SEN-FOONG LIM

JESSEY WRIGHT

12+

20 MIN / PLAYER

1-4 PLAYERS

Mutants

THE CARD GAME

WELCOME TO THE ARENA!

2313 AD: Thanks to the progress of genetics, mankind can create Mutants to fight as genetic gladiators in bloody arena battles. Only humans with psychic abilities can control them and lead them to victory. These Psy Captains all share one ultimate goal: win the most prestigious and dangerous competition in the galaxy: the Mutants World Tournament!

OVERVIEW

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

COMPONENTS

4 Player boards

1 Main board

1 Round marker

48 Basic Mutant cards

4 Player Aid cards

72 Advanced Mutant cards

4 Power Track markers

4 Score markers

4 Preconstructed Gene Pool cards

13 Singularity Wizard cards

24 Jack Ice cards

1. Round Track
2. Power Track
3. Fury Space
4. Second Space
5. Dread Zone
6. Score Track

ANATOMY OF CARDS

Basic Mutant with a single gene **A** and Mutant's name on a white background **B**.

Advanced Mutant with two genes **A** and Mutant's name on a black background **B**.

WARRIOR   1

+2

OPPONENTS DOMINATING YOU KNOCK DOWN THEIR MUTANT THAT IS IN THE SAME SLOT.

CORE 3

1. Mutant name
2. Gene type
3. Freeze value
4. Deploy ability
5. Leave ability
6. Card number
7. Preconstructed Gene Pool icon
8. Draft icon

MARV   3

+2

DISCARD THE TOP CARD OF YOUR DECK. YOU MAY COPY ITS LEAVE ABILITY.

CORE 10

Turn Sequence labels:
- **1** Arena
- **2** Left Mutant Slot
- **3** Active Mutant Slot
- **4** Right Mutant Slot
- **5** Deck Area
- **6** Cryo Freezer
- **7** Incubator
- **8** Discard Area
- **9** Gene Pool
- **10** Turn Sequence

GENE POOL

LEFT MUTANT · **RIGHT MUTANT**

DECK · **CRYO FREEZER**

ACTIVE MUTANT

DISCARD — Before reshuffling your discard, freeze one Mutant

INCUBATOR — Discard to Incubate a Mutant

TURN SEQUENCE:
1. Gain extra VP if you Crush the Competition
2. Move your **ACTIVE MUTANT** Left or Right
3. Take one Action
   - Deploy
   - Breed
   - Incubate

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 (2 Warrior cards, 2 Zombie cards, 2 Robot cards, 2 Beast cards, 2 Demon cards and 2 Alien cards), with 12 cards total in the deck.

- 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 takes a Power marker and a Score marker matching the colour of their Player board. Place all Score markers on 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 counter-clockwise from them places their marker 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. The main gameplay mode of Mutants is draft. If you want to learn game faster you should try the preconstructed Gene Pool setup suggested in the Variants section on page 9.

- To draft your Gene Pools, perform this steps in order:

  1. **Stack** - Sort the Advanced Mutant cards to form a stack of 36 unique cards with the Draft icon M 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, simultaneously receiving a hand of cards from the player counter-clockwise from them 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.

(5) **Place -** 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).

■ **Mulligan** - Starting with the first player and continuing clockwise, each player may choose to do a mulligan. To do that, they take one card from the top of one of their Gene Pool stacks and put it face-down at the bottom of that stack, then flip the new top card. Each player may do that for any number of their stacks, but only once for each of them.

■ You're ready to play!

Example of a 2 player setup

GOAL

The goal of the game is to have the most Victory Points (VPs). VPs are earned in two ways:

■ Each round, players earn VPs based on their position on the Power Track.

■ At the end of the game, players earn VPs from the Mutants in their Cryo Freezer.

GAME FLOW

The game consists of 5 rounds. In each round players take turns until all of them have used every card in their hand. Then players will score points based on their position on the Power Track after which new round begins.

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 (as detailed below).

Your turn consists of three phases, performed in the following order:

1. Gain extra VP if you Crush the Competiton
2. Move Active Mutant
3. Take Action

1. CRUSH THE COMPETITION

At the start of your turn, if at least one of your opponents' Power Marker is in the Dread Zone (1) and your marker is in the Fury Space (2), you have crushed the competition. You immediately score extra Victory Points 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.

