



Mutants INCUBATOR OVERLOAD

EXPANSION



RULEBOOK

Incubator Overload gives you access to more mutants, so you can create thousands of amazing new combos! It also includes the Buildings expansion module, which alters the game's rules and provides new challenges for you to face. Finally, Heimdall and Glubber have risen and are threatening to destroy the facility! Rally the troops and pit your best mutants against these Solo Bosses in battle!

SECOND WAVE ADVANCED MUTANTS

The Second Wave Advanced Mutants give you 36 new Advanced Mutants to bring to the Arena - explore new tactics and strategies to dominate your opponents!

COMPONENTS



72

Second Wave
Advanced Mutant cards

SET UP

Second Wave Advanced Mutants are used in exactly the same way as Advanced Mutants from the Core Set. Use them to play the Draft or the Constructed variant as described in the base game rulebook by mixing them with the Core Set or as a standalone set.

SORTING THE CARDS

If you want to separate your Advanced Mutants by set, each of the new cards has "Second Wave" printed along its bottom edge to denote which set they belong to.



BUILDINGS MODULE

The Buildings module offers many unique twists on gameplay, forcing players to rethink their strategies.

COMPONENTS



4

Building
tokens

6

Challenge
tokens



SET UP

Before the game starts, choose one Building to play with and place it beside the Main Board in view of all players. You may choose the Building at random or pick your favorite one. The selected Building alters the rules of the game for all players, creating new possibilities and constraints.

BUILDING TOKEN CLARIFICATIONS



The Incubate action still places a single Mutant in a player's Incubator. A player may place a second mutant in their Incubator by performing a second Incubate action in a round or by using a card ability.

If a card's ability affects a mutant in the Incubator and a player has 2 mutants there, that player picks which mutant is affected. At the end of the round, players place all Mutants from their Incubators face-down on top of their decks, in whichever order they choose.



Only 1 card may be replaced when using the Exchange Office; 1 card must still be discarded for breeding.

When using Exchange Office, both genes of the bred Mutant must still be matched.



There is still only a single Crush the Competition phase each turn. It happens at the end of the turn, instead of at the beginning.



All Challenge requirements have to be fulfilled in a single turn.

A player may complete only the topmost Challenge in the stack (the only visible one).

A player may complete a maximum of 1 Challenge per turn.

Since challenges are put at the bottom of the stack when completed, it is possible to complete the same Challenge more than once during a single game.

NOTE: We recommend playing the game without modules first. After that, we recommend using at most two modules at a time. When playing with modules, the general set up order goes as follows:

1. Choose Building
2. Draft Psy Captains
3. Draft Heroic Mutants
4. Draft Advanced Mutants
5. Choose Basic Mutants

GLUBBER AND HEIMDALL

Two new Solo Bosses to test your might!

COMPONENTS



SET UP

To battle Glubber or Heimdall, set up the Solo Boss battle as described in the base game rulebook.

Do not use any modules when playing against a Solo Boss.

SPECIAL POWER CLARIFICATIONS

GLUBBER

If there are no cards remaining in a power slot and Glubber would gain a Shapeshift card from that slot, nothing happens.

HEIMDALL

Edicts that are placed in your deck can be used to incubate and to breed - they do not match any genes, however.

EXTRA CHALLENGES

As with Solo Bosses from the Core Set, you can try to complete a set of extra challenges that ramp up the difficulty!

+10 life



Glubber

Heimdall

CREDITS

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