

SEN-POONG LIM

JESSEY WRIGHT

12+

45-60
MINUTES

2-4
PLAYERS



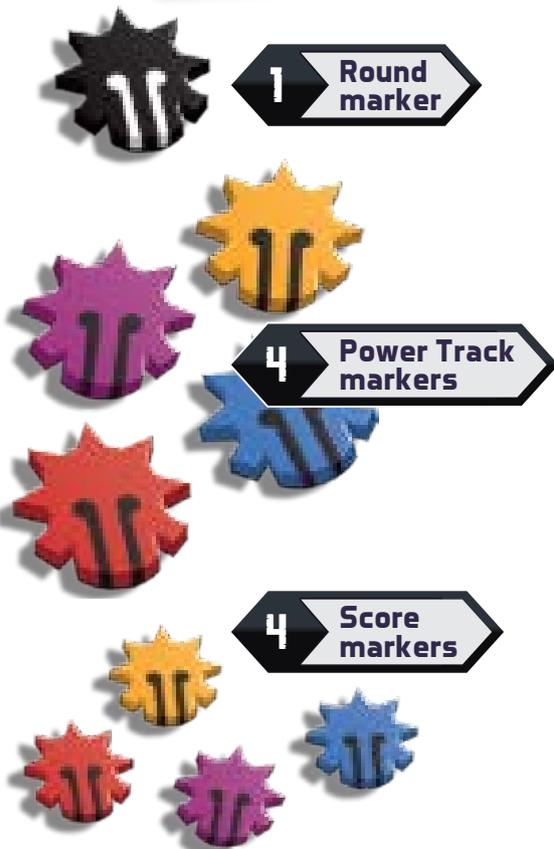
MUTANTS

THE CARD GAME

OVERVIEW

Mutants is a 2-4 player battle of mixing and matching genetics to create the Arena's ultimate warriors!

COMPONENTS





- 1 Round Track
- 2 Power Track
- 3 Top Space
- 4 Second Space
- 5 Red Zone
- 6 Score Track

Main Board with Power Track

ANATOMY OF CARDS



Basic mutant

- 1 Mutant name
- 2 Gene Type
- 3 Freeze value
- 4 Deploy ability
- 5 Leave ability
- 6 Card number
- 7 Pre-constructed gene pool icon
- 8 Draft icon



Advanced mutant

SET UP

- Place the Main Board in the middle of the play area (1).
- Place the Round marker on the left-most space of the Round Track (2).
- Each player takes a Player Aid card (3), and a Player Board (4), placing the Player Board in front of them.
- Each player gets a starting deck consisting of two copies each of six Basic (one-gene) Mutant cards (2x Warrior cards, 2x Zombie cards, 2x Robot cards, 2x Beast cards, 2x Demon cards and 2x Alien cards), with 12 cards total in the deck. Then, players deal themselves a starting hand (5) consisting of 1 of each type of Basic Mutant from their starter deck then shuffle and place the remainder face down on the deck area of their board (6).
- Each player picks a color and takes that colour of Power marker and Score marker. Place all Score markers by the "0" space on the Main Board (7).
- Determine a first player randomly. Beginning **with the player to the right of the first player** and continuing counter-clockwise, players place their markers on the power track. The player to the right of the first player puts their marker in the Second Space (8), then the next player seated counterclockwise from them places one space behind them (9), continuing until the first player has placed their marker.
- Finally, each player forms their gene pool, as determined by the mode of play. If this is your first game, the instructions below describe how to use preconstructed gene pools. Once you have played the game, try the gene pool setups suggested in the Variants section at the end of the rulebook. To use a preconstructed gene pool, each player should:
 - Choose one of the four lists below to form their gene pool; each is 12 cards total, 2 copies of each of the 6 mutants listed.

VICIOUS CYCLE



Android

Eva's Replication

Krunk

Captain Wrenchfury

Pyrothrope

Bufallor

COLD HEARTED



Leech Lord

Bio-Hedgehog

The Devourer

The Primal

Tricera Tank

Gorthaur the Cruel

BREED TO BEATDOWN



Big Bo\$\$

Omikami

Wampara

Rhinotaur

Triple B

Anubis

MOSH PIT



Pit Lord

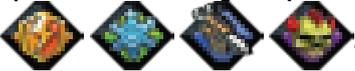
Marv

Nebulon

Rakshasa

Dracus Nobilis

Dire Despot

Please note that each Advanced Mutant used in these preconstructed gene pools has a small gene-pool icon in upper-right area of the card to make it easier to build gene pools .

