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# v1

Apr 2020

Game: **MUTANTS: THE CARD GAME**

Publisher: **LUCKY DUCK GAMES (2019)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers**





## SETUP

Place the **main board** in the middle of the table. Place the black **round marker** on the left-most space of the **round track**.

Each player takes a **player aid card**, a **player board**, and a starting deck consisting of 2 copies each of the 6 basic (1 gene) **mutant cards** (2 warriors, 2 zombies, 2 robots, 2 beasts, 2 demons, and 2 aliens).


Each player deals themselves a **starting hand** consisting of 1 of each type of basic mutant from their starter deck; then shuffles and place the rest of the deck facedown on the **deck** area of their board.

Each player takes a large **power marker** and a small **score marker** matching the colour of their player board. Place all score markers on the 8 space on the main board.

Determine a first player randomly. Players place their power markers on the **power track**. The player to the right of the first player puts their marker in the second space, then the next player seated counter-clockwise from them places their marker 1 space behind them. Continuing in counter-clockwise order until the first player has placed their marker.

Each player forms their **gene pool**, as determined by the mode of play. The main gameplay mode is **draft**. Alternatively, you can use preconstructed gene pools.

To draft your gene pools follow these steps in order:

- 1. Stack:** Sort the advanced mutant cards to form a stack of 36 unique cards with the **draft icon**  in the bottom-right corner. Put the remaining cards aside until step 4.
- 2. Deal:** Shuffle the stack and deal each player 9 cards.
- 3. Draft:** Each player picks 1 card from the 9 they were dealt, then passes the rest clockwise to the next player, simultaneously receiving a hand of cards from the player counter-clockwise from them, from which they pick their next card and then pass again. Repeat this process until each player has picked 6 mutants. Return the cards that were not picked (each player should be holding 3) to the box.
- 4. Match:** Take the cards set aside in step 1. Each player should find the matching card for each of their 6 drafted mutants. This is your gene pool of 12 advanced mutants. Return all unused cards to the box.
- 5. Place:** Shuffle the 12 advanced mutants, then deal 3 facedown piles of 4 cards in front of you. Flip the top card of each pile and place it on top of the pile. This is your **gene pool**.

Starting with the first player and continuing clockwise, each player may choose to take a **mulligan** by taking 1 card from the top of one of their gene pool stacks and putting it facedown at the bottom of that stack, then flipping the new top card. Each player may mulligan for any number of their stacks, but only once for each of them.

## GAME ROUND

The game consists of 5 **rounds**. Each round, players take **turns** until they have all used every card in their hand; then they score points based on their position on the power track.

The first player takes the first turn, then players continue taking turns clockwise around the table.

You do not play all cards from your hand during 1 turn. Usually you are allowed to take only 1 action per turn.

**If you have no cards in your hand, your turn is skipped.**

Your turn consists of 3 **phases**, performed in this order:

### 1. CRUSH THE COMPETITION

At the start of your turn, if at least one of your opponents' power markers is in the **dread zone** and your marker is in the **fury space**, you have **crushed the competition**.

You immediately score extra VPs equal to the number in the small black box for the current round.

### 2. MOVE ACTIVE MUTANT

*If your active slot is empty, skip this phase and proceed to phase 3.*

**If there is a mutant in your active slot** you must move it to the left or right slot.

**If the left or right slot is empty**, you must move the active mutant to the empty slot.

**If the left and right slots both have mutants in them**, you must choose 1 of those mutants to leave the arena to make space for the active mutant to move into that slot. Whenever a mutant leaves perform these steps in order:

1. Remove the mutant that is leaving the arena.
2. Resolve its **leave** ability completely.
3. Put it into the discard (a faceup pile of cards in your discard area). The mutant cannot be placed in your discard pile until its **leave** ability is fully resolved.
4. Move your active mutant into the empty slot.

### 3. TAKE ACTION

Once your active slot is empty, choose 1 action:

#### a. Deploy mutant

Play a mutant card from your hand to your active mutant slot and resolve its **deploy** ability (if it has one).

#### b. Breed

Gain a new advanced mutant card to use in battle this round:

1. Discard 2 cards from your hand (single- or double-gene mutants).
2. Choose a faceup advanced mutant from your gene pool with genes matching the genes on the discarded cards. Both genes of the mutant you breed must appear somewhere on the cards you are discarding.
3. Deploy the mutant you bred to your player board in the active mutant slot, activating its **deploy** ability if it has one.

Breeding an advanced mutant with 2 of the same gene does not require discarding 2 copies of that gene, but you must still discard 2 cards.

