ALEXANDROS KAPIDAKIS

MUTAGEN



RULEBOOK



1-4 PLAYERS 90 MINUTES AGES 12+



As mining activities intensified in the twilight years of the industrial revolution, competition for natural resources grew fierce and industrialists burrowed themselves deeper and deeper into the sodden depths of the earth.

One mining operation, driven forward by its fanatical leader, dug deeper than any other, and the events that followed this endeavour have become the stuff of myth and legend. What little information is known about the venture centres on the discovery of a new and powerful element, an element known simply as 'The Great Shard'.

The Great Shard's mystical properties not only accelerated the industrial revolution dramatically, but also altered the world around it, spawning creatures and phenomena that defied every natural law imaginable. The world would never be the same.

Soon, the mad industrialist known only as 'the Keeper' had learned to control the power of the Great Shard. Their lust for progress extended beyond the industrial world through which they had gained their power, and morphed into an obsession with biogenetic modifications. People who indulged in this practice of self mutation became known as the Mutagen.

Now, many years later, the Keeper of the Shard is nearing the end of his unnaturally extended life, and you are one of four Mutagen in the running to take over their position of power. The Keeper will be observing your every move, and will choose only one successor before he draws his final breath.

COMPONENTS



1 Game board



1 First player marker



1 Round tracker token



27 Crew cards



30 Tree cards



20 Mutation cards



32 Storage tiles



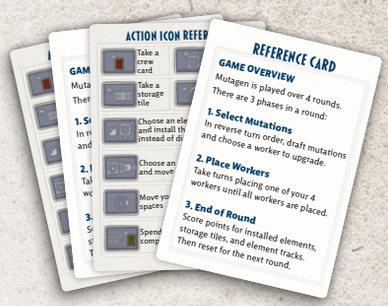
96 Element tiles



8 Bonus tokens



40 Shard Fragment tokens



4 Reference cards



20 Mutation attachments

The deluxe Mutation upgrades are part of the deluxe version of the game, and are available to purchase separately by visiting **www.drandagames.co.uk/shop**

PLAYER COMPONENTS



4 Airship boards



16 Element tracker tokens



1 Score tracker token



4 Progress tracker tokens



16 Workers (4 Robot, 4 Thug, 4 Spy, 4 Engineer)

In Mutagen, you have assembled a team of workers who will help you claim the mantle of power and become the new Keeper of the Shard. Each round you will send your team to unearth elements that have been influenced by the Great Shard. You will use these elements to improve your airship, deliver them to the sacred tree, sell for favours in the floating city, and increase your reputation in the coastal oasis, all while gathering fragments of the Shard and improving your team with powerful mutations.

Leverage these mutations alongside your worker types, to create unique combinations and use your team wisely to gain the most power to become the successor to the most powerful person on the planet.

SETUP

GAME SETUP

1. Place the **Game board** in the middle of the play area.

2. Shuffle all the **Element tokens** and place them face down to create a supply next to the Game board. Take nine Element tokens from the supply and place them face up on the corresponding spaces of the Element locations.

3. Shuffle all the **Storage tiles** and place them face down to create a supply next to the Game board. Take three from the supply and place them face up on the corresponding spaces of the Element locations.

4. Shuffle the **Crew cards** into a face down deck and place it beside the Game board. Draw three from the deck and place them face up on the corresponding spaces of the Element locations.

5. Shuffle the **Tree cards** into a face down deck and place it beside the Game board next to the Tree location, then reveal three cards, placing them on the spots of the Sacred Tree.

6. Shuffle the **Bonus tokens** and place one face up on each corresponding space of the Progress track. Return any unused tokens to the game box.

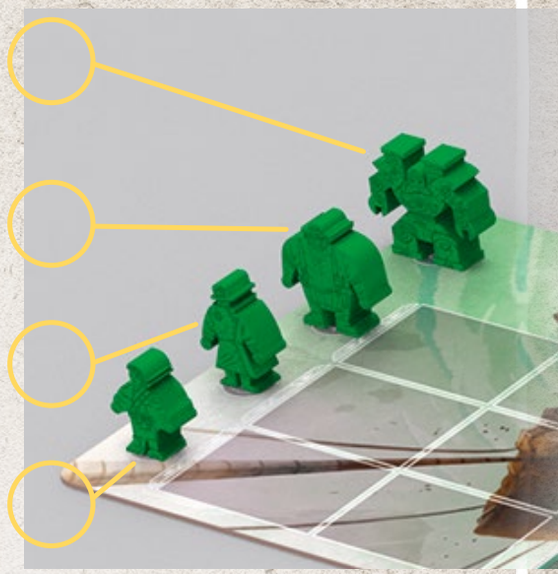
7. Shuffle the **Mutation cards** into a face down deck and place it beside the board.

8. Create a supply of **Shard Fragment tokens** by the side of the Game board

9. Choose a first player at random and give them the **First Player token**.



PLAYER SETUP



10. Give each player all the components in their player colour: One **Airship board** , four **Workers** (One Robot, one Thug, one Spy, and one Engineer), four **Resource tracker tokens**, one **Progress tracker token**, and one **Score tracker token**. Return all unused player colour components to the game box.

11. Give each player three Shard Fragment tokens.

12. Each player does the following:

A. Place your four Workers on the corresponding spots on your Airship board.

B. Place your Score tracker token on the '0' space of the score track.

C. Place your Resource tracker tokens on the '0' space of each matching element track.

D. Place your Progress tracker token on the first space of the progress track.



GAME OVERVIEW

Mutagen is played over four rounds. Each round is made up of three phases which proceed as follows:

1. Select Mutations
In reverse turn order, draft mutations and choose a worker to upgrade.

2. Place Workers
Take turns placing one of your four workers. Once all players have placed their workers, move to End of Round.

3. End of Round
Score points for installed elements and element tracks, and reset for the next round.

After four rounds, the game will end and end of game scoring will occur. The player with the most points after the end of game scoring is the winner.

1. SELECT MUTATIONS



Deal a display of face up Mutation cards with a number of cards equal to the number of players plus one. For example in a 4-player game, deal five Mutation cards face up.

Starting with the player to the right of the first player (the final player in turn order) and proceeding in reverse turn order, each player will select a Mutation card then add that mutation to one of their Workers. Discard any unselected Mutation cards.

For more information on the Mutation cards, see page 15.

NOTE: If you have the deluxe Mutation attachments, also take the Mutation that matches the card.

