

The MASTER MECH-ANIC:
Tutorial

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WELCOME TO MECHS VS MINIONS

MECHS vs MINIONS™ is a cooperative game where players program and pilot mechanical suits (**Mechs**) into battle!

You'll play as **one of four Yordles,** each with unique **Mechs,** personalities, and unlockable abilities. **Rumble,** the headmaster of this school, will help (in his own wacky way) to guide you along!



Heimerdinger
the Revered Inventor



Corki
the Daring Bombardier



Ziggs
the Hexsplosives Expert



Tristana
the Yordle Gunner



Rumble
the Mechanized Menace

Dean & Headmaster
Questionable Decision-maker

THE MASTER MECH-ANIC
See also: Yordles



All right, my students. Great job unboxing your basic bots. But! As you know, any yahoo can weld some metal arms on to an engine and call it a Mech. The real artistry is in programming them to obey your commands! I'll set up these Crystal Shards as targets so we can put these Mechs to a proper test!

Roger Rumble, I'm all spooled up!



A most perspicacious course of action!



Locked, loaded, and ready to rocket!



*My Mech looks like a bomb and **is** one!*



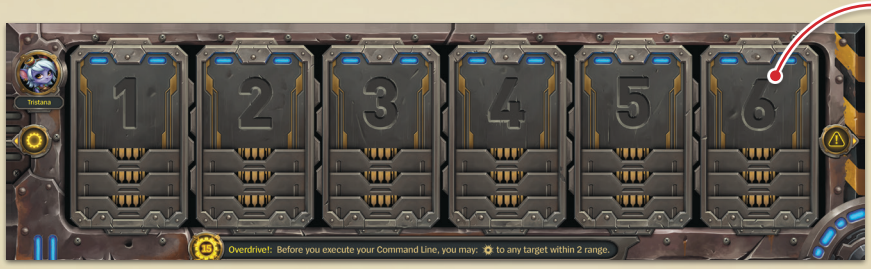
THE MASTER MECH-ANIC
See also: Mechs

CORE MECH-ANICS

Each Yordle also has a special **Command Line** that matches their **Mech.** Think of this as your **Mech's cockpit!**



Tristana's Mech



Slots (6 Total)

Tristana's Command Line

Each turn you'll **draw Command Cards**, which are bits of programming that make your Mech **Move, Turn and Attack.**



Command Card Deck



Move Card



Turn Card



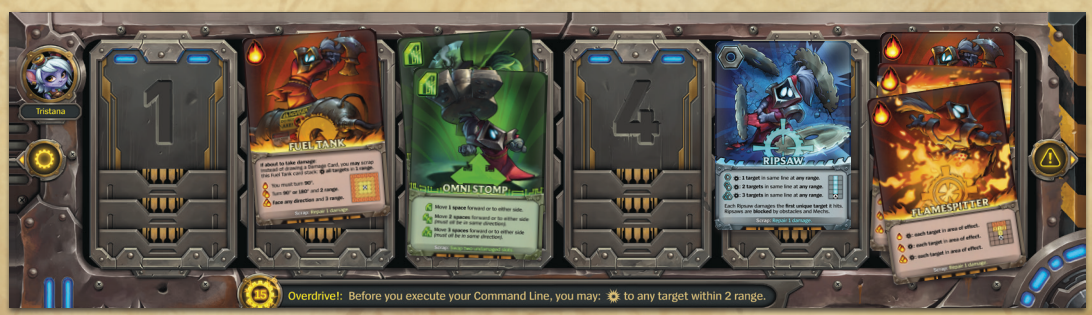
Attack Card

You'll then place (or **program**) these **Command Cards** into one of the **6 slots** on your **Command Line.** **Finally**, you'll execute your Mech's program **in order from slots 1 to 6** and move your **Mech** around the Game Board!

YORDLE IN THE MACHINE

At first your turns and **Mechs** will be **very simple**—bonking into walls and spinning in circles, shooting flame at no one!

But don't worry! After **several turns** of drawing and programming **Command Cards,** you'll build a complex **Command Line** and your **Mech** will dish out ***tons of damage!***



*Typical Command Line after **several turns***

AN EVER-EVOLVING ADVENTURE

- Your team's epic mechanized adventure will be broken into **10 Missions.**
- Each **Mission** will have **unique setups and rules,** and present **increasingly-difficult challenges!**
- Completing a Mission **unlocks new abilities** and **powerful Schematics** to level up your **Mechs!**
- In these ways, **no two games of MECHS vs MINIONS™ will ever be the same!**

Alright! Let's get started with a quick and simple tutorial!