After breeding, reveal the next mutant card in your gene pool. You should always have the topmost card of each stack revealed.

#### c. Incubate

Prepare a new advanced mutant card for use in battle next round:

1. Discard any 1 card from your hand (unlike breeding, the genes of the mutant card you discard do not matter during incubation).

2. Take any 1 faceup mutant from your gene pool and place it faceup in your incubator.

The incubated mutant will be moved to the top of your deck at the end of the round, after scoring.

You may only have 1 mutant in your incubator at a time. If an effect would put a mutant in your incubator and you already have one there, ignore that effect.

After incubating, reveal the next mutant card in your gene pool. You should always have the topmost card of each stack revealed.

**After you take an action, the next player in turn order takes a turn.** If you have no cards left in your hand, you are finished for the round and do not take any more turns.

**Once all players have no cards in their hands the round ends.**

### 4. END OF THE ROUND

When the round ends because all players have run out of cards perform these steps in order:

1. **Score power track** based on this round's score indicator on the round track.

The player who is closer to the **fury space** on the power track is in first place; the player closest to the bottom left of the track is in last place.

If 2 or more tokens are in the same space, the player whose power marker is on top of the tied stack of markers is considered ahead of the players whose markers are below it in the stack.

Determine scoring by the current round on the round track as follows:

First place scores VPs equal to the number in the big red box.

Last place gets 0 VPs.

All other players (in 3 and 4 player games) score VPs equal to the number in the small black box.

The order scoring markers move in can matter; score markers should be moved on the scoring track starting with the winner of this round and continuing clockwise.

2. **Advance the round marker** 1 spot to the right, to the next round's score indicator. If there is no next round indicator, the game ends.
3. **Incubation:** Each player with a mutant in their incubator places that mutant facedown on top of their deck.
4. **Draft:** Each player draws 6 cards from their deck. If you need to draw a card and there are no cards remaining in your deck, immediately choose 1 of the mutants from your discard and place it into your cryo freezer, then shuffle the cards remaining in your discard area and place them facedown as your new deck.
4. **Reset power markers:** The player who currently has the lowest total number of VPs places their power marker in the second space. Then, the next player above them on the score track places their power track marker in the space behind the previous player, and so on until all the power markers of all players are on the lower track. The player whose marker is the furthest from the fury space takes the first turn in the next round, with turn order proceeding clockwise from them. In the case of a tied score, the player whose marker is on the bottom of the stack is considered to have a lower score.

**The next round then begins.** Mutant cards in a player's arena slots remain there for the next round.

## END OF GAME SCORING

The game ends after the 5th round has been scored. After that round's scoring has been completed, each player adds the **freeze value** of each mutant in their cryo freezer to their total score, taking the following into account:

**Fixed freeze value mutants:** Most mutants are worth a set number of VPs (the number in the top right of their card). Add these numbers together on all mutants in your cryo freezer and then add that to your total score.


**Variable freeze value mutants:** Some mutants have variable freeze values. Determine how many VPs each mutant with a variable freeze value in your cryo freezer is worth then add that to your total score.

After all players have scored VPs from their frozen mutants, the player with the highest total score is the winner.

In the case of a tie, the player who earned fewer points from their cryo freezer wins amongst the tied players. If there is still a tie, the tied player leading the power track wins.

## END OF GAME SORTING

At the end of the game, collect all the cards, then separate all the basic mutant cards (those with 1 gene icon) and use them to rebuild the starter decks, each with 2 of each of the 6 basic mutants.

If you want to recreate the preconstructed gene pools, sort the advanced mutants into 5 groups: 4 groups based on the gene pool icon in the lower-left corner (what remains will be the cards not used in the preconstructed gene pools). Otherwise, split the advanced mutants into 2 groups of unique cards: one set with the **draft icon**  and one set without.

## GENE POOL CONSTRUCTION VARIANTS

### PRECONSTRUCTED

Each player picks one of the pre-selected sets of advanced mutants listed on the preconstructed gene pool cards, building their gene pool from 2 copies of each advanced mutant card.

Each advanced mutant in the preconstructed gene pools has an associated icon in the lower-left of the card to make it easier to gather the necessary cards.

### CONSTRUCTED

Each player picks any 12 advanced mutant cards to make their gene pool. You may not have more than 2 copies of the same card in your gene pool.

## ICON EFFECTS & SPECIAL RULES NOTES

If an effect affects more than 1 player, resolve it starting with the active player and going clockwise. Players must resolve ability text fully, unless the **may** keyword is used, in which case the player may choose whether or not it resolves.

