cannot be used

👛 +15 Gold
☠️ -10 Gold

Slay Goblin Elite ★★
Grassy Field

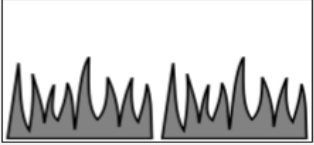


⚔️ +5 🛡️ +5

+2 Atk when using Magic Weapons

👛 +5 Gold, Goblin Slayer Reward Card
☠️ -5 Gold, -1 Atk and Def next quest

Raid Goblin Camp ★★
Grassy Field




⚔️ +8 🛡️ +10

Roll your attack and defense twice. Add the results together.

👛 +5 Gold, Draw 1 additional item card
☠️ -10 Gold and -1 Atk or Def next quest

Raid Kobold Mine ★★
Dark Cave




⚔️ +4 🛡️ +8

You attack result if used for your defense and your defense is used for attack.

👛 +18 Gold
☠️ -3 Def on next Quest

Slay Giant Earthworm ★★
Dark Cave



⚔️ +3 🛡️ +6

-1 attack during this quest. Weapons cannot be used. +1 Defense when using magic items

👛 +15 Gold
☠️ -3 Atk or Def next quest

Slay Dire Wolf ★★
Misty Forest




⚔️ +6 🛡️ +3

-1 attack if you have another debuff

👛 +8 Gold, +1 Atk and Def next quest
☠️ -6 Gold, -2 Atk or Def next Quest

Slay Ghoul ★★
Graveyard



⚔️ +8 🛡️ +1

-2 Def when using any wooden items. +1 Atk and Def when using light element weapons

👛 +8 Gold, +2 Atk next quest
☠️ You cannot use shields next quest

Slay Ogre ★★
Frozen Peak




⚔️ +3 🛡️ +8

Reduce the result of your attack die roll by half. +3 Atk when using magic weapons.

👛 +16 Gold
☠️ -2 Atk on next quest

Slay Wight ★★
Graveyard




⚔️ +4 🛡️ +5

Armor cannot be used. +2 Atk when using light element weapons

👛 +8 Gold, +2 Def next quest
☠️ You cannot use weapons next quest

Slay Troll ★★
Dark Cave



⚔️ +6 🛡️ +6

Weapons cannot be used this quest. +2 Def when using Magic Items.

👛 +20 Gold

☠️ You cannot select a hard quest or boss next round

Deliver Crystals ★★
Dark Cave



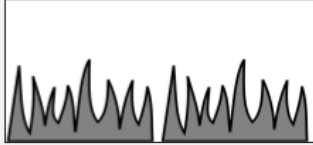
⚔️ +0 🛡️ +8

Weapons cannot be used this quest. +2 Def when using Magic Items.

👛 +18 Gold

☠️ -12 Gold

Protect the Convoy ★★
Grassy Field



⚔️ +4 🛡️ +4

Roll one D4, subtract the result from your Atk or Def.

👛 +8 Gold, +1 D4 for Atk or Def next quest

☠️ You cannot use armor next quest

Slay Acidic Ooze ★★
Wastelands



⚔️ +4 🛡️ +4

Weapons and Armor cannot be used. +1 Atk and Def for each potion used.

👛 +16 Gold.

☠️ Discard 2 random cards

Slay Fire Elemental ★★
Wastelands




⚔️ +7 🛡️ +3

Wooden Items cannot be used. +2 Atk when using water element weapons.

👛 +10 Gold, +3 Atk and -1 Def next quest

☠️ Discard all wooden items in inventory

Slay Ice Elemental ★★
Frozen Peak




⚔️ +6 🛡️ +4

-2 Atk when using Water element weapons. +2 Atk when using fire element weapons

👛 +10 Gold, +3 Def and -1 Atk next quest

☠️ Discard 1 magical item

Slay Earth Elemental ★★
Dark Cave



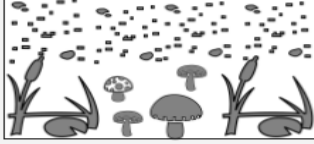
⚔️ +9 🛡️ +1

Cannot use metal weapons. +3 Atk or Def when using magic weapons

👛 +12 Gold, +2 Atk and -2 Def or +2 Def and -2 Atk next quest

☠️ -2 Atk or Def next quest

Slay Poison Jelly ★★
Wastelands



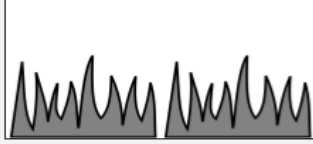
⚔️ +5 🛡️ +3

Armor cannot be used. +2 Atk or Def when using magic items

👛 +8 Gold, Search for and take 1 potion of your choice from the Item deck. Shuffle deck after.