- Shuffle the 12 advanced mutants then deal out three face-down piles of four cards in front of you. Flip the top card of each pile over and place it on top of the pile. This is your gene pool (10).
 - You're ready to play!

TURN SEQUENCE

The first player takes the first turn, then players continue taking turns clockwise around the table by seating order. Please note that in **Mutants you do not play all cards from your hand during one turn**. Usually you are allowed to take only one action per turn (details below). Your turn consists of three phases, performed in the following order:

- 1 Crush the Competition
- 2 Move Active Mutant
- 3 Take Action

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

1. CRUSH THE COMPETITION

At the start of your turn, if all of your opponents' Power markers are in the Red Zone ① and your marker is in the Top Space ②, you have crushed the competition. The round ends immediately, and all players discard all cards remaining in their hand (see End of Round below).

Otherwise, proceed to the next phase.



2. MOVE ACTIVE MUTANT

If your Active slot is empty, skip this phase and proceed to Phase 3.

- A If there is a mutant in your Active slot you **must move it to the Left or Right slot**.
- B If the Left or Right slot is empty, you must move the Active mutant to the empty slot.
- C If the Left and Right slots **both** have mutants in them, you must choose one 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 pile.
 - 4 Finally, move your Active Mutant into the empty slot.



NOTE: the mutant leaving is not placed in your discard pile until its Leave ability is fully resolved!

NOTE: In some rare cases you may still have a card in your Active Mutant slot. If this happens, repeat the Move Active Mutant phase until your Active Mutant slot is empty.

3. TAKE ACTION

Once your Active slot is empty, choose one of the following actions:

- A Deploy Mutant** - Use this action to play a Mutant card from your hand.
To deploy a mutant play it to your Active Mutant slot and resolve its Deploy Ability (if it has one). See page 10 for instructions on how to resolve abilities.
- B Breed**: Use this action to gain a new Advanced Mutant card to use in battle this round. To Breed:
 - 1 Discard 2 cards from your hand. It doesn't matter whether you are discarding single-gene Basic Mutants or double-gene Advanced Mutants to breed: you must always discard 2 cards.
 - 2 Then choose a face-up Advanced Mutant from your gene pool with genes matching genes on the discarded cards. Both genes of the mutant you breed must appear somewhere on the cards you are discarding. See **example** below.
 - 3 Deploy the mutant you bred to your Player Board in the Active Mutant slot, activating its Deploy ability, if it has one.

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

IMPORTANT: Breeding an Advanced Mutant with two of the same gene does not require discarding two copies of that gene, but you must still discard two cards.



Example of Breed action

EXAMPLE: Sara performs the Breed action. She discards a Zombie and Tricera Tank. The genes on those two cards are , , . With those cards discarded she can breed for Leech Lord, Bio-Hedgehog, Tricera Tank or The Primal, but not for: the Devourer (missing ) or Gorthaur the Cruel (missing both  and  genes).



- C Incubate** - Use this action to prepare a new Advanced Mutant card for use in battle next round. To Incubate:
 - 1 Discard any 1 card from your hand. (Unlike Breeding, the genes of the Mutant card you discard do not matter during Incubation).
 - 2 Then, take any one face-up mutant from your gene pool and place it face-up in your Incubator.

NOTE: You may only have one mutant in your Incubator at a time. If you already have a mutant in your Incubator you may not use the Incubate action.

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

After you take an action, the next player in the turn order takes a turn. If you have no cards left in your hand, you are finished for the round and will not take any more turns. Once all players have run out of cards the round ends.



END OF ROUND

When the round ends, either because all players ran out of cards or because a player Crushed the Competition, perform the following steps in order:

1 Score Power Track based on this round's score indicator. The player who is closer to the Top Space on the Power Track is in first place. The player closest to the bottom left of the track is in last place. If two 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 on the bottom of the stack.

Scoring is determined by current round on the Round Track ① as follow:

- First place scores Victory Points equal to the number in the big red box ②.
- Last place gets 0 Victory Points.
- All other players (in 3- and 4-player games) score Victory Points equal to the number in the small black box ③.