TUTORIAL SETUP

TUTORIAL OBJECTIVE: Destroy all four Crystal Shards!

*Let's set up **boards, cards** and pieces for this Tutorial and learn how to accomplish your objective!*
*If a rule or game piece is not explicitly called out, **put it aside and ignore it!***



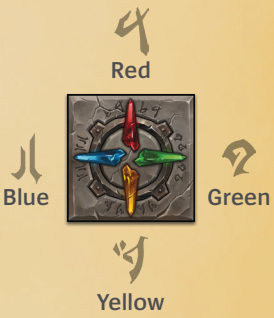
Command Lines



Command Card Deck



Map Tile



Crystal Compass

- All players identify their favorite Yordle and locate their special **Command Line** and **Mech.**
- Place the character-specific **Command Lines** in front of each corresponding Player.
- Locate the specific **Map Tile pictured above** and place it in the middle.
- Locate the **Crystal Compass** and orient it to the **Map Tile** and **table** as shown *(important!)*
- Locate the **Command Card Deck.** *Shuffle and place anywhere on the table.*



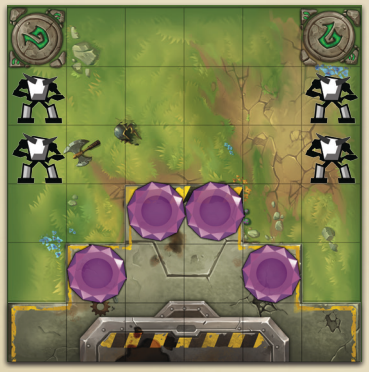
Alright, looks like everyone is in their Mechs, I'll set up some targets to blast to bits!

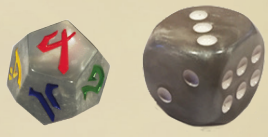


Mech Starting Spaces



The School





Rune & Number Dice



Crystal Shards

- Place each character-specific Mech **Mech** on any Mech starting space, facing ***any direction.***
- Locate the **School** piece and place it on top of the **Map Tile** as shown.
- Place four **Crystal Shards** within the **School** as in the diagram.
- Locate the **Rune Die** and **Numbered Die** so we can get rolling!

PLAYER PHASE

Alright, we're ready to play! Every **Round** starts with the **Player Phase.**

The **Player Phase** is broken into **three main actions.**
When complete, **start back at the top at #1!**

1  **DRAFT COMMAND CARDS**

2  **PLAY COMMAND CARDS**

(to Command Lines)

3  **EXECUTE COMMAND LINES**

(move Mechs)

Repeat!


Rune Die


Crystal Compass


Zhonya's Minuteglass

FIRST PLAYER GOES FIRST

Every Round the **First Player** changes.
For this first Round only, let's roll the **Rune Die** to figure out who the **First Player** is. The **Rune Die** has **colored Runes** that match the colors on the **Crystal Compass.** Assign a **unique color** to each player that most closely matches how you are seated.

Roll the Rune Die. The player who is most closely seated to the rolled color is the **First Player!** Put **Zhonya's Minuteglass** in front of that player to denote they are first.

NOTE: Every future Round, **rotate First Player to the next player clockwise!**

1. Draft Command Cards



- The First Player deals 5 Command Cards faceup on the table and then picks one card.
- Continue clockwise with each player picking one card until four cards have been picked.
- Discard the remaining cards!

- If your team has four players, this will result in each player having one Command Card.
- If your team has fewer players, players may end up with multiple Command Cards!

2. Playing Command Cards to Command Lines

- All players now choose where on their **Command Lines** to **'slot'** their **Command Card(s).**
- All players slot at the same time.
- **Slot all cards!** Cards cannot be saved for later.
- **Once 'slotted', cards are fixed in place!** They stay on the Command Line and in their slot.



Example: Tristana programming a Blaze Card into slot #2.



A master Mech-Programmer doesn't slot in the first slot they see! Leave space for future Commands!

3. Execute Command Lines

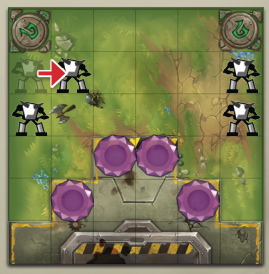
- Starting with the **First Player**, execute your entire **Command Line in order from slot 1 through slot 6.**
- **Skip empty slots,** but you **must follow directions on every card.**
- **Move** and **Turn** your Mech figure on the game board *(Turns can be in either direction).*
- The ✹ symbol is the **damage symbol.** ***(Read as: "Do Damage")***
- When the First Player is done, **the next player clockwise** executes their Command Line.