☠️ -2 Def on next quest

Slay Cocatrice ★★
Grassy Field



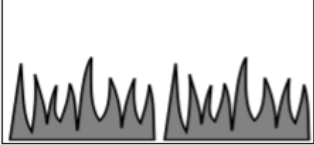
⚔️ +6 🛡️ +7

+2 Atk and Def when using fire element weapons

👛 +5 Gold, +1 D4 for attack and Defense next quest

☠️ -5 gold. Discard 1 item of your choice


Slay Minotaur ★★☆☆
Grassy Field



⚔️ +10 🛡️ +11

👛 +30 Gold
 ☠️ -2 Atk and Def next quest

Brawling Champion ★★☆☆
Heaven's Arena



⚔️ +11 🛡️ +10

-2 Atk. Weapons cannot be used.
 Shields cannot be used.

👛 +20 gold, +2 Atk and Def next quest. Respect Reward Card
 ☠️ Disgrace Reward Card

Assail the Pirate Ship ★★☆☆
Stormy Seas




⚔️ +12 🛡️ +12

-3 Atk. +4 Atk when using fire magic.

👛 +25 Gold, Greedy Sword Reward Card
 ☠️ Discard 3 random item Cards

Slay the Light Golem ★★☆☆
Obelisk Temple

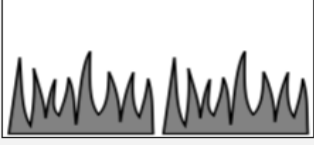


⚔️ +10 🛡️ +11

Cannot use Light element equipment. +4 Atk when using shadow magic.

👛 +35 Gold
 ☠️ -4 Atk next quest

Defend the Village ★★☆☆
Grassy Field



⚔️ +12 🛡️ +14

+2 Atk when using a Bow

👛 +25 Gold, Knife Reward Card
 ☠️ -4 Def next quest

Slay the Hollow Armor ★★☆☆
Obelisk Temple




⚔️ +X 🛡️ +X

Cannot use Metal weapons or Shields. +2 Atk and Def when using magic weapons.

👛 +25 Gold, +4 Def next quest
 ☠️ Discard all Weapons

Slay the Witch ★★☆☆
Graveyard



⚔️ +9 🛡️ +13

Cannot use Magic Items

👛 +25 Gold, +4 Atk next quest
 ☠️ Discard all shields and Potions

Defend the Pie Contest ★★☆☆
Heaven's Arena




⚔️ +10 🛡️ +11

Only 3 items can be used. Only 1 Weapon and 1 Shield is allowed

👛 +20 Gold, Pie Reward Card
 ☠️ -3 Atk and Def next quest

To Hell and Back ★★☆☆
Heaven's Arena



⚔️ +13 🛡️ +13

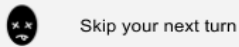
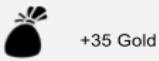
-2 Atk, -2 Def. No players can place bets on this quest.

👛 Steal 10 Gold from each other player.
 ☠️ -25% of your Gold. Distribute Gold lost evenly to all other players

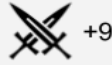
Purify Yourself ★★☆☆
Obelisk Temple



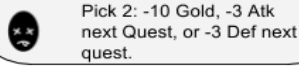
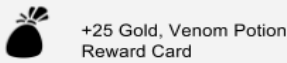
Weapons cannot be used. -2 Def



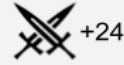
Slay Basilisk ★★☆☆
Dark Cave



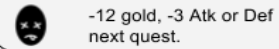
-4 Atk and Def if using magic weapons. +2 Atk or Def when using a Metal Weapon.



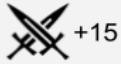
Slay the Hydra ★★☆☆
Stormy Seas



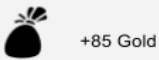
Roll your attack and defense three times and add the results together.