IMPORTANT: At the beginning of his/her turn, if a player ends the round by "Crushing the Competition", by starting their turn in the Top Space and all other players being in the Red Zone that player scores both Victory Points shown in the big red and small black box. All other players get nothing in this case.

NOTE: The order scoring tokens 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 - Move the Round marker, one spot to the right, to the next round's score indicator. If there is no next round indicator, the game ends (see End of Game Scoring).

3 Incubation - Each player with a mutant in their incubator puts that mutant face-down on top of their deck.

4 Draw - Each player draws 6 cards from their deck.

IMPORTANT: 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 Freeze zone. Then shuffle the cards remaining in your discard pile and place them face-down as your new deck.

5 Reset Power Markers - The player who currently has the lowest total number of Victory Points places their Power marker in the Second Space ①. Then, the next player above them on the score track places their Power Track marker in the space behind the previous player ②, and so on until all the Power markers of all players are on the Power Track ③. The player whose marker is the furthest from the Top Space will take the first turn in the next round, with turn order proceeding clockwise from them. In the case of tied score the player whose marker is on the bottom of the stack is considered to have a lower score.



In this example, red player will take first next round.

The next round then begins.

IMPORTANT: Mutant cards in 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 Freeze zone to their total score, taking the following into account:

A Fixed Freeze Value Mutants - Most mutants are worth a set number of Victory Points, indicated by a number in the top-right of their card. Add these numbers together on all mutants in your Freeze zone and then add that to your total score.

B Variable Freeze Value Mutants - Some mutants have variable Freeze values (See Variable Freeze Value in the Icon Effects and Special Rules section page II). Determine how many Victory Points each mutant with a variable Freeze value in your Freeze zone is worth then add that to your total score.

EXAMPLE: Sara has 7 mutants in her Freeze zone at the end of the game. Those are: 2 Devourers, 2 zombies, 1 Leech Lord, 1 Tricera Tank and 1 Warrior. Each Devourer scores 1 Victory Point for each Necro Gene in Sara's Freeze zone. There are 6 Necro genes total in her Freeze zone so each Devourer scores 6 additional Victory Points for Sara. Total Freeze value of Sara's Freeze zone is: $6+6+1+1+3+4+1=22$.



After all players have scored Victory Points 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 Freeze zone wins amongst the tied players. If there is still a tie, the tied player who is leading the Power Track wins..

VARIANTS

These variants provide ways of setting up your gene pool to provide different play experiences. We recommend using these instead of the pre-constructed gene pools only once you have experience playing the game.

DRAFT

Explore the variety of Mutant abilities in this mode!

- 1 Stack** - Sort the Advanced Mutant cards to form a stack of 36 unique cards with the Draft icon in bottom-right corner .
Put the remaining cards aside until Step 4.
- 2 Deal** - Shuffle the stack and deal each player a set of 9 cards.
- 3 Draft** - Each player picks 1 card from the 9 they were dealt, then passes the rest clockwise to the next player, similarly receiving a hand of cards from the player to their right from which they pick their next card and then pass again. This process is repeated until each player has picked 6 mutants. The cards that were not picked - each player should be holding 3 - are returned to the box.
- 4 Match** - Take the cards that were 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 for the game. Return all unused cards to the box.

CONSTRUCTED

Once you have a few battles under your belt, you can try your hand at crafting a fully custom gene pool. To play constructed, each player picks any 12 mutant cards to make their gene pool. You are not allowed to have more than 2 copies of the same card in your gene pool. If you're just getting your feet wet in constructed, we recommend trying to make gene pools with 6 mutants in duplicate, then exploring how swapping in singles affects your performance.

ICONS EFFECTS & SPECIAL RULES

The effects of icons and keywords used in the game are described below. Some effects are connected to specific genes, as indicated.

If any effect affects more than one player, always resolve it beginning with the active player and then continue clockwise. If the first part of an ability can't be resolved, the resolution stops and any further parts of the ability are not resolved.

NOTE: Unless the ability text uses the "may" keyword, the player must resolve it fully! If the ability effect uses the "may" keyword, the player may choose whether or not it resolves.