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 (a face-up pile of cards in your Discard Area).
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!*

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 14 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) 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.

> **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

> **NOTE:** *After breeding, reveal the next Mutant card in your Gene Pool. You should always have the topmost card of each stack revealed.*

> **EXAMPLE**: *Sara performs the Breed action. She discards a Zombie and a 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.

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

> **NOTE:** *You may only have one 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.*

> **NOTE:** *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 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 no cards in their hands the round ends.

END OF ROUND

When the round ends because all players ran out of cards perform the following 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 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 below it in the stack.

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

- 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.

> **NOTE:** *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** - 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 places 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 Cryo Freezer. Then shuffle the cards remaining in your Discard Area 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 Fury Space will take 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.

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

The next round then begins.

> **IMPORTANT:** *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:

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 Cryo Freezer 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 16). Determine how many Victory Points each Mutant with a variable Freeze value in your Cryo Freezer is worth then add that to your total score.

EXAMPLE: Sara has 7 Mutants in her Cryo Freezer 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 Point for each Necro gene in Sara's Cryo Freezer. There are 6 Necro genes total in her Cryo Freezer, so each Devourer scores 6 Victory Points for Sara.
The total Freeze value of Sara's Cryo Freezer 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 Cryo Freezer wins amongst the tied players. If there is still a tie, the tied player who is leading the Power Track wins.

EXAMPLE: Sara starts her turn. Her Power marker is not on the Fury Space of the Power Track so she skips the "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 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 her hand to gain a Mutant from her Gene Pool. She chooses Tricera Tank, taking that card 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.

VARIANTS

These variants provide ways of setting up your Gene Pool to provide different play experiences. We recommend using preconstructed Gene Pools instead of the standard Draft method explained in the Set Up if you want to learn the game faster. Constructed is recommended after you tried draft mode before.

PRECONSTRUCTED

To use this mode, each player picks on of the pre-selected sets of Advanced Mutants (listed below and on Preconstructed Gene Pool cards), building their Gene Pool from 2 copies of each Advanced Mutant card.

VICIOUS CYCLE	COLD HEARTED	BREED TO BEATDOWN	MOSH PIT
Android	Leech Lord	Rhinotaure	Pit Lord
Eva's Replication	Bio-Hedgehog	Omikami	Marv
Krunk	The Devourer	Wampara	Nebulon
Captain Wrenchfury	Dire Despot	Big Bo$$	Kolossus
Pyrothrope	Britany	Triple-B	Dracus Nobilis
Bufallor	Rakshasa	Anubis	Tricera Tank

Please note that each Advanced Mutant used in these preconstructed Gene Pools has an associated icon (   ) in lower-left area of the card to make it easier to gather the necessary cards.

Once you have a few battles under your belt, you can try your hand at crafting your own custom Gene Pool. To play in Constructed mode, each player picks any 12 Advanced 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 starting with Constructed mode, we recommend trying to make Gene Pools with 6 Mutants in duplicate, then exploring how swapping in singles affects your performance.

END OF GAME SORTING

At the end of the game, collect all the cards. Separate all the Basic Mutant cards (those with one gene icon). 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 five groups: four 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 two groups of unique cards, one set with the Draft icon (M) and one set without.

SOLO MODE

Uprising is a Solo Mode for Psy Captains to put their skills to the test. In Uprising you will build a Gene Pool, then face off against a super-powered Mutant Boss in a true test!

SET UP

■ Prepare your Gene Pool using the Constructed Variant rules.

■ Set up your Player board (do not pick the one with "Solo Boss" on the other side), Gene Pool, starting hand, and deckas if your were setting up a regular game of Mutants.

IMPORTANT: *In Uprising, 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 board 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. 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, which is the number in the top left corner of the Boss Card.

NOTE: *In Uprising, the Score Track is used to track the Boss's Life. You win by reducing the Boss's Life to zero – and you reduce its Life by gaining Victory Points!*

■ Follow special set up instructions visible on the the Boss Card.

■ Turn the Boss Card **Special Power Side** up.

■ Carefully read the Special Power section as it describes any additional rules used when playing against this Boss.