The Kraken ★☆☆☆
Stormy Seas



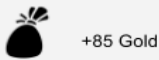
Cannot use Wooden or water element items. +1 Atk when using fire items. +2 Atk when using Metal weapons. +2 Def when using Metal Shields



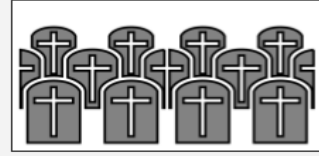
Flame Drake ★☆☆☆
Obelisk Temple



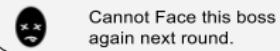
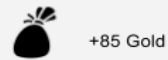
Discard all Wooden and Fire Elemental Items. +2 Atk and Def when using water element weapons




Undead Horde ★☆☆☆
Graveyard




+4 Atk or Def when using Light element weapons. Cannot use Bows.







Starter Item Cards (Make 5 Copies):


Rusty Sword  0







[Starting Weapon - Sword]
Do not discard after completing an easy quest.

 +0 
 +0 

Leather Armor  0



[Starting Armor]
Do not discard after completing an easy quest.


 +0 
 +0 

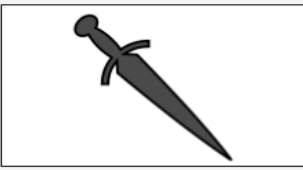
Minor Strength Potion  0







[Starting Potion]
Gain +2 Atk or Def


 +0/2
 +0/2


Bronze Sword  5






[Metal Weapon - Sword]


 +0 
 +1 


Wooden Shield  5





[Wooden Armor - Shield]

 +0
 +1 


Wooden Bow  5




[Wooden Weapon - Bow]




 +2 
 +0 



Item Cards (Make 5 Copies of Each Page):

Magic Sword  15



[Magic Weapon - Sword]

 +1  

 +0 


Magic Shield  15



[Magic Armor - Shield]



 +0




 +1   


Magic Bow  15




[Magic Weapon - Bow]




 +3 




 +1  


Metal Sword  25




[Metal Weapon - Sword]



 +0  





 +0  


Metal Shield  25




[Metal Armor - Shield]




 +0 





 +0   


Composite Bow  25




[Weapon - Bow]


 +1  



 +0   

Torch  15



[Item]
You may reroll your dice once if you are in the *Dark Cave*, *Graveyard*, or *Misty Forest*.

 +0


 +0 


Magical Map  20




[Magical - Item]
You may reroll your attack or defense dice once.


 +0

 +0 

Scrying Orb  30



[Magical - Item]
Draw the top card from the quest deck, you may attempt this quest instead. Place it back on the top of the deck if you are unsuccessful.

 +2

 +2 


Sleeping Potion  25




[Magic - Potion]
Immediately complete a 1 or 2 star quest.



 +2
 +4








Light Magic  35





[Light Element - Magic]

 +4
 +4



 
 








Shadow Magic  35




[Shadow Element - Magic]

 +4
 +4




Flame Sword  35




[Fire Element Weapon - Sword]

 +1
 +0


  








Flame Bow  35





[Fire Element Weapon - Bow]

 +1
 +0



  
 








Fire Magic  35




[Fire Element - Magic]

 +4
 +4



 
 






Water Sword  35





[Water Element Weapon - Sword]

 +1
 +0



  









Water Bow  35





[Water Element Weapon - Bow]

 +1
 +0



  
 








Water Magic  35





[Water Element - Magic]

 +4
 +4



 
 





Energy Potion  15




[Potion]
Remove one attack or defense
debuff




 +0
 +0





Attack Potion  10




[Potion]




 +2 
 +0




Defense Potion  10



[Potion]

 +0
 +2 




Reward Cards (One Copy Each):


Greedy Sword  20






[Metal Weapon - Sword]
Receive double gold after completing this quest. Minimum of 10 gold.

 +0  
 +0  

Respect  0



[Light Element - Magic]
Do not discard this card after completing quests.


 +2
 +2 

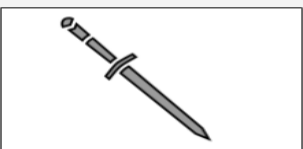
Disgrace  0









[Shadow Element - Magic]
Must be used in all of your quests, ignoring play restrictions. Do not discard after completing quests.

