Mint Delivery

2 - 4 Players
15 - 30 Minutes
Ages 13+

Contents

- Rules
- 1 Starting Player Token
- 38 Mint Tokens
    - 20 Classic Mint Tokens
    - 10 Sugar Free Mint Tokens
    - 8 Cinnamon Mint Tokens
- 32 Order Cards
- 9 Map Cards
- 4 Truck Cards
- 4 Truck Tokens

Overview

Now that Mort has managed to build up a solid engine for producing mints, he has taken to delivering them to the surrounding areas. The more he can deliver, the better the profits! Players take the roles of mint delivery drivers, focusing on taking mints made at Mort's factory and delivering them around the region where demand is highest. The player that does the best job will become employee of the month!

Cards

Orders

- Destination
- Requirement
- Point Value

Map

- Name
- Actions
- Action Space
- Movement Spaces

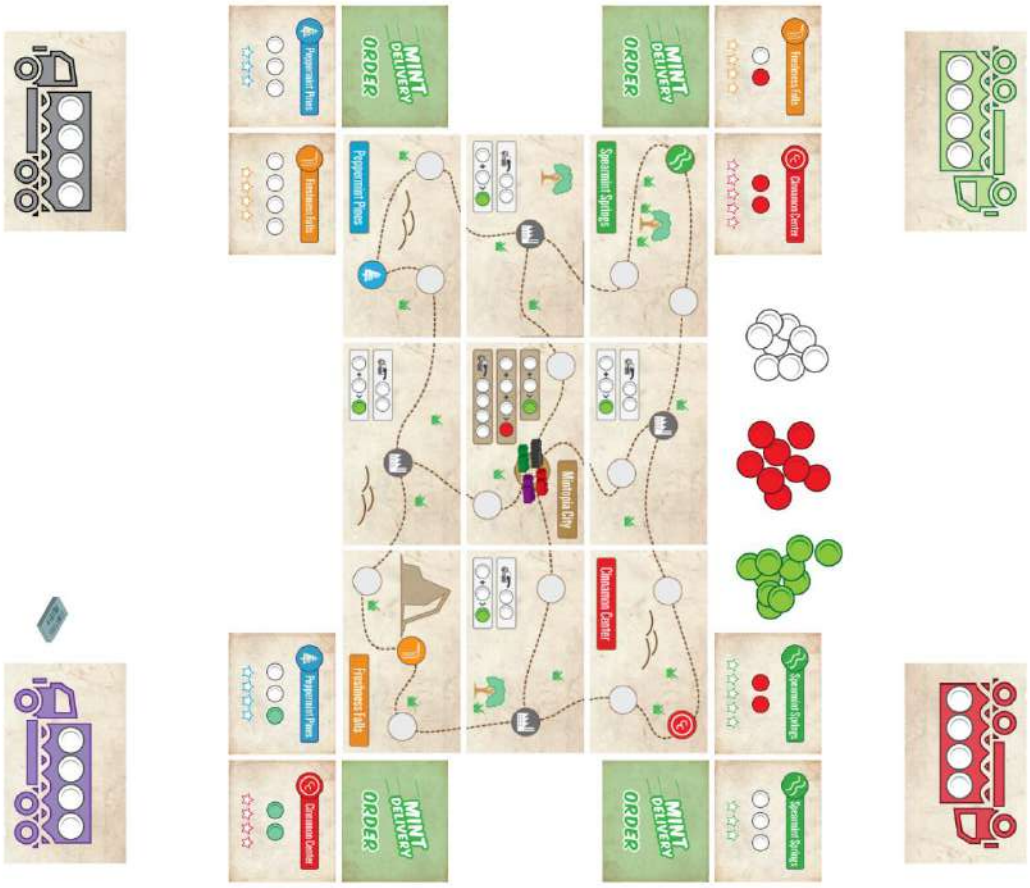
Truck

- Mint Capacity

Setup

1. The nine (9) Map cards are placed on the table granting easy access to all players.
2. Set all three types of Mint Tokens near the Map to create the Mint Supply.
3. All orders are shuffled, then three (3) are dealt to each player.
    - Each player may keep any number of the orders dealt to them, so long as the total point value of all kept orders is 6 or less.
    - Orders kept this way are secret until the end of setup.
    - They return the rest to the supply of Orders.
4. Shuffle all remaining Orders with the Orders discarded by players. Then a face down deck of orders containing 7 orders will be created for each of the surrounding towns.
5. Each player will select a Truck Card and Token of matching color, then place their Truck Token onto the Mintopia City action space and add four (4) Classic mints to their truck card.
   Note: Multiple trucks are allowed to occupy the same space.
6. Reveal two (2) Orders from each of the Order decks, and have each player reveal any orders that they kept.
    - If any player has kept more than 6 points worth of orders, have them return the lowest value order to the game box, until they have 6 or less points worth of orders in front of them.
7. The player with the freshest breath takes the starting player token and begins the game.

When everything is set up, the play area should look something like the diagram below.



Gameplay

Players will take two (2) actions each turn doing either one or both of the following actions in any order.

Move

To Move, a player may place their truck on any movement space adjacent to where their truck is currently located.

Note: Multiple trucks are allowed to occupy the same space.