BOSS BOARD ANATOMY

①	Arena
②	Left Slot
③	Active Slot
④	Right Slot
⑤	Deck Area
⑥	Boss Card Slot
⑦	Discard Area
⑧	Power Slot A
⑨	Power Slot B

BOSS CARD ANATOMY

Setup Side

Special Power Side

①	Boss Name
②	Boss Life
③	Boss Setup
④	Boss Special Power

SINGULARITY WIZARD
40

SETUP

SHUFFLE ALL SINGULARITY WIZARD CARDS TO FORM THE BOSS DECK. PLACE THAT DECK IN THE BOSS DECK AREA.

SINGULARITY WIZARD
40

SPECIAL POWER

SINGULARITY WIZARD DOESN'T HAVE SPECIAL POWER.

GOAL OF THE GAME

You win Uprising if you defeat the Boss in five rounds. Unlike standard Mulitplayer mode, you do not win by gaining Victory Points. Instead, each time you would gain Victory Points you will reduce the Life of the Boss by the number of Points gained. If the Boss ever has zero or less life, you win immediately!

The game flow is mostly similar to standard Mulitplayer battles. There are five rounds, and in each the Boss and you alternate taking turns until you have played all cards from your hand.

TURN SEQUENCE

1 **Boss Turn**

A **Check for Crush**

B **Push Active Card**

C **Play Card**

2 **Player Turn** (as normal)

3 **End of Round**

1. BOSS TURN

A **Check for Crush**

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 **Push Active Card**

If there is a card in the Active Slot of the Boss Board it pushes to the left or right slot. The direction the card pushes is indicated by the arrow formed by the title bar.

EXAMPLE: *The arrow formed by the title bar on Heat Death points towards the left, so it pushes to the Left Slot, forcing the card in the Left Slot to leave.*

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).

NOTE: *Unlike Players' cards, Boss's Action Cards do not have to be pushed towards an empty slot. They are always pushed in the direction indicate by the arrow.*

C **Play Card**

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.

NOTE: *Bosses do not freeze their own cards when they shuffle their discard pile!*

WEAKNESSES

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 on it, which is how much Life the Boss will lose if you shatter that Weakness, along with a 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 by doing the following:

IMPORTANT: *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.*

- You reduce the Boss's life by the number shown on the Weakness Ability icon
- Remove that card from play and put it back in the game box.

2. PLAYER TURN

After the Boss takes a turn, you take a turn. Your turn follows the same steps as a player turn in a standard Multiplayer mode of Mutants, and you play according to most of the normal rules, except where noted below. After you take 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.

Gaining Victory Points - Whenever you would normally gain Victory Points, such as by freezing, Crushing the Boss or having more Power at the end of the round, reduce the Boss's Life by the number of Victory Points you would have gained instead.

Freezing - Whenever you freeze a Mutant, put it face up 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.

Affecting the Boss's Hand or Incubator - 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, then nothing happens.

Targeting Mutants - While thematically the Boss's Cards are often actions, if you have an ability or effect that targets opponent's Mutants (such as Knock Down!), it can target the Boss's cards as if they are Mutants.

Making Decisions - If an Ability you resolve would result in the Boss making a choice, you make that choice instead!

Last Card - 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:

- ■ **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.
- ■ **Advance the Round Marker.** If this was the fifth round, the game ends. If the Boss has any Life Left it has beaten you! Try again, and use what you learned this game to beat it next time!
- ■ **Incubation.** If you have a Mutant in your Incubator, put that Mutant face-down on top of your deck.
- ■ **Draw.** Draw 6 cards from your deck.
- ■ **Reset Power Markers.** Place your Power marker in the Second Space and the Boss's marker one space behind it.
- ■ The next round begins with the Boss taking the first turn.

EXTRA CHALLENGES

After defeating the Solo Boss for the first time you might want to try an extra challenge!

Super Tough - In this challenge 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).

Challenge Checklist:

	+10 life						
Singularity Wizard							
Jack Ice							

ICON 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. Always resolve as much of the ability's effect as possible.

> **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 Fury 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 Fury 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 Fury Space.

LOSE POWER

Lose power equal to the number shown. When you lose power move your Power Track marker towards the Dread Zone spaces on the Power Track a number of spaces equal to the amount of power lost. If your marker ends its movement in a space that is occupied by another player's marker, stack yours on top of theirs. 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 scoring a Power Track! 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.*

> **NOTE:** *When you gain or lose power, the position of your marker in a stack of markers doesn't matter. 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.*

CYCLE

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

Cyber (🔶) Mutants have access to this ability.