The deluxe Mutation attachments are part of the deluxe version of the game, and are available to purchase separately by visiting **www.drandagames.co.uk/shop**

2. PLACE WORKERS

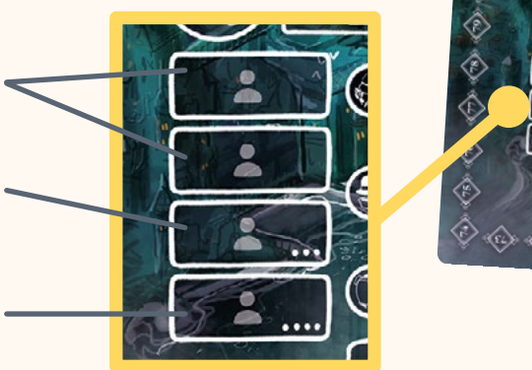
The Game board features six locations. Each location has a number of Worker spaces equal to your player count. Starting with the first player and proceeding clockwise, each player will take a turn to place a Worker.

On your turn, take one of your Workers from your Airship board and place them on the highest available space at your chosen location on the Game board.



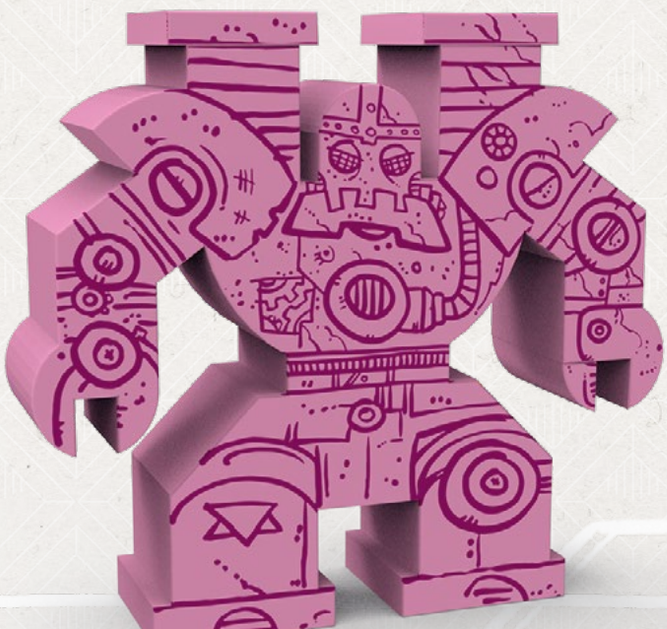
Available spaces

Each location on the board has four Worker spaces. Depending on your player count, some of these spaces may be unavailable. This is shown by the number of 'pips' in the bottom right corner of those spaces. Only one Worker may be placed on each space. A location may contain more than one of your Workers.



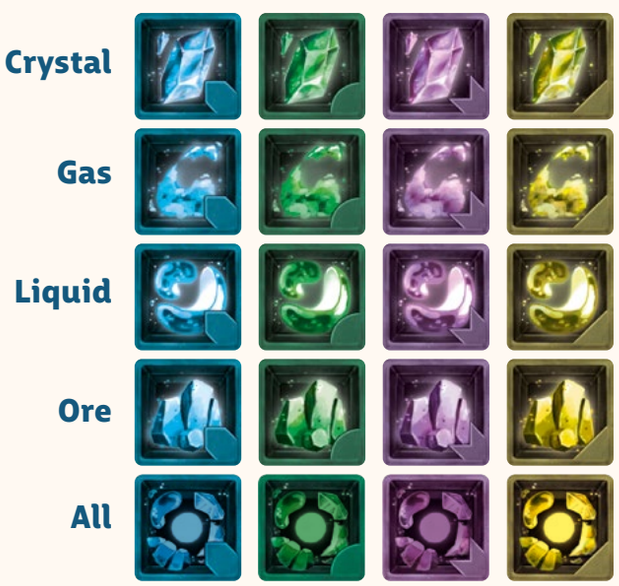
When you place a Worker at a location, you may take all of the following actions, in any order:

- **Location action.**
- **Worker type action.**
- **Worker mutation action**



Elements

There are four element types (Crystal, Gas, Liquid, Ore) and each element has four possible colours (Blue, Green, Pink, Yellow).



LOCATION ACTION

Each location has a location action. When you place any Worker at the location you may take that action, regardless of the Worker type and the presence of any other player's Worker. Details of the location actions can be found on pages 9-12.

WORKER TYPE ACTION

Each location has three additional actions, known as Worker type actions. The Worker type action you take at each location will depend on the Worker you have placed there. Details of the worker type actions can be found on pages 13-14.

Worker Types

Each player has 4 different Worker types: Robot, Thug, Spy, and Engineer

The Robot is a special type of Worker. It cannot be improved with a Mutation card but can take any of the Worker type actions.



WORKER MUTATION ACTIONS

In addition to the location action and the Worker type action, you may also be able to activate a Mutation action if your Worker has any Mutation cards.

When you place a Worker, you may activate all mutations once. You must pay the activation cost (the first cost) shown on the card (if any) for each mutation.

Details of the worker mutation actions can be found on pages 15-16.

After you have placed your worker and carried out all of your actions, refill any empty Element, Storage tile, or card spaces.

WORKER REACTIONS

After you have placed your Worker and resolved your actions, if another player (not you) has a Worker placed immediately above the Worker you just placed, they may perform a Worker reaction.

To perform a Worker reaction, they may choose to activate one (not both) of the mutations on their Worker by paying the second cost shown on the Mutation card.



Example: Yellow's turn ends and they refill any empty card and token slots. Then, Purple now has the opportunity to reactivate one of their Spy worker's mutations. They can either gain pay two Shard Fragment tokens to move their progress marker two spaces on the progress track or pay two Shard Fragment tokens to take an Element token from the location.

After any Worker reaction, refill any empty Element, Storage tile, or card spaces. Your turn ends and the next player takes their turn.

PASSING AN ACTION

If you cannot or do not wish to perform a location action, Worker type action, or Worker reaction, you may instead take 1 Shard Fragment token for each action you do not take. This option is always available to you. You may only gain a Shard.

Fragment token from a Worker reaction if that Worker has one or more Mutation cards, a Worker without a Mutation cannot react and therefore you cannot take a Shard Fragment token instead.

Once all players have placed all of their workers, proceed to end of round.

3. END OF ROUND

At the end of each round, you score points for the Elements installed into your Airship and your position on the element track.