1 → 2 → 3 → 4 → 5 → 6



In this example:
- *Skip empty slot 1*
- *Blaze moves Mech forward 1 space*
- *Blaze shoots flame at nobody*
- *Skip empty slots 3-6*

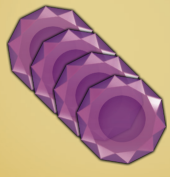
Yep, it's that simple!



THE MASTER MECH-ANIC
See also: Push

WAIT, BUT WHAT IF...?!

- Mechs cannot move off or be pushed off the board.
- **Mechs push other Mechs** if they are in the way, provided there is space behind the pushed Mech.
- Mechs ignore other Mech's attacks!



Crystal Shard Interaction

Crystal Shards are very fragile and will shatter upon taking **1 damage.**
*(Look for the ✹ damage symbol on **Command Cards**)*

Crystal Shards will also break if a Mech **stomps** on them (moves into the same space).

Once **all players** have executed their **Command Lines,** the **Player Phase** is over. ***Well Done!***

RINSE, RUMBLE, REPEAT!

1 2 3

Time for a new **Round** and **Player Phase,** starting at **Step 1: Draft Command Cards!**
*(Remember: the next player clockwise is the new '**First Player**'!)*

HOW TO PROGRAM MULTIPLE COMMAND CARDS

There are 4 **elements** of **Command Cards, each represented by a unique color: Fire**, **Electric**, **Metal** and **Computery**.



Fire *Move Card*



Electric *Move Card*



Metal *Move Card*



Computery *Move Card*



3-power Blaze Stack

Stacking Command Cards

Command Cards of the **same element** can be **stacked on top of each other in the same slot!**
The new card **must be placed on top** of the existing slotted card(s). *(not beneath!)*
This **top card** is the **active** Command Card.
The **Power** of this **top card** is the **total number of cards in that stack.**
(Each Command Card has instructions for each Power level.)
Each slot can have a **maximum stack of three cards.**
If you play a card on a max-size (3) stack, **the bottom card must be discarded!**

Override a Command

You may place a card of a **different element** onto an **already-programmed slot,** but all previously-placed cards in that slot **must be discarded.**

TUTORIAL OBJECTIVE: Destroy all four Crystal Shards!
Don't forget, your team has an objective to complete!

Keep playing new Rounds until you've accomplished your objective.

Do not turn the page until all Crystal Shards are destroyed!

KABOOM!



OH CRAP! Who knew that highly-volatile energy crystals would explode? ***That escalated quickly.***

Don't worry about the rest of the ***Player Phase.*** *Let's deal with this explosion.*

Escalation!

Missions may include one or more moments when the conditions and rules change.
Typically, a Mission will escalate in difficulty and complexity.
Escalations are triggered by specific player actions or at a certain time in the Mission.
Read escalation rules carefully before you start and adjust your strategy accordingly!

For this Tutorial, we'll add two new concepts: ***Taking Damage*** *and* ***Minions!***

INCOMING DAMAGE!



Damage Deck

THE DAMAGE DECK

Damage taken is represented by **Damage Cards** drawn from the **Damage Deck.**
Damage can make your Mech harder to control and your objective more difficult!
But—don't worry. ***You cannot die!***

Locate and shuffle the Damage Deck. Place anywhere on the table.

EXPLODING CRYSTAL SHARDS!

- Starting with the current **First Player, draw 1 Damage Card** and follow instructions.
- **Do not move on to the next player** until you've resolved that card.
- In order, every player must **draw and execute 1 Damage Card.**

TYPES OF DAMAGE CARDS

THE MASTER MECH-ANIC
See also: Damage

Glitch Damage Cards apply their effect immediately and are then **discarded.**

System Damage Cards have **on-going effects.** *Place these near your Command Line to keep track of them!*

Slot Damage Cards disable a slot in your **Command Line.**
- First, execute the instructions on the **Damage Card.**
- Next roll a **Number Die.**
- Place the **Damage Card on top of any Command Cards** in the slot that matches the **Number Die.**
- If the slot is already damaged, replace the old damage with the new damage.
- Whenever you next execute your **Command Line,** execute the **Damage Card** as if it was a **Command Card.**



Glitch Damage Card



System Damage Card



Slot Damage Card

NOTE: Slot Damage to your **Command Line** prevents **programming** in those slots.
(Command Cards cannot be placed on Damaged slots!)