 -1
 -1 


Goblin Slayer  10





[Magic Metal Weapon - Sword]
+2 Atk against Goblins, Orcs, and Kobolds. Do not discard after completing 1 star quests.


 +0/2  
 +1  


Knife  10








[Metal Weapon - Sword]
If you roll doubles on either your attack or defense D4 dice rolls. Do not discard this card.

 +6  
 +0   

Venom Potion  10



[Magic - Potion]
Immediately Complete 1 or 2 star quest. Cannot be used against bosses.

 +3 
 +3  

Pie  20










[Delicious Pie - Item]

 +0  
 +0   

First Player Token:



Character Sheet:

Character Name					
Attack 		Buff 		Debuff 	
Defence 		Buff 		Debuff 	
Gold 					

Attack - The Attack Dice that the player rolls during a quest

Defense - The Defense Dice that the player rolls during a quest

Buff - Positive modifiers to attack or defense rolls

Debuff - Negative modifiers to attack or defense rolls

Gold - Currency used to determine the winner at the end of the game

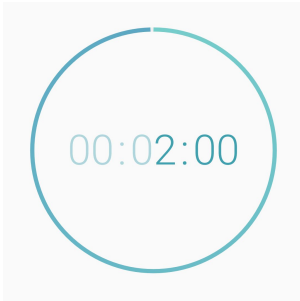
Betting Tally:

Betting Tally	Player 1	Player 2	Player 3	Player 4	Player 5
Player Win					
Player Lose					
Player Win					
Player Lose					
Player Win					
Player Lose					

Dice:



Timer:



Rules

Setup Phase

- Boss cards are shuffled separately, and one is selected at random.
- Players cannot view the selected boss card. It will remain a mystery until it is revealed in the game.
- Quest deck is made by stacking two defined decks on top of a boss card by following the list below:
 - 1st
 - Place Boss card on bottom of deck.
 - 2nd
 - Shuffle 2 hard quest cards and 1 medium quest card per player
 - Place directly on top of Boss card
 - Do not shuffle this stack together
 - 3rd
 - Shuffle 2 medium quest cards and 1 easy quest card per player
 - Place directly on top of the Boss card and Hard/Medium quest card stack
 - Do not shuffle these stacks together
 - If done correctly, you will have a deck of quest cards with 13-31 quest cards (based on the number of players). This deck should have easy and medium quests on the top half of the deck, and medium and hard quests near the bottom half of the deck, with the last card being a boss card.
- Boss Cards are always at the bottom of the shuffled quest deck.
- Draw one quest card per player, plus one (for example, in a two player game, you will draw three quest cards).
- Set all Quest reward cards to the side of the play area
- Shuffle all item cards together to create the item deck
- Set the item card deck to the side for later use by each player upon successful quest completions
- Give each player one of each starting item (rusty sword, wooden shield, minor strength potion) and 3 gold.
- Set aside all unused cards
- Handout 1 Character Sheet and Betting Tally per player
- Handout 1 pencil per player
- Determine which player will go first by rolling a dice, and give this player the 1st player token.

Prep Phase

- All Players must choose the cards they wish to equip their Adventurers with in this phase.
- Players have 1 minute to decide what to equip onto their adventurer.
- These cards must be placed face down at the end of this phase to be used in the Quest phase.
- Once placed and the quest phase begins, these cards cannot be exchanged

- Placing the cards face down is to be used in bluffing the other players in the Quest phase to either bet for/against quest success.
- Each player in turn chooses the quest they would like to embark upon using the items that their adventurer is equipped with.

Quest Phase

- All players will take turns completing quests. Player order begins with the player that has the 1st player token and move counter-clockwise.
- Before each player takes their turn at a quest, all players have 30 seconds total to place bets on whether the current player will complete the quest or fail it. This process will repeat each time a player embarks on a quest.
- All players must write their bets down on the Betting Tally in their column.
- The current player completing a quest may also bet on whether or not they will succeed.
- After players are finished betting, each player must tell the other players what their final bets are so that all players can write those bets on their individual tallies. Players cannot change their bets after they are revealed to the rest of the players.
- The player will then roll one six-sided dice for attack and 1 six-sided dice for defense, plus any additional attack and defense dice based on the equipment they selected during the prep phase. Afterwards, they will add and subtract any other buffs or debuffs based on their character sheet, to calculate their final attack and defense test for the quest.
- Players then compare these attack and defense numbers to what is displayed on their chose quest card. If either number is lower than the number on the quest card, the player loses the quest.
- If the questing player completes/fails the quest then those who bet on them winning/losing get double their investment, while the losers lose what they bet.
- Successful quest completions will also allow the player to draw a number of item cards based on the quest's difficulty.
 - Easy quests will give one item card
 - Medium quests will give two item cards
 - Hard quests will give three item cards