Installed Elements

Score 2 points for each Element you have installed on your Airship (you do not score points for Elements in your storage). See page 10 for details on installing Elements.

Score points for each of the columns you have filled with Storage tiles, regardless of whether they have installed Elements or not. The leftmost column scores you 1 point, the middle column scores you 2 points, and the rightmost column scores you 3 points.



Example: Blue scores 10 points from installed Elements and 3 points from the columns filled with Storage tiles

Element Tracks

Score points for your progress on each of the elements tracks. For each element track, score 2 points if you are in position 1, 3 points if you are in position 2 or 3, and 4 points if you are in positions 4, 5, 6 or 7.

Prepare for the Next Round

If you are in rounds 1-3 return your workers to your player board. The current first player passes the First Player token clockwise and begins a new round. If you are in round 4, proceed to end of game scoring.



Example: Blue scores 11 points and Yellow scores 12 points

END OF GAME SCORING

After four rounds, the game ends.

In addition to the points you scored throughout the game, gain points from Crew Cards, Tokens, and Tree cards.

Completing Crew Cards

For each Crew card you have by your Airship board, score points based on the conditions shown on the card, which relate to your position on each of the element tracks, full details can be found on page 18.

Tokens

You get 1 point for each Element token remaining in your storage area, then discard 3 Shard Fragment tokens to gain 1 point (do this as many times as you have Shard Fragment tokens to discard).

Tree Cards

Sort your completed Tree cards by their colour. Each matching coloured pair of Tree cards gets you 3 points. Each remaining Tree card gets you 1 point.

The player with the most points is the winner and is crowned as the new Keeper of the Shard.

In case of a tie, the player with the most remaining Shard Fragment tokens wins. If it is still a tie, the tied players share the victory.

As the dust settles, one Mutagen emerges superior to all others. With his dying breath the Keeper of the Shard names you as his successor and your ultimate purpose is realised. As the other Mutagen surrender and pledge their fealty to you, and you settle yourself on the specular throne of the floating city, you know that for the first time in your life there is nothing standing in your way...

LOCATION ACTIONS

There are six locations. Each location has a location action:





At these locations, take one Element from the Elements available at this location.

Refill any empty Element slots before any reactions and at the end of your turn.

When you take an Element, you may either place it into your storage or install it into your Airship.



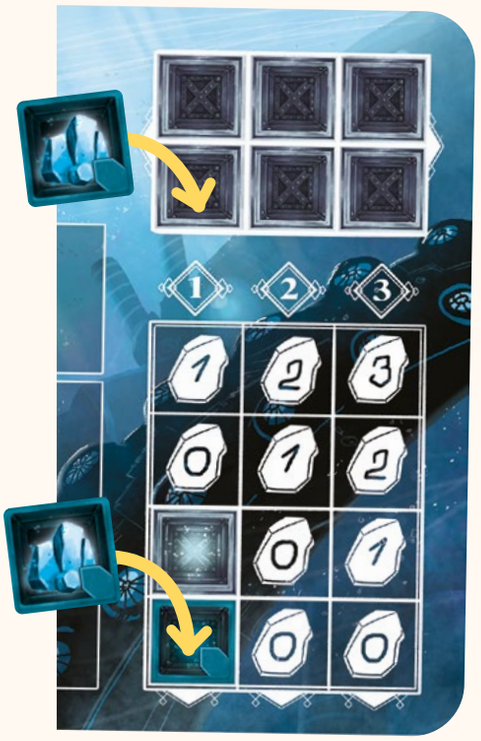
STORING OR INSTALLING ELEMENTS

When you take an Element, you may place it in your storage or install it into your Airship

Place it into your storage

You may wish to place it in your storage if you plan to use it later to fulfil orders at the at the location, or move on an Element track at the location.

You may place an Element into your storage without any restriction (any Element can go next to any other Element).



Install it onto your Airship

You may wish to install it onto your Airship if you want to score points in each 'end of round' phase.

You start the game with two available spaces for installing Elements, you will gain more when you gain new Storage tiles. There are two key rules you must follow when installing an Element onto an available space.



Elements cannot be installed onto a space that shows a non-matching characteristic (either Element type or colour). The grey spaces may hold any Element colour or type, providing the following rule is also observed.

Elements cannot be installed next to other Elements that share the same characteristic (either Element type or colour) as the Element you are trying to install.

Once installed onto your Airship, an Element cannot usually be moved again in the future.



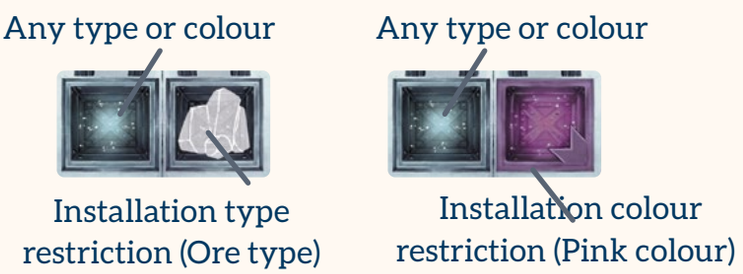
STORAGE TILES

Storage tiles are used to increase your installation capacity.

When you take a Storage tile, place it face up into your Airship covering two of the square spaces. Pay the cost in Shard Fragment tokens for both of the squares you cover up.

You should take into account the Element installation rules when placing your Storage tiles, so that you do not create a situation where you cannot place Elements.

Once placed onto your Airship, a Storage tile cannot usually be moved again in the future.



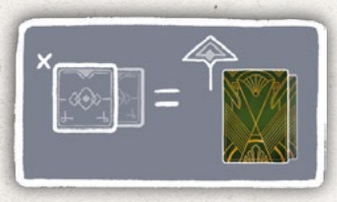
Example: Blue takes a Storage token and places it onto their airship, covering a space with a cost of 2 and a space with a cost of 1, so they return 3 Shard Fragment tokens to the supply



AIRSHIP DISCARD

It is not recommended, but you may discard a Storage tile and/or any Element from your Airship at any time. You do not gain any reward or refund of Shard Fragment tokens but you may wish to remove an Element or Storage tile if you have made a mistake in a previous placement

LOCATION



At this location, you may spend Elements from your storage to complete one or more Tree cards from the display.

To complete a Tree card, return Elements to the supply which match the same colours as shown on the Tree card.

Each Element can be used for only one Tree card and the type of Element used does not matter.

You immediately gain the number of Shard Fragment tokens shown on the Tree card.

Take the completed Tree card and place it by your Airship board.