GAIN POWER

Gain power equal to the number shown. When you gain power move your Power Track marker towards the top space on the Power Track a number of spaces equal to the amount of power gained. If your marker ends its movement in a space that is occupied by another player's marker, stack yours on top of theirs. If your marker is in the Top Space (1) and you still have power to gain, instead of moving your marker forward move **each** opponent's marker one space back (2) for each power you gain while your token is in the Top Space.



LOSE POWER

Lose power equal to the number shown. When you lose power move your Power Track marker towards the Red Zone spaces on the power track a number of spaces equal to the amount of power lost. If the Power Track marker of a player who loses power is already on the last spot of the Power Track, no further power is lost.

NOTE: The order in which Power Track markers are moved can make a difference in the final scoring. If an effect causes multiple players to gain or lose power at the same time, first determine which players are affected, then move the active player's marker first (if it is to be moved), followed by each other marker, one at a time in turn order, until all affected players' markers have been moved.



CYCLE

Draw the indicated number of cards from the draw deck then discard the same number of cards. As an example, the icon here,  THEN , indicates you would draw 2 cards, then discard 2 cards.

Cyber () mutants have access to this ability.

FREEZE

When a mutant uses the Freeze ability to Freeze a card, place that card face down into your Freeze zone. A card that has been frozen is removed from the game but provides bonus Victory Points at the end of the game equal to its Freeze value at the top-right corner of the card.

Necro () mutants have access to this ability.



TRANSFORM

The Transform ability activates on Deploy and causes its mutant to immediately leave, activating its Leave ability (if it has one). Then, after it is discarded, deploy the top card of your draw deck, activating the new card's Deploy ability (if it has one).

Transform cannot be copied!

Mythic () mutants have access to this ability.



ATTACK

An Attack ability targets other players. Any player who is affected by an Attack ability is considered attacked by that ability. The ability always specifies which other players will be attacked. If an attack is ambiguous, such as an attack that says "Each opponent knocks down one mutant of their choice", each target of the attack makes the decision for themselves.

EXAMPLE: Laura plays Valkyrie, which causes each opponent dominating Laura to knock down a mutant. Since Valkyrie doesn't specify which slot is targeted, each opponent affected picks one of their face-up mutants and knocks it down.

Saber () mutants have access to this ability.



BLOCK

A Block ability allows the mutant to protect you from attacks. If you have a face-up mutant with a Block ability in any Arena slot and are the target of an attack, **instead** of resolving the effect of the attack, you must activate the Block ability. If multiple players are targeted by the attack, other players 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!

Block cannot be copied!

Mythic () mutants have access to this ability.



DOMINATING / DOMINATED

You are dominating all players whose Power Track markers are behind or below yours on the Power Track, and are dominated by all players whose markers are ahead of yours (ie, closer to the Top Space) on the Power Track. If two tokens are in the same space, the token on top is dominating the one below it.

KNOCK DOWN

The Knock Down ability causes a mutant's card to be flipped so that it is face-down but remains in its Arena slot. Face-down mutants do not activate Leave abilities when they are removed, their abilities cannot be copied by other mutants, 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 a knocked-down mutant is with an ability that says: "flip knocked-down mutants face-up".

Saber () mutants have access to this ability.

GAIN

The Gain ability allows you to choose any mutant in your gene pool that is face-up and place it in the location specified by the Gain ability, such as your hand, the top of your deck, your incubator, your discard, or your Freeze zone.

Zoomorph () mutants have access to this ability.

ONGOING

While a Mutant with an Ongoing ability is face-up in one of your battle slots, the ability is active. Remember to apply its effect!

Ongoing abilities are active until your mutant leaves the arena with one exception. They are never active during the End of Round step. Once the last player finishes their last turn of a round, ongoing effects can no longer resolve until the start of the first turn of the next round.

Ongoing is not a Deploy ability!
Ongoing cannot be copied!

COPY

The Copy ability allows a mutant to resolve the ability of another mutant. When a mutant copies another mutant's ability it is treated as if it had that ability printed on its card until the ability is fully resolved.

The Copy ability usually specifies which other mutant may be a target of copying. It may be mutant in your hand, your discard pile or gene-pool. If the Copy ability does not specify a target, it can only target a face-up mutant in one of your own Arena slots.

EXAMPLE: John is resolving Super Novus' Leave ability which allows it to Copy another mutant's Leave ability. He chooses Zombie, which is in the Left Slot of his Arena. Zombie's Leave ability says: 'You may Freeze this Mutant'. John freezes Super Novus, putting that card face down in his Freeze zone.