If an effect causes multiple players to gain or lose power at the same time, move the markers one at a time in turn order, starting with the active player's marker.

You don't ever use power to move your marker's stack position: each power gained or lost always moves you a full space on the power track, with your marker on top of the stack each time it arrives in a new space.

If you cannot draw the required number of cards, draw as many as you can then discard as many cards as you drew.

If you ever need to draw a card and there are no cards remaining in your deck, you must immediately choose one

of the mutants from your discard and place it into your cryo freezer. Then shuffle the cards remaining in your discard pile and place them facedown as your new deck.

## SOLO MODE (UPRISING)

### GOAL

**You win if you defeat the boss in 5 rounds.** Each time you would gain VPs, you reduce the life of the boss by the number of points gained. If the boss ever has 0 or less life, you win immediately.

### SETUP

Prepare your gene pool using the constructed variant rules.

Set up your player board (do not pick the one with **solo boss** on the flip side), gene pool starting hand and decks if you were setting up a regular game. You cannot use the Valkyrie mutant when constructing a gene pool.

Place the main board on the table. Pick a color for yourself and put that power track marker on the second space of the power track. You don't need to place a scoring marker of your color on the score track.

Place one of the player boards, flipped to the **solo boss** side, in front of your player board.

Choose a **boss** and take all of its cards. Each boss has a boss card and a deck of action cards.

Pick a color for the boss and put the boss's power track marker in the space behind yours.

Place the boss card in the boss card slot **setup** side up.

Put the boss's score marker on the point value corresponding to its **life** (the number in the top left corner of the boss card). Follow the special set up instructions on the boss card.

Turn the boss card **special power** side up. Carefully read the special power section: it describes any additional rules used when playing against this boss.

### TURN SEQUENCE

#### 1. Boss turn

**a. Check to see if the boss crushed you.** If the boss has fury, and you have dread, you have been crushed by the boss. The boss then gains life equal to the number in the small black box on current space of the round track.

**b. A card in the active slot of the boss board pushes to the left or right slot.** The direction the card pushes is indicated by the arrow formed by the title bar. Push the card into that slot, pushing any card currently in that slot into the discard pile. When an action card would leave, resolve its **leave** ability (if it has one).

Unlike player cards, boss action cards do not have to be pushed towards an empty slot. They are always pushed in the direction indicated by the arrow.

**c. Play the top card of the boss deck** to the active slot on the boss board. If the card has a deploy ability, resolve it. If the boss needs to draw a card and cannot, shuffle its discard pile to form a new deck and then draw and play a card. Bosses do not freeze their own cards when they shuffle their discard pile.



Some cards in the boss's deck have **weakness** abilities: additional opportunities for you to reduce the boss's life.

A weakness ability has a number that is how much life the boss will lose if you shatter that weakness, along with text describing the conditions required to shatter the weakness.

When you fulfill the conditions of a weakness ability on an boss card that is in play, immediately shatter that weakness. Reduce the boss's life by the number shown on the weakness ability icon, and remove that card from play and put it back in the box.

If using the knock down ability on a boss's card would simultaneously shatter a weakness described on that card, the weakness is still shattered.

#### 2. Player turn

After the boss takes a turn, you take a turn, following the normal steps. After your turn, unless you used the last card in your hand, the boss takes a turn. Keep alternating turns until you play your last card, at which point the round ends immediately.

Whenever you would normally gain VPs, such as by freezing, crushing the boss, or having more power at the end of the round, instead reduce the boss's life by the number of VPs you would have gained.

Whenever you freeze a mutant, put it faceup in your cryo freezer, then immediately reduce the boss's life by that mutant's current freeze value. This means that mutants with variable freeze value will do more damage to the boss if you freeze them later in the game, after you have put a large number of mutants with their preferred gene into your cryo freezer.

The boss does not have a hand or an incubator. If a mutant's ability would affect or have an effect based on the boss's hand or incubator, nothing happens.

While thematically the boss's cards are often actions, if you have an ability or effect that targets opponent's mutants, it can target the boss's cards as if they are mutants.

If an ability you resolve would result in the boss making a choice, you make that choice instead.

When you play your last card the round ends; the boss will not get another turn.

#### 3. End of round

When the round ends, perform the following steps in order:

- 1. Score power track.** If you won. Reduce the boss's life by the number in the big red box. If the boss won, nothing happens.
- 2. Advance the round marker.** If this was the fifth round, the game ends; if the boss has any life left it wins.
- 3. Incubation.** If you have a mutant in your incubator, put that mutant facedown on top of your deck.
- 4. Draw.** Draw 6 cards from your deck.
- 5. Reset power markers.** Place your power marker in the second space and the boss's marker 1 space behind it.
- 6. The next round begins** with the boss taking the first turn.