Example: Green discards one Yellow, Green, and Blue Element from their storage and takes the left and centre Tree cards, placing them next to their Airship and gaining seven Shard Fragment tokens.



Tree cards come in three colours. At the end of the game you will score 3 points if you have two of the same colour, or 1 point for each Tree card that you did not pair.

Refill any empty card slots before any reactions and at the end of your turn.

LOCATION

At this location, you may spend Elements from your storage to move on one or more of the Element tracks.

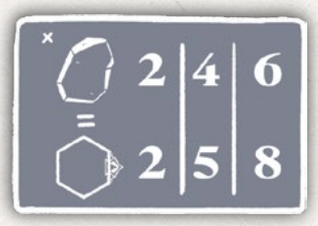
Move your tracker token one space on the matching tracks for each Element spent.

These tracks will determine how many points you get from your Crew cards. You will also gain points for your position on each track at the end of each round.

Example: Green discards three Ore Elements and one Gas Element from their storage to move the same number of spaces on each Element track



LOCATION

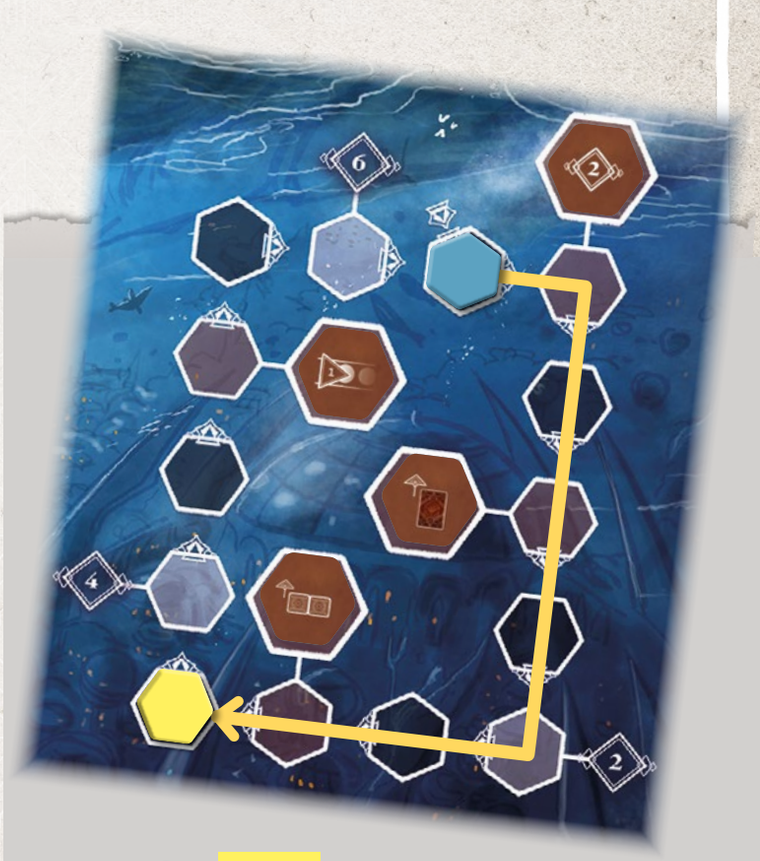


At this location, you may spend 2, 4, or 6 Shard Fragment tokens to move your Progress tracker token 2, 5, or 8 spaces on the progress track.

If your Progress tracker token lands on or passes one of the spaces connected to a Bonus token, resolve that bonus. Repeat this process if you passed or landed on more than one Bonus token space. Bonuses are resolved in the order in which you passed them.

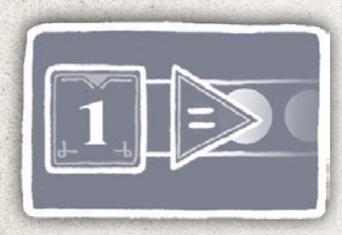
Details of the Bonus tokens can be found on page 18.

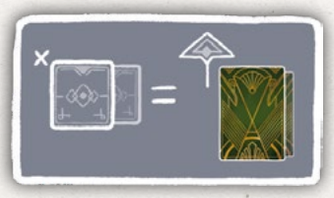
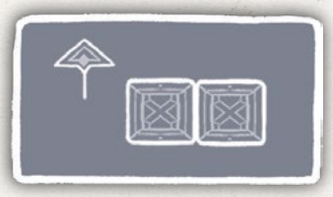
If your Progress tracker token lands on or passes one or more of the spaces connected to a points bonus, gain the points of all spaces you landed on or passed.



Example: Yellow spends six Shard Fragment tokens and moves 8 spaces. They gain 2 points, take a Crew card, gain 2 more points, and take a Storage token.