Clean-Up Phase

- All items and upgrades used in the previous Quest round, must be discarded in the same round's clean up phase.
- Pass the 1st player token Counter-Clockwise.
- Move all Quest cards to the right, and draw new quests cards until you have one quest card per player, plus one (for example, in a two player game, if there is only one quest remaining, you will draw two quest cards, and place these face-up on the left of the quest still on the board, for a total of three quests).
- Right most card is discarded each turn, unless the players complete at least one quest successfully and remove its card.

- If no player has beaten the boss, then play proceeds with the player with the 1st player token.

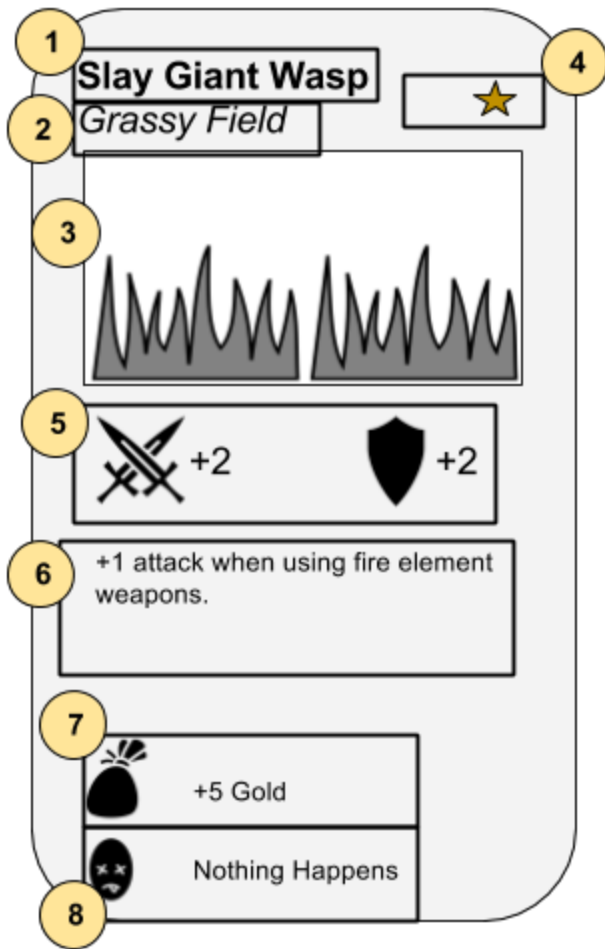
Win/Lose Condition

- After the boss has been defeated the players tally up their gold, the value of each item they have in their possession, and the value of each reward item into their total gold amount.
- The player with the most gold wins.
- All other players lose the game.
- If the boss card is discarded before any players can defeat it, the game is over and the players must compare their total gold to see who wins.

Round in Action

- Players Set up game as per set-up rules
- Player with the highest roll receives the 1st player token
- All players choose which items they want to play on their quest and place them face down
- The 1st player then chooses a quest from the face up quest cards to attempt
- Other players place their bets on whether the 1st player will complete/fail their quest, based off of previous success, familiarity, number of items employed on the quest, etc.
- The 1st player flips his item cards revealing their items as either bluffs or actual useable equipment
- The 1st player then uses their die/dice, depending on whether they have buffs to their rolls or the number and type of dice they can roll
- If the 1st player passes their attack and defense checks then they complete the quest, if not they fail the quest
- The 1st player collects the rewards from the quest card via the reward card deck, item card deck, and adds any gold they earn to their total
- All players who bet in favor of the 1st player earn back their bets times a multiplier based on the difficulty of the quest, if the 1st player completes the quest successfully.
- All players who bet against the 1st player earn back their bets times a multiplier based on the difficulty of the quest, if the 1st player fails the quest.
- All players whose bets did not win, lose the gold to the 1st player regardless of success or failure
- Next players move into the clean-up phase and pass the 1st player token counterclockwise to begin the prep phase again until the boss card has been discarded, or all other players forfeit and the game ends