Activate Location

Depending on the part of the Map that the player's truck is located, they have access to a variety of actions that they can perform. As long as they are on one of the Action spaces of a location, they may perform one of the following Actions:

Take Order

(Available at surrounding towns)

The active player may select one of the face up Orders from the **town they are at**, and place it in front of them. They then add one Classic Mint Token to the order that they did **not** take in that town. Then replace the one they took with one from that town's Order Deck.

If the order that was chosen had any Mint Tokens on it, the player may load any number of those into their truck for free, as long as they have room to do so.

Note: Players may not take any Orders if they will have more than three (3) incomplete orders in front of them as a result of the action.

Note: If as a result of this action there are now two towns with no Orders available, or all surrounding towns' Order Decks are depleted, the game will end at the beginning of the upcoming turn of the player holding the Starting Player Token.

Load Truck

(Available at Mintopia City and Warehouses)

The active player will load mints into their truck by the amount specified on the Map card that they are located. The player places as many of the mints as they can into their truck, but may not load their truck beyond the maximum capacity.

- In Mintopia City, the amount of mints loaded is four (4)
- At warehouse locations, the amount of mints loaded is two (2)

Note: The mint supply is limited. If you try to gain a type of mint and it is not available, then the action is wasted.

Fulfill Order

(Free Action - Available at surrounding towns)

The active player may complete any of the face up Incomplete Orders that they have in front of them, to do this they must be on the Action space for the town listed on the Order, then remove the required type and quantity of mints from their truck, and return them to the Mint Supply.

They then turn the order face down to signify that it has been completed. The requirements and point value of the plan are secret; however, the quantity of complete orders is public information.

Note: Fulfilling orders is a free action and may be performed before, during or after a player has used any/all of their actions before they end their turn.

> **NOTE:** Special 2-Player Rule when fulfilling orders
>
> During a 2-player game, when the active player fulfills an order, they must choose one of the face up Order cards in any of the four surrounding towns, and remove it from the game. If that order had any mints on it, return them to the supply.
>
> Then replace the removed order with a new one from that town's Order Deck.

Unload Truck

(Available at Mintopia City and Warehouses)

The active player may remove any number of mints from their truck and return them to the mint supply.

Upgrade Mints

(Available at Mintopia City and Warehouses)

The active player may exchange some of their Classic mints for Sugar Free or Cinnamon mints. The player will place the required amount of Classic mints from their truck into the mint supply, then take the desired mint from the supply and place it into their truck.

- Two (2) Classic mints may be upgraded into one (1) Sugar Free mint at any Warehouse or in Mintopia City
- Three (3) Classic mints may be upgraded into one (1) Cinnamon mint in Mintopia City **only**.

Note: The mint supply is limited. If you try to gain a type of mint and it is not available, then the action is wasted.

Acquire Ability (Advanced Rules Only)

(Available at any space)

The active player may spend one of their action points to unlock one of the available player abilities, effective immediately.

End of the Game

The game will always end at the beginning of the turn of the player that has the Starting Player Token. This ensures that all players will have the same number of turns.

There are two possible game end triggers:

- Two of the surrounding towns have no Orders available. (face up)
- All of the surrounding towns have no Orders in their Order decks. (face down)

Scoring

Count the total number of Points each player earns from Orders that they have completed.

The player with the **most** Points has done the best job and has the honor of becoming Employee of the Month!

If two or more players are tied for first place, the tied player with the **most** completed Orders wins. If there is still a tie, the tied player with the **most** total value of Mints loaded in their truck wins (Classic = 1, Sugar Free= 2, Cinnamon= 3). Still tied? Then the tied player whose age is **closest** to 42 wins!

Advanced Rules

After you have played a few games, consider adding the Advanced Rules to the mix.

Player Abilities

This is a randomly selected set of 3 player abilities that players can use to “Upgrade” their abilities. If you are adding player abilities, during setup, before dealing out order cards. Randomly select 3 player ability cards and set them face up for everyone to see. Then continue setup as per the normal rules.

Acquiring Player Abilities

A player may use one of their actions on their turn to acquire one of the available Abilities. When a player acquires a new ability, they can start using it immediately, so long as they have the have remaining actions (or it’s a persistent/free action ability.)

A player must have the appropriate amount of unspent complete orders to acquire an ability, and then will spend them on this action. Spent orders are not removed from the player’s completed work, and will still count for points at the end of the game, however they cannot be used again to acquire a second ability.

To help facilitate this, when a player acquires an ability, they will take one of the corresponding ability tokens, and place it on top of an amount of completed orders to mark them as spent, and to show that they now have access to that ability.

An ability that a player has acquired, is not removed from the pool, any other player can also acquire that same ability on any of their turn.

Ability Types

Action – These types of abilities work just like all of the other normal actions that a player can take. Using one of them will cost one of the two action points that a player can spend on their turn.

Free Action – These types of abilities work similar to Action abilities, however they do not have an associated action point cost. They can be performed multiple times on a turn unless otherwise noted.

Persistent – These types of abilities are “always on” and give their benefits automatically, at all times or when triggered.

Solitaire Mode

[TBA]

Credits

Game Design: Justin Blaske

Game Development: Five24 Labs

Graphic Design: Justin Blaske

Art: Thomas Tamblyn, Delapouite

Testing: [TBA]

Solitaire Testing: [TBA]

Special Thanks

The amazing Kickstarter board gaming community that believed in Mint Works, and encouraged me to expand to other mechanisms.