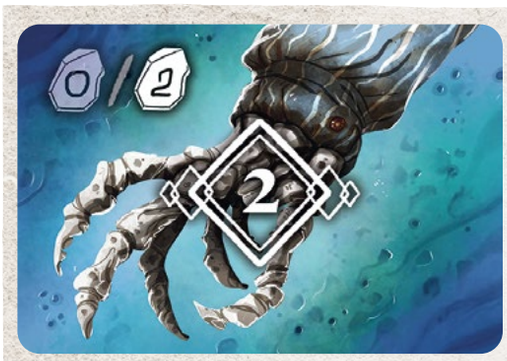
WORKER TYPE ACTIONS

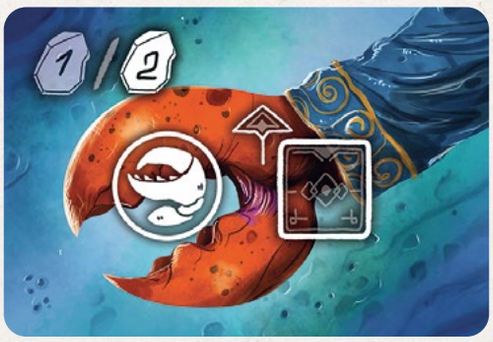
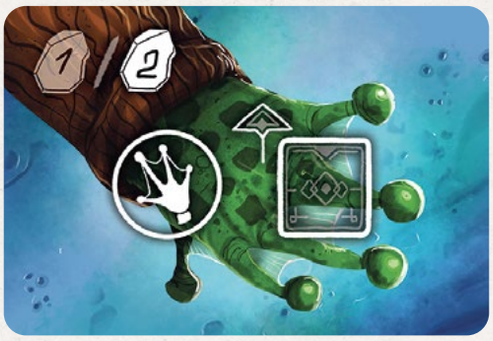
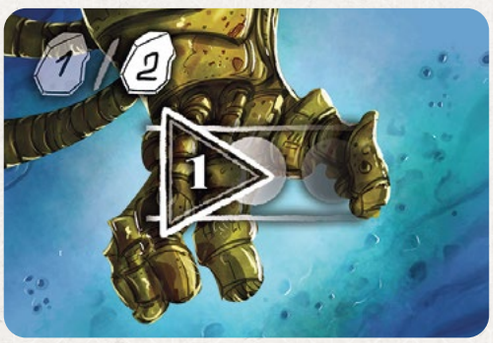
ACTION ICON	ACTION DESCRIPTION	WORKER & LOCATION
	Take one Element from the depicted location, following the rules as described for the OR OR main location action (Page 9).	
	You may take the face up Crew card at this location and place it face up by your player board. You must pay the cost in Shard Fragment tokens, shown in the top left of the Crew card.	
	You may choose **one** of the Element **types** you have spent taking the main action at this location and move a number of spaces on the matching Element track equal to the number of Elements of that type you spent. Follow the rules for moving on the Elements tracks as described in the main location action (Page 11).	
	Move your Progress marker two spaces on the progress track. You do not need to spend Shard Fragment tokens but you should otherwise follow the rules as described for the main location action (Page 12).	

ACTION ICON	ACTION DESCRIPTION	WORKER & LOCATION
	You may spend Elements from your storage to complete one or more Tree cards from the display following the rules as described for the main location action (Page 11).	
	Take the Storage tile from this location and place it into your Airship board following the rules for Storage tiles (Page 10).	
	You may choose **one** of the Element **colours** you have spent taking the main action at this location and instead of discarding them you may install all those Elements onto your Airship board. Follow the rules for installing Elements as described in the OR OR main location action (Page 10).	
	Gain two Shard Fragments tokens.	



MUTATION ACTIONS

MUTATION	ACTION DESCRIPTION	ACTIVATION COST	REACTION COST
	Gain two points.	**0**	**2**
	You may spend Elements from your storage to complete one Tree card from the display following the rules as described for the main location action (Page 11) but you may spend one fewer Element.	**1**	**2**
	Gain three Shard Fragments tokens.	**0**	**2**
	Move your Progress marker two spaces on the progress track. You do not need to spend Shard Fragment tokens but you should otherwise follow the rules as described for the main location action (Page 12).	**0**	**2**
	You may take any one of the face up Crew cards and place it face up by your Airship board following the rules as described for the Worker type action of the same type (Page 13).	**0**	**1**

MUTATION	ACTION DESCRIPTION	ACTIVATION COST	REACTION COST
  	Take one Element from the depicted location, following the rules as described for the OR OR main location action (Page 9).	**1**	**2**
	Move one space on any Element track. You do not need to spend Elements but you should otherwise follow the rules as described for the main location action (Page 11).	**1**	**2**
	You may gain any one of the face up Storage tiles and place it on your Airship board, following the rules for Storage tiles (Page 9).	**0**	**2**

CREW CARDS

ICON	DESCRIPTION	COST TO BUY
	For the Element track shown, gain 1 point if your Element tracker token is on space 1-4 and 5 points if you are on space 5-7.	**0**
	If your Element tracker of the Element shown on the left hand side is higher on the tracks than the Element shown on the right hand side, score 3 points	**0**
	For the Element shown, if your Element tracker token is the highest on the track (including ties), score 4 points.	**1**
	For the Element track shown, gain 1 point if your Element tracker token is on space 1-3, 4 points if your Element tracker token is on space 4-6, and 6 points if your Element tracker token is on space 7.	**2**
	For the Element track shown, gain 1 point if your Element tracker token is on space 1-2, 4 points if your Element tracker token is on space 3-5, 2 points if your Element tracker token is on space 6, and 7 points if your Element tracker token is on space 7.	**2**
	For the Element tracks shown, gain 2 points for each step both Element tracker tokens have moved on the Element tracks. (score 2 points for the lowest position) ***Example: If your Element tracker token of the Element shown on the left hand side is at space 4 on the track and the Element shown on the right hand side is on space 2, you score 4 points.***	**4**
	Gain 4 points for each step all of your Element tracker tokens have moved on the Element tracks. (score 4 points for the lowest position) ***Example: If you have moved all Element tracker tokens 2 spaces on the track, you score 8 points***	**6**

BONUS TOKENS

	Gain two points.
	You may take any one of the face up Crew cards and place it face up by your Airship board following the rules as described for the Worker type action of the same type (Page 13).
	Take one Element from any location, following the rules as described for the OR OR main location action (Page 9).
	Move 1 space on any Element track. You do not need to spend Elements but you should otherwise follow the rules as described for the main location action (Page 11).
	You may gain any one of the face up Storage tiles and place it on your Airship board, following the rules for Storage tiles (Page 9).

MINI EXPANSIONS



THE PLIGHT OF THE PEOPLE

Designed by Dávid Turczi

A new hope takes hold of the common people. As the Keeper of the Shard's rule nears its end, they turn to the successors to discover their fate. Will you treat them with the kindness that they have never known, or will you push them to work harder than ever before?

OVERVIEW

In the Plight of the People expansion, you will encounter the people of the Mutagen world. As you interact with them you will have a choice; liberate them or enslave them.
If you liberate them, you will gain their support and your actions will become more powerful, but the more you do this, the more it will take a toll on your reputation.
If you enslave them, you will gain the ultimate power over the elements, but the cost of driving so deep into the earth to uncover these elements will increase the deeper you dig.

EXPANSION COMPONENTS



16 Supreme Element tokens



20 People cards

SETUP

1. Shuffle the People cards into a face down deck and place it beside the board.
2. Create a supply of Supreme Element tokens by the side of the Game board
3. Place your Score tracker token on the '5' space of the score track.

GAMEPLAY CHANGES

In Phase 1. Select Mutations, you will now select a People card as well as a Mutation card.

Deal a display of face up People cards by the Mutation cards with a number of cards equal to the number of players plus one. For example in a 3-player game, deal four People cards face up.

When selecting cards, starting with the player to the right of the first player (the final player in turn order) and proceeding in reverse turn order, each player will select a Mutation card OR a People card.



Then, starting with the first player and proceeding in turn order, each player will select a card of the type they have not yet selected.

When selecting a People card, the cost you pay will depend on which benefit you wish to gain and what the current round number is.