Quest Card Legend:



1. Quest Name

2. Quest Location

3. Quest Location
Picture

4. Difficulty Icon

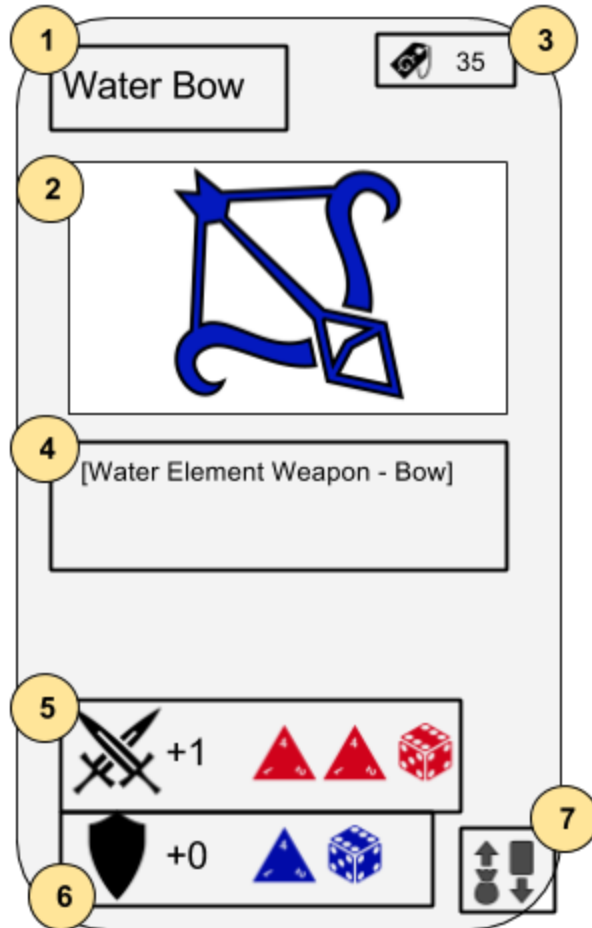
5. Attack / Defense
Requirements

6. Quest Conditions

7. Quest Rewards

8. Quest Failure
Consequences

Item Card Legend:



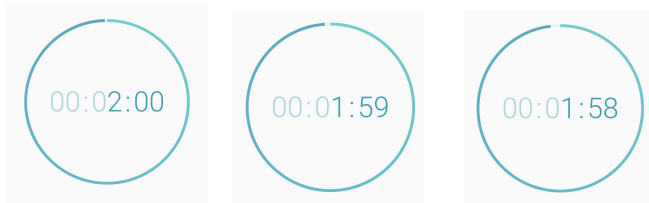
- 1. Item Name
- 2. Item Picture

- 3. Item Value
- 4. Item Description

- 5. Attack Modifiers
- 6. Defense Modifiers
- 7. Item Type Icon

Mechanics

1. Timer



Description - The timer is used to prevent players from spending too much time trading items and upgrading their adventurer.

2. Modify:



Description - There are item cards which can increase the number, and type of, attack and defense dice an Adventurer can use in quest, like the one on the left. Also, there are item cards, like the central one, that can buff the players rolls directly without increasing the number of dice they roll. Lastly there are debuffs like on the right that, on failing to complete a Quest, the players rolls get nerfed directly without decreasing the number of dice they roll.

3. Betting

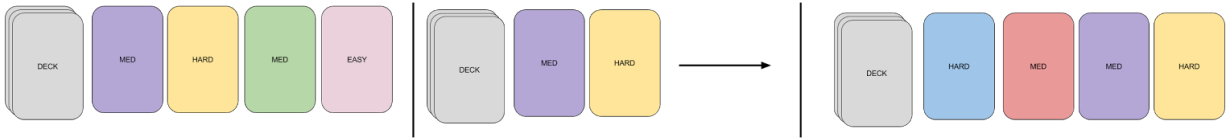
Betting Tally	Player 1	Player 2	Player 3	Player 4	Player 5
Player Win					
Player Lose					
Player Win					
Player Lose					
Player Win					
Player Lose					