NEW!

NEW TUTORIAL OBJECTIVE: Eliminate All Minions

Let's move right into a Minion Phase.



First, place example Minions so we can learn Minion Phase.

- Locate the Minion figures.
- Place a Minion on each designated space in the diagram.
- Minions can only spawn on empty spaces. If a Mech, Minion, or other obstacle is in the way, skip spawning that Minion.

NOTE: There's no gameplay difference between each Minion figure.



Minion Figures

MINION PHASE

THE MASTER MECH-ANIC
See also: Minions

Minions have their own phase that follows after Player Phase!

A FULL ROUND

PLAYER PHASE

1  **DRAFT COMMAND CARDS**

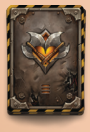
2  **PLAY COMMAND CARDS**
(to command lines)

3  **EXECUTE COMMAND LINES**
(move Mechs)

MINION PHASE

4  **MINION MOVEMENT**

5  **SPAWN NEW MINIONS**

6  **MINIONS ATTACK**
(do damage to Mechs)

Repeat from Step 1

Alright, let's execute a Minion Phase to see how they (mis)behave!

4. MINION MOVEMENT

Minions behave **differently in each Mission.**
However, Minions can never move into an occupied space or move off the board.
Minions cannot push **Mechs.**



For this Tutorial

- *Roll the **Rune Die.***
- Move all **Minions 1 space** in the corresponding direction on the **Color Compass.**

In this example:
*(Rune Die ended up **red**)*
- *Many Minions move upwards*
- *Some **Minions** are blocked by **Mechs***
- *Some **Minions** are at end of the board.*

Yep, it's that simple!





5. SPAWN NEW MINIONS

Minions spawn in different ways in each Mission and often on ***Rune Spaces.***



For this Tutorial

- *DO NOT spawn new Minions. (Skip this step)*
- We'll use the example Minions only.

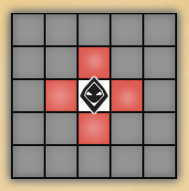


Rune Space

6. MINIONS ATTACK

Minions do damage by way of Damage Cards drawn from the Damage Deck.

Minions do 1 damage to adjacent Mechs.
Minions are considered **adjacent** if their space shares a side with the target space.
Minions are *not adjacent* if they are in a space that is diagonal to the target space.



Minion is adjacent to the red spaces



Damage Incoming!

- So, a Mech takes one damage per adjacent Minion.
- Starting with the **First Player**, draw a **Damage Card** for each damage taken.
- Follow the instructions on each card before moving on to the next **Damage Card.**
- Only move on to the next player after **all Damage Cards have been processed.**
  (A player's Damage Card can affect whether the next player takes damage or not!)

That's it! **Minion Phase** is complete. ***Well Done!***

TUTORIAL OBJECTIVE: Eliminate All Minions

Let's finish this Tutorial with a bang!

DAMAGE and STOMP THOSE MINIONS!

Minions are very fragile, and will die upon taking **1 damage.**
(Look for the Damage symbol *on* ***Command Cards****).*

Minions will also die if a Mech **stomps** on them (moves into the same space).

1, 2, 3, 4, 5, 6

Keep playing Full Rounds (1-6) until you've accomplished your objective.

NEW ABILITY: REPAIR & REPROGRAM

Here's a new Command Card ability to deal with all that damage!

During **Draft, Command Cards** that you pick can be immediately **scrapped** instead of programmed.
You may only **scrap** cards **from a Draft. Command Cards** that are **already slotted cannot be scrapped.**

Scrapping Fire or Metal cards allows you to **Repair Damage:**
- Discard the scrapped card and any 1 Damage Card.
- Any revealed Command Card(s) below are re-enabled!

Scrapping Electric or Computery cards allows you to **Reprogram** your **Command Line.**
- Discard the scrapped card.
- Swap the content of any two **undamaged slots.**

CONGRATULATIONS!

THE MASTER MECH-ANIC
See also: Missions

Once all Minions are slain, the ***Tutorial is Complete!***

Excellent job, team! You now have a strong foundation of understanding with which to undertake future Missions.

However, there's so much more in store! You'll face ***real challenges, crazy objectives*** and ***unlock new features and abilities*** each new Mission!

In fact, you might have been asking:
'What's this nifty Gear Tracker? What's Overdrive?'

So let's start our first Mission! Find and open the "Operation Short Fuse" envelope!



Hrm... I think I may have found the problem...