If you wish to gain a Supreme Element token, pay Shard Fragment tokens (0/1/2/3 Shard Fragment tokens for rounds 1/2/3/4). See below for further information on Supreme Element tokens.
If you wish to gain the ability on the card for the rest of the game (see People card abilities below), pay points by moving your Score tracker token back that many spaces on the points track (3/2/1/0 points for rounds 1/2/3/4)

The mini expansions are part of the deluxe version of the game, and are available to purchase separately by visiting **www.drandagames.co.uk/shop**

Slide the People card under the top of your player board when you have chosen which benefit to gain. Rotate the card so you can see the section of the card you chose to activate.

Add the Mutation card you drafted to one of your Workers as normal and return and unselected People cards and Mutation cards to the box.



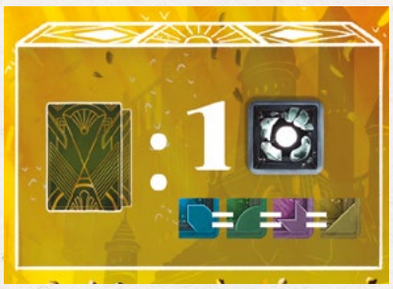
SUPREME ELEMENT TOKENS

Like regular Element tokens, these can be placed into your storage or installed on your Airship.
They act as any Element type and any Element colour.
If you spend them to secure a Tree card, they can count as any colour Element. If you use them to advance your Element markers, they count as any type.
If you install them on your Airship, they satisfy any restrictions that they are installed onto and do not restrict any other elements being placed next to them.

PEOPLE CARD ABILITIES



Whenever you visit the depicted location, gain two Shard Fragment tokens.



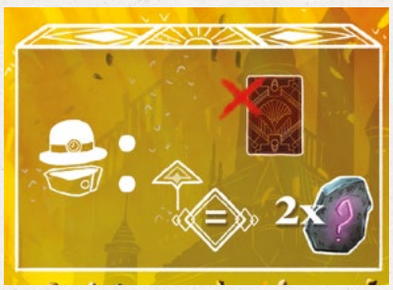
When you complete Tree cards, one Element on each of those Tree cards can be considered to require any colour instead of a specific colour.



When you visit the location, advance one space on any Element track.



When visiting the location, gain one Element token at random from the supply.



When you place your Spy, you may discard one Crew card from your hand to gain points equal to double the Shard Fragment tokens cost of that Crew card.



Whenever your Thug gains an element (through the Location action, Worker Type action, or Mutation action), the restriction on where that Element can be taken from is removed and the Element can be taken from any location.



Whenever you place the Engineer, gain one Storage token at random from the supply.



Whenever you gain an Element token, you may choose to put it on this card for the rest of the game. You may put a maximum of three Element tokens here. At the end of each round, gain two Shard Fragment tokens for each Element token on this People card.

THE PALACE VISITORS

Designed by Jonny Pac Cantin

High in the mountains, overlooking the domain that he rules, the Keeper sits in his palace. But the Keeper's life is not tranquil, he attends many important and powerful Mutagen at his Palace. If you take the time to assist these visitors you will gain the Keeper's favour, and he will reward you handsomely.

OVERVIEW

In the Palace Visitors expansion, you will help the Keeper assist his visitors by placing a Worker at the Palace. You will gain rewards for visiting the location but your Worker will be locked there until the end of the round, when they will be released (sometimes for an additional cost) to visit the other locations.

EXPANSION COMPONENTS



20 Visitor cards



1 Palace board

SETUP

1. Place the Palace board by the side of the Game Board
2. Shuffle the Visitor cards into a face down deck and place it beside the Palace board.

GAMEPLAY CHANGES

The Palace Visitors expansion adds the location to Mutagen, which works in a slightly different way to the other locations.

At the beginning of each round, before you select Mutations, reveal a number of Visitor cards equal to the number of players plus one. For example, in a 3-player game, reveal four cards.

You may visit the location as normal when placing one of your workers. However, Mutations, Worker Type abilities, and Worker reactions do not happen at this location. Only the Location action happens.

When you visit the location, discard one of the face-up Visitor cards from the Palace board and immediately gain the benefit (Page 22).

Once all players have placed their Workers for the round, in order from top to bottom, any Workers at this location may be moved to an available location on the Game board. There is a cost for some of these Workers to move. The Worker placed in the uppermost space at the location costs two Shard Fragment tokens to move, and the next Worker costs one Shard Fragment token to move. In a 3- or 4-player game, all other workers can be moved to the Game board for free. You may choose not to move any of your Workers placed in the Palace. You do NOT gain one Shard Fragment token for forgoing the movement.

Whenever you move one of your Workers from the location to the Game board, you may resolve the Location, Mutation, and Worker Type actions as normal (Pages 9-16). Worker reactions are also triggered as normal (Page 7).

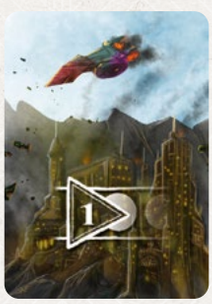
VISITOR CARD BENEFITS



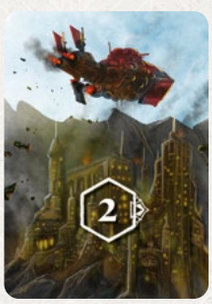
Take 1 Element from the depicted location, following the rules as described for the OR OR main location action. (Page 9).



Move 2 spaces on the depicted Element track. You do not need to spend Elements but you should otherwise follow the rules as described for the main location action. (Page 11).



Move 1 space on any Element track. You do not need to spend Elements but you should otherwise follow the rules as described for the main location action.(Page 11).



Move your Progress marker two spaces on the progress track. You do not need to spend Shard Fragment tokens but you should otherwise follow the rules as described for the main location action (Page 12.).



You may take any one of the face up Crew cards and place it face down by your Airship board following the rules as described for the Worker type action of the same type (Page 13.).

MUTAGEN SOLO

Designed by David Digby

Following the successful demonstration of your power against the other Mutagen, the Keeper of the Shard demands one final test. Outsmart the Keeper and prove once and for all that you are ready to take his mantle of power.

SOLO COMPONENTS



8 Action cards



12 Decision cards



1 Solo Reference card

SETUP

Set up the game in the same way as a 2-player game, with the following additional steps:

1. Shuffle all the Action cards and randomly place four of them face down above the Keeper's player board. Return the remaining Action cards to the box, they will not be used this game.
2. Shuffle all the Decision cards and place them at random in a face down deck beside the Keeper's player board.
3. Assign an area for the Keeper's scoring area.
4. You may play against the Keeper at one of three difficulty levels; easy, medium, or hard. This affects how many points they earn for certain things, which is noted in the rules themselves.