Transform, Ongoing and Block abilities can not be copied!

Galactic () mutants have this ability.

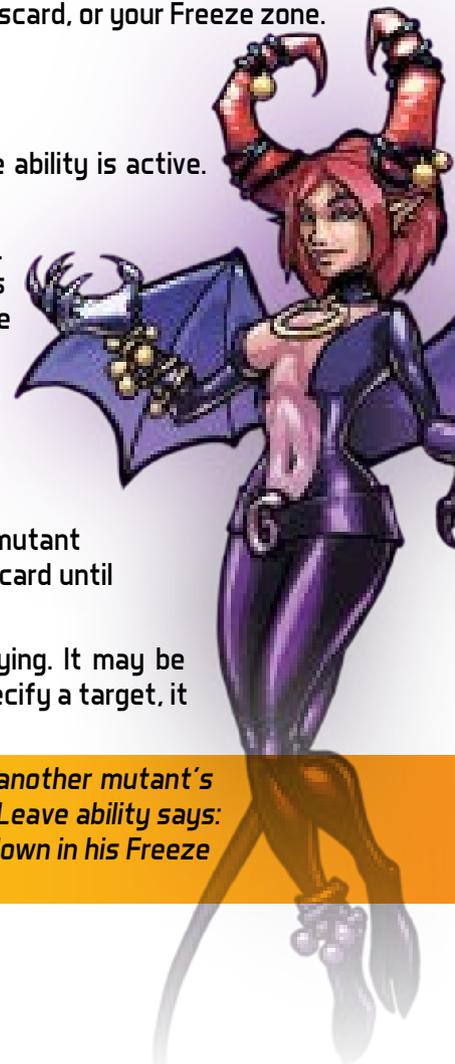
VARIABLE FREEZE VALUE

Some mutants have a variable Freeze value. At the end of the game, when you score Victory Points for your Freeze zone, the value of these mutants will be determined by the number of a specific gene symbol you have in your Freeze zone (the symbol shown in its Freeze value area). The Freeze value of these mutants while they are in play or your hand is considered to be zero for the purposes of effects that interact with Freeze value.

EXAMPLE: Sara has 7 mutants in her Freeze zone at the end of the game. They are 2 Devourers, 2 Zombies, 1 Leech Lord, 1 Tricera Tank and 1 Warrior. Each Devourer scores 1 Victory Points for each Necro Gene in Sara's Freeze zone. There are 6 Necro genes total in her Freeze zone, including the Devourers. So, each Devourer scores additional 6 Victory Points for Sara.



Galactic () mutants have this ability.



END OF GAME SORTING

At the end of the game, collect all the cards. Separate all the starter cards (those with one gene icon). Use the starter cards to rebuild the starter decks, each with 2 of each of the 6 Basic Mutants. If you want to recreate the pre-constructed gene-pools, sort the advanced mutants into five groups: four groups based on the gene pool icon in the upper-right corner; what remains will be the cards not used in the pre-constructed gene pools. Otherwise, split the advanced mutants into two groups of unique cards, one set with the Draft icon  and one set without.

PLAYER TURN EXAMPLE

EXAMPLE: Sara starts her turn. Her Power marker is not on a Top Space of the Power Track so she skips "Crushing the Competition" phase. At the beginning of the second phase she has three mutants in the Arena on her Player Board: Beast in the Active slot, Zombie in the Right slot and Alien in the Left slot.



Since both the Left and Right slot are occupied Sara has to choose where she wants to move the Beast. She chooses the Left Slot. Sara removes the Alien from her Arena and resolves its Leave ability. It allows her to Copy the Deploy ability of one of her other Mutants in the Arena. Sara chooses Beast and discards two cards from hand to gain a mutant from her Gene-pool. She chooses Tricera Tank, taking that cards into her hand. Finally she puts Alien, who has just left the Arena, on top of her discard pile.



Then Sara may perform one action. She decides to Deploy the Tricera Tank she has just gained. Sara plays Tricera Tank on the Active slot, and resolves its Deploy ability. She first gains two power, then she Cycles, drawing one card from her deck and then discarding one card from her hand to the top of her discard pile.



CREDITS

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