## EXTRA CHALLENGES

**Super tough:** Add 10 to Boss's starting life.

**Restricted gene pool:** A set of challenges, one for each of the 6 genes. Choose a gene, and don't use any advanced mutants with that gene when constructing your gene pool for the battle with the boss (you still use all 6 basic mutants).



## GAME ROUND

The game consists of 5 **rounds**. Each round, players take **turns** until they have all used every card in their hand; then they score points based on their position on the power track.

Your turn consists of 3 **phases**, performed in this order:

### 1. CRUSH THE COMPETITION

At the start of your turn, if at least one of your opponents' power markers is in the **dead zone** and your marker is in the **fury space**, you have **crushed the competition**. You immediately score extra VPs equal to the number in the small black box for the current round.

### 2. MOVE ACTIVE MUTANT

*If your active slot is empty, skip this phase.*

**If there is a mutant in your active slot** you must move it to the left or right slot.

**If the left or right slot is empty**, you must move the active mutant to the empty slot.

**If the left and right slots both have mutants in them**, you must choose 1 of those mutants to leave the arena to make space for the active mutant to move into that slot. Whenever a mutant leaves perform these steps in order:

1. Remove the mutant that is leaving the arena.
2. Resolve its **leave** ability completely.
3. Put it into the discard (a faceup pile of cards in your discard area). The mutant cannot be placed in your discard pile until its **leave** ability is fully resolved.
4. Move your active mutant into the empty slot.

### 3. TAKE ACTION

Once your active slot is empty, choose 1 action:

#### a. Deploy mutant

Play a mutant card from your hand to your active mutant slot and resolve its **deploy** ability (if it has one).

#### b. Breed

Gain a new advanced mutant card to use in battle this round:

1. Discard 2 cards from your hand (1 or 2 gene mutants).
2. Choose a faceup advanced mutant from your gene pool with genes matching the genes on the discarded cards. Both genes of the mutant you breed must appear somewhere on the cards you are discarding.
3. Deploy the mutant you bred to your player board in the active mutant slot, activating its **deploy** ability if it has one.

Breeding an advanced mutant with 2 of the same gene does not require discarding 2 copies of that gene, but you must still discard 2 cards.

After breeding, reveal the next mutant card in your gene pool. Always have the topmost card of each stack revealed.

#### c. Incubate

Prepare a new advanced mutant card for use next round:

1. Discard any 1 card from your hand (unlike breeding, the genes of the mutant card you discard do not matter during incubation).

2. Take any 1 faceup mutant from your gene pool and place it faceup in your incubator.

The incubated mutant will be moved to the top of your deck at the end of the round, after scoring.

You may only have 1 mutant in your incubator at a time. If an effect would put a mutant in your incubator and you already have one there, ignore that effect.

After incubating, reveal the next mutant card in your gene pool. You should always have the topmost card of each stack revealed.

After you take an action, the next player in turn order takes a turn. If you have no cards left in your hand, you are finished for the round and do not take any more turns.

**Once all players have no cards in their hands the round ends.**

### 4. END OF THE ROUND

When the round ends because all players have run out of cards perform these steps in order:

1. **Score power track** based on this round's score indicator on the round track.

The player who is closer to the **fury space** on the power track is in first place; the player closest to the bottom left of the track is in last place.

If 2 or more tokens are in the same space, the player whose power marker is on top of the tied stack of markers is considered ahead of the players whose markers are below it in the stack.

Determine scoring by the current round on the round track:

First place scores VPs equal to the number in the big red box.

Last place gets 0 VPs.

All other players (in 3 and 4 player games) score VPs equal to the number in the small black box.

The order scoring markers move in can matter; score markers should be moved on the scoring track starting with the winner of this round and continuing clockwise.

2. **Advance the round marker** 1 spot to the right, to the next round's score indicator. If there is no next round indicator, the game ends.

3. **Incubation:** Each player with a mutant in their incubator places that mutant facedown on top of their deck.

4. **Draw:** Each player draws 6 cards from their deck. If you need to draw a card and there are no cards remaining in your deck, immediately choose 1 of the mutants from your discard and place it into your cryo freezer, then shuffle the cards remaining in your discard area and place them facedown as your new deck.