You will start the game as the first player.

KEY PRINCIPLES & IMPORTANT RULES

► If the Keeper ever cannot benefit from an action or game effect (for example they are instructed to take a Storage tile or Element token that they have no space for), they instead score 1/2/3 points at easy/normal/hard difficulty.

► The Keeper pays no costs unless stated otherwise.

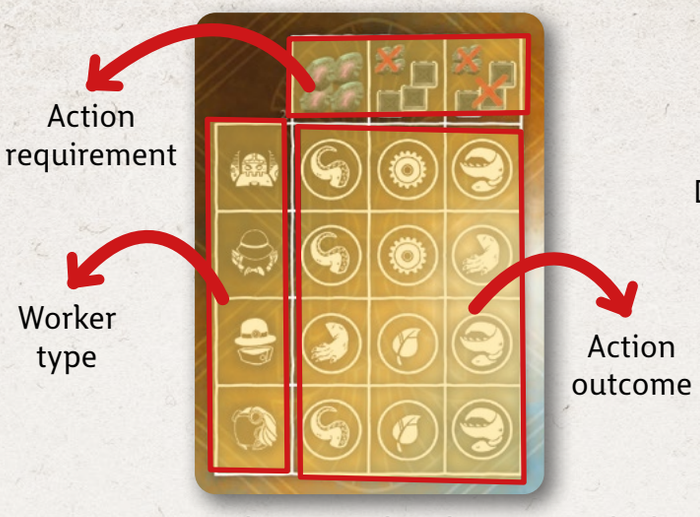
► The Keeper only gains Shard Fragment tokens when taking the action and only spends them at the action, and pays no other Shard Fragment costs.

► The Keeper uses Elements differently to the player, ignoring their colour at all times.

► When installing Element tokens onto their Airship, the Keeper also ignores the type of the Element tokens. The Element tokens can be placed in any available space.

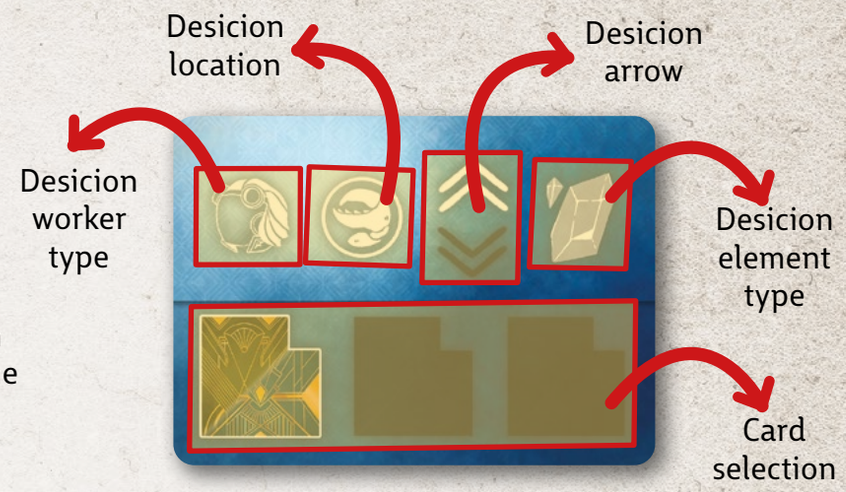
► If the Decision card deck ever runs out and you need to draw another Decision card, reshuffle all 12 cards to form a new Decision card deck.

Action cards



Action cards are used to determine which locations the Keeper will place a Worker at each round.

Decision cards



Decision cards are used to make choices such as which Worker to place, which Element token to take, and so on.

DECISION CARD CHOICES

Decision Worker Type or Decision Location

If the Keeper needs to select a Worker Type or a Location, the Decision card is sometimes (but not always) used.

If the Decision card shows a Worker or Location selection that is not valid, reveal another Decision card until a valid selection is made.

Decision Arrow

The Decision Arrow is often used to break ties. The use of the Decision Arrow will be explained in the actions where it is relevant.

Decision Element

If the Keeper needs to select an Element, the Decision card is used
If the Element shown is not valid, take the next Element following this order, wrapping as needed.



This is the same order as they appear on the element tracks at the top of the Game board.

Card Selection

If the Keeper needs to select a card, the Decision card is sometimes (but not always) used.

If the card shown is not valid, take the next card, take the next card moving left to right and wrapping as needed.



SOLO GAMEPLAY

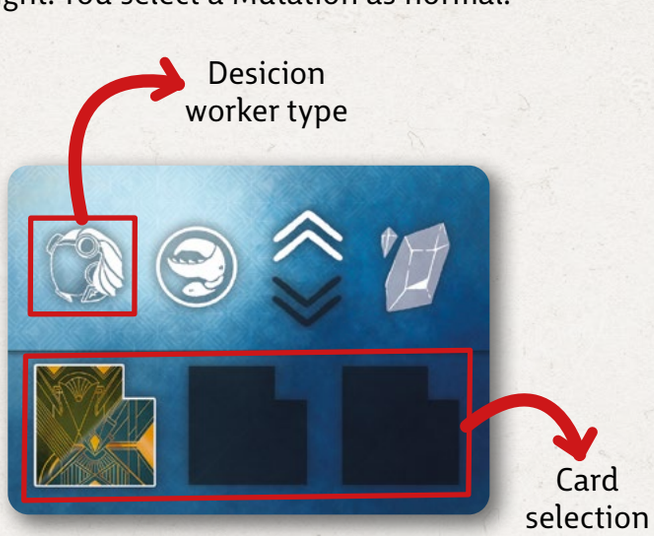
At the start of each round, reveal one of the face down Action cards above the Keeper's player board.

PHASE 1: SELECT MUTATIONS

Place the 3 Mutation cards in a row of three from left to right. You select a Mutation as normal.

When it's the Keeper's turn to select a mutation:
1. Reveal the top Decision card, this will indicate which Mutation card the Keeper selects from the display.

2. Place the Mutation on the worker indicated on the Decision card. If the indicated worker already has two Mutations or the Robot was shown, reveal more Decision cards until a valid selection is made.