Betting Tally	Player 1	Player 2	Player 3	Player 4	Player 5
Player Win	5			2	3
Player Lose		3	4		
Player Win					
Player Lose					
Player Win					
Player Lose					

Betting Tally	Player 1	Player 2	Player 3	Player 4	Player 5
Player Win	5			2	3
Player Lose		3	4		
Player Win	4				2
Player Lose		5	3	3	
Player Win	5		3	3	
Player Lose		5			2

Description - In the quest phase, before the questing player actually embarks on their quest, all players have the opportunity to place bets on the questing player's success. In the first image there is an empty Tally. They can either bet for, or against the player, as in the second image, or they can abstain from betting all together. This process allows for both sides to make or lose gold based on the risk of the outcome of the quests. The third image is of several rounds of betting.

4. Consume



Description - As players complete quests, and use items, they are discarded and removed from the game. There is a finite amount of item and quest cards that players must utilize in order to succeed.

5. Bluffing

Betting Tally	Player 1	Player 2	Player 3	Player 4	Player 5
Player Win	5			2	3
Player Lose		3	4		
Player Win					
Player Lose					
Player Win					
Player Lose					

Description -In the first image the player places their chosen items for a quest face down, so that other players can't know what they're taking on that quest, and they choose a quest. In the second image, the questing player begins baiting the other players with the number of items they are bringing and the other players place their bets, betting on whether or not they think the questing player is going to complete or fail their quest. This takes place after deciding whether to believe the quester can succeed or not. In the third image the player flips their item cards revealing their bluff.

Developer's Log

As we examined the feedback from our initial design, our primary focus was to incorporate the newly requested mechanics in an organic way. One that did not take away from the feel of questing, that we established originally. First, we discussed how we could incorporate the new ideas, before removing any of our established mechanics, then we iterated on the ideas until the old mechanics were no longer present, and the new mechanics were fully incorporated.

Starting with the Betting mechanics, we first discussed the possibility that the active player would place a “wager” on whether they could complete a quest, which would increase the difficulty of their own quest, but also give them better rewards. While examining the best way to incorporate bluffing, we instead changed this wager to the other players, allowing them to place a wager on whether the active player would succeed or fail their chosen quest. We felt that this added to the tension of the game and still allowed for interesting decisions and strategies for each player to employ. We also discussed a few different reward structures for players placing bets. First, we had all winning players evenly sharing all the wagers placed, however, it became apparent early, that this allowed for too much exploitation, of players placing small bets, but getting high rewards, while also feeling bad for players who placed high bets, expecting to make money back. Instead, we changed the winning bets to be self-contained increases of money. Players with winning bets gain multipliers based on the gold they wagered.

At this stage, we still had the Market and bargaining phases. Since we felt the wager mechanics adequately captured much of our original design intent with the bargaining ideas and player interaction, we removed the bargaining phase. We discussed the possibility that the active player could still bet on their own quest, but instead decided this would be easily abused. We also allowed the active player to receive rewards from players who “lose” their bet, again establishing strategy and interesting player interaction. In order to keep these new phases in line with our original intent for a quicker game, we added timers to these betting stages of the game.

As we moved forward with the design, we examined different ways for players to receive items, and ultimately we decided to add item card draws to the quest reward system. We believe that this makes the reward system feel better overall for the players, as well as keeps the design accessible to newer players. We also felt that the randomness of this system allows for better use in the bluffing mechanics. At this point, we also made a small change to the bluffing and upgrade system, to allow players to select their upgrades secretly prior to attempting their quest. These two changes made the bluffing system feel much better overall, and allowed for creative decisions, as well as additional ways to play the game, through the use of the new bluffing mechanics. Players now had the option to try and deceive other players, either by playing single, powerful items, but stating the item was weak, or playing multiple, weaker items, to try and bait other players to place bets in certain ways.

Finally, we went through a re-balancing sweep. With an emphasis on gold, we removed experience from the game and adjusted the end-game win conditions. We also altered the quest rewards and items accordingly to allow for these design changes. Overall, we believe the changes made do not take away from the game, but incorporate the new mechanics in a fun way, that feel intended and organic to the original design.

Resources Page

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