4. **Reset power markers:** The player who currently has the lowest total number of VPs places their power marker in the second space. Then, the next player above them on the score track places their power track marker in the space behind the previous player, and so on until all the power markers of all players are on the lower track.

The player whose marker is the furthest from the fury space takes the first turn in the next round, with turn order proceeding clockwise from them.

In the case of a tied score, the player whose marker is on the bottom of the stack is considered to have a lower score.

**The next round then begins.** Mutant cards in a player's arena slots remain there for the next round.

# MUTANTS

## ICON EFFECTS AND SPECIAL RULES



### GAIN POWER

**Gain power** equal to the number. Move your power track marker towards the **fury space** spaces equal to the amount of power gained.

If your marker ends up in a space occupied by another player's marker, stack yours on top of theirs. If your marker is in the fury space and you still have power to gain, instead of moving your marker, move *each* opponent's marker 1 space back for each power you gain while your token is in the fury space.



### LOSE POWER

**Lose power** equal to the number shown. Move your power track marker towards the **dread zone** spaces equal to the amount of power lost.

If your marker ends up in a space occupied by another player's marker, stack yours on top of theirs. If your power track marker is already on the last spot of the power track, no further power is lost.



### CYCLE

Draw the indicated number of cards from the deck then discard the same number of cards.



**Cyber** mutants have access to this ability.

### FREEZE

When a mutant uses this ability to freeze a card, place it facedown into your cryo freezer. A frozen card is removed from the game but provides bonus VPs at the end of the game equal to its **freeze value** (top-right corner).

**Necro** mutants have access to this ability.



### ATTACK

This ability targets the specified opponents, causing different negative effects. An opponent that is not an eligible target is not attacked.



**Saber** mutants have access to this ability.



### TRANSFORM

This ability activates on deploy and causes its mutant to immediately leave, activating its **leave** ability. After it is discarded, deploy the top card of your deck, activating the new card's **deploy** ability.

Transform cannot be copied.



**Mythic** mutants have access to this ability.



### BLOCK

If you are attacked and have a faceup mutant with this ability in any arena slot, *instead* of resolving the effect of the attack, you *must* activate the block ability.

If multiple players are attacked, those that didn't block are still affected normally. If you have multiple mutants on your player board with block abilities, choose one to activate each time you are attacked.

Block is not a **deploy** ability and it cannot be copied.



**Mythic** mutants have access to this ability.

## DOMINATING | DOMINATED

You are **dominating** all opponents whose power track markers are behind or below yours on the track, and are **dominated** by all opponents whose markers are ahead of yours (closer to the fury space). If 2 tokens are in the same space, the token on top is dominating the one below it.

## KNOCK DOWN

This ability causes a mutant's card to be flipped so that it is facedown but remains in its arena slot. Facedown mutants do not activate **leave** abilities when they are removed, and their abilities cannot be copied by other mutants. They are not considered as mutants in play, and any ongoing and block abilities are no longer active.

A knocked down mutant is not unflipped when another knock down effect affects their slot. The only way to unflip it is with an ability saying *'flip knocked down mutants faceup'*.



**Saber** mutants have access to this ability.

## GAIN

This ability allows you to choose any faceup mutant in your gene pool and place it in the location specified by the ability, such as your hand, the top of your deck, your incubator, your discard, or your cryo freezer.



**Zoomorph** mutants have access to this ability.



## ONGOING

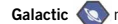
While a mutant with this ability is faceup in one of your arena slots, this ability is active until your mutant leaves the arena. Ongoing is not a **deploy** ability and cannot be copied. If you have 2 mutants with the same ongoing ability on your arena the ability effects are additive.

## COPY

This ability allows a mutant to use the ability of another mutant, as though the mutant had that ability printed on its card until the ability is fully resolved.

This ability usually specifies which other mutant may be a target of copying. If it does not specify a target, it can only target a faceup mutant in one of your own arena slots.

Transform, ongoing and block abilities can not be copied.

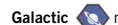


**Galactic** mutants have access to this ability.



## VARIABLE FREEZE VALUE

At the end of the game, when you score VPs for your cryo freezer, the value of these mutants is determined by the number of a specific gene symbol you have in your cryo freezer (the symbol shown in its freeze value area). The freeze value of these mutants while they are in play or in hand is 0.



**Galactic** mutants have access to this ability.



## FURY

You have **fury** if your marker is in the fury space. At the beginning of your turn, if you have fury and at least 1 opponent has **dread**, you immediately score extra VPs equal to the number in the small black box for the current round.



## DREAD

You have **dread** if your marker is in the dread zone.