> **NOTE:** *If you cannot draw the required number of cards, draw as many as you can. Then, discard as many cards as you drew.*

> **NOTE:** *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 face-down as your new deck.*

FREEZE

When a Mutant uses the Freeze ability to freeze a card, place that card face down into your Cryo Freezer. 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.

ATTACK

An Attack ability targets opponents and causes different types of negative effects. The ability always specifies which opponents will be attacked. If an opponent is not an eligible target, they are not attacked.

> **EXAMPLE:** *Laura's Warrior in the left slot leaves, which causes opponents dominating Laura to knock down their Mutant that is in the same slot as Laura's Warrior. Sara is not dominating Laura, so she is not attacked by this Ability. John is dominating Laura, but he doesn't have a Mutant in the left slot, so he is not attacked either. Ted is dominating Laura and he has a Mutant in the left slot, so he has to knock it down.*

Saber (🔴) Mutants have access to this ability.

TRANSFORM

The Transform ability activates on Deploy and causes its Mutant to immediately leave, activating its Leave ability. Then, after it is discarded, deploy the top card of your deck, activating the new card's Deploy ability.

Transform cannot be copied!

EXAMPLE: *Ted plays Techno Taoist, which has the Transform ability. Techno Taoist immediately leaves, so its Leave Ability is resolved. Ted chooses to take Warrior from discard (he cannot choose this Techno Taoist as it is not in the discard yet), and discards Beast from his hand. After Techno Taoist's Leave ability is resolved it is discarded. Then, as the second part of the Transform ability is resolved, Ted deploys the top card of his deck, which happens to Zombie. Resolving Zombie's Deploy ability gives Ted 2 Power.*

EXAMPLE: *Ted plays Xeleroth. He loses 1 power, then chooses to copy the Deploy ability of a Warrior that he has in the left slot, gaining 2 power. As its Leave ability has been resolved, Xeleroth is discarded. Now, Ted has to deploy a new Mutant from the top of his deck. Since there are no cards left in his deck, Ted freezes a card from his discard, and shuffles his discard into a new deck pile (including the Xeleroth he recently placed there). Then Ted deploys the top card from his newly-formed deck, which happens to be Alien. Resolving Alien's Deploy ability gives Ted 1 Power.*

Mythic (⬡) Mutants have access to this ability.

BLOCK

A Block ability allows the Mutant to protect you from attacks. If you are attacked and have a face-up Mutant with a Block 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.

EXAMPLE: *John plays Dire Despot, so each opponent dominating him loses 2 power. Ted is not dominating John, so even though he has a Demon, he doesn't activate Block Ability as he is not attacked. Sara is dominating John and she also has a Demon, so instead of losing 2 power, she has to activate Demon's Block Ability. This causes Demon to be knocked down, but protects her from the attack and also gives her 1 power!*

Block is not a Deploy ability!
Block 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 Power Track, and are dominated by all opponents whose markers are ahead of yours (ie, closer to the Fury 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, 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 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 Cryo Freezer.

NOTE: *If you run out of Mutants in your Gene Pool you can no longer resolve Gain ability.*

Zoomorph (⬡) Mutants have access to this ability.

∞ ONGOING

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

Ongoing abilities are active until your Mutant leaves the Arena.

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

> **NOTE:** *Ongoing abilities stack!*
> *If you have two Mutants with the same Ongoing ability on your Arena the effect of the abilities are additive.*

EXAMPLE: *Sara has two Leech Lords on her Arena. Each time she freezes a Mutant she gains 4 power total.*

COPY

The Copy ability allows a Mutant to use 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 a 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 Deploy or Leave ability. He chooses Zombie's Leave ability, 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 Cryo Freezer.*

Transform, Ongoing and Block abilities can not be copied!

Galactic (🪐) Mutants have access to 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 Cryo Freezer, the value of these Mutants will be 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 your hand is considered to be zero for the purposes of effects that interact with Freeze value.

EXAMPLE: *Sara has 7 Mutants in her Cryo Freezer 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 Point for each Necro Gene in Sara's Cryo Freezer. There are 6 Necro genes total in her Cryo Freezer, including the Devourers. So, each Devourer scores 6 Victory Points for Sara.*

Galactic (🪐) Mutants have access to this ability.

FURY

You have Fury if your marker is the Fury Space. At the beginning of your turn, if you have Fury and at least one opponent has Dread, you immediately score extra Victory Points 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.