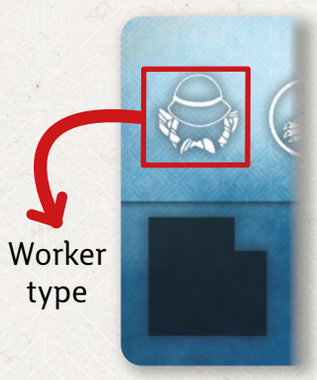
PHASE 2: PLACE WORKERS

Your turns

Your turns are carried out as normal. If your action would cause the Keeper to perform a Worker reaction, they will gain the benefit in the same way as a player would (see page 7). The Keeper does not pay Shard Fragment tokens for Worker reactions. The Keeper's Mutations may act differently to the way they would act for a player (see page 31).
If the Keeper's Worker has two Mutations to choose from, choose the right-most Mutation.

The Keeper's Turns

At the start of each of the Keeper's turns, reveal a new Decision card to show which Worker the Keeper will place.



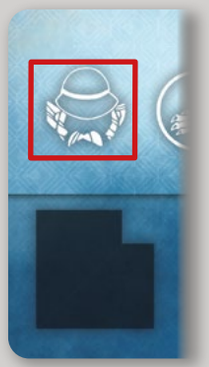
On the Keeper's 4th turn of each round, do not reveal a Decision card - there is only one Worker on the Keeper's player board to choose. This means the Decision card revealed on the 3rd turn may be active for two turns.

After revealing a Decision card, check the Action card for this round.

Find the row matching the selected Worker.
If the Keeper has at least four Shard Fragment tokens they will visit the location shown in the **first column** of the Action card.

If the Keeper does not have at least four Shard Fragment tokens, but has at least three Element token, they will visit the location shown in the **second column** of the Action card.

Example: The Keeper's Decision card shows the Thug and the Keeper does not have at least four Shard Fragment tokens, but has at least three Element tokens, so they will visit the location this turn.





If the Keeper does not have at least four Shard Fragment tokens, and does not have at least three Element tokens they will visit the location shown in the **third column** of the Action card.

Place the Keeper's Worker in the highest available space of the location as normal and resolve the chosen action as detailed below.

If both worker spaces at the indicated location are occupied, the Keeper will place at the next location on the Action card going top to bottom in the same column, wrapping as needed. If all the indicated locations in the column are occupied, the Keeper will visit the location shown on the Decision card.

The Keeper's actions

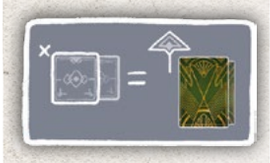
When resolving the Keeper's actions, sometimes the Keeper resolves a Location action first, and sometimes the Keeper resolves the Worker Type action first, depending on which Worker Type is being placed.
Any Mutation actions (if applicable) resolved by the Keeper are always resolved as the final step of the Keeper's turn.

Follow the resolution order shown below for each Location.

	**Resolution Order** 
	The Keeper takes an Element token shown on the Decision card. If there is more than one Element token of the chosen type, they take either the highest or lowest Element token as indicated on the Decision arrow.
	The Keeper takes another Element token from the location that is indicated in the Thug Worker Type action at this location.
	The Keeper takes the Crew card from the location and adds it to their scoring area.
	The Keeper takes the Storage token from the location and places it vertically in the leftmost available column of their Airship.
	Discard the crew card from the Location (do not add it to the Keeper's scoring area). Then, the Keeper chooses from the following 2 options: ► If taking a Storage token would complete a column on their airship, they take the Storage token as if they had placed the  Worker. ► Otherwise, they take another Element token as if they had placed the  Worker.

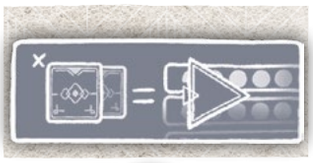
LOCATION

Resolution Order

	The Keeper takes an Element from the location shown on the Decision card.
	The Keeper will attempt to complete the Tree card that shows the most Elements on it by discarding that many Element tokens and gaining the Shard Fragment tokens shown on the card. If the Keeper cannot complete that card, or if they have any Element tokens remaining after completing that card, they will attempt to complete the next Tree card that shows the most Elements. They will continue to attempt to complete Tree cards in this way until they have discarded all of their Element tokens or there are no more Tree cards that can be completed. Remember: The Keeper uses Elements differently to the player, ignoring their colour at all times. If there is a tie for the number of Elements showing on Tree cards, the Keeper takes a card of the same colour that they need to complete a pair of Tree cards, if possible. If there is still a tie or they cannot complete a pair of cards, they choose the card indicated on the Decision card.
	For each Element token the Keeper used in the type they spent the most of, they advance their tracker token that many spaces on the matching Element track at the location . If tied, they will choose the Element using the Decision card.
	The Keeper installs one spent Element on their Airship. If no space remains, discard the token and the Keeper earns 1/2/3 points at easy/medium/hard difficulty.
	Choose from the following 2 options: If the Keeper can reach the next scoring bracket (spaces 1, 2, or 4 on the track) by using the Worker action at this location, they do that action. Otherwise, they do the Worker action.

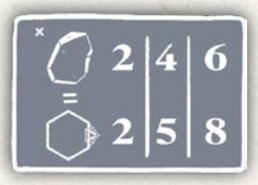
LOCATION

Resolution Order

	The Keeper discards all the Element tokens from their storage to advance on the corresponding tracks.
	The Keeper takes an Element from the location shown on the Decision card.

	The Keeper advances two spaces on the track.
	The Keeper installs one spent Element on their Airship. If no space remains, discard the token and the Keeper earns 1/2/3 points at easy/medium/hard difficulty.
	The Keeper does the Worker action as described above.

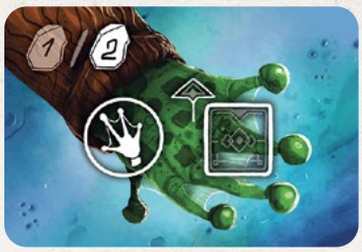
LOCATION	**Resolution Order**

	The Keeper gains 2 Shard Fragment tokens.
	The Keeper chooses from the following 3 options: If they have fewer than six Shard Fragment tokens, they do the Worker action. Or, if they have six or more Shard Fragment tokens and have three or more Element tokens, they do the Worker action. Otherwise, they do the Worker action
	Advance on the track - The Keeper will spend up to six Shard Fragment tokens to advance on the track, moving the maximum number of spaces possible. If they land next to or pass points icons, they gain the indicated points. If they land next to or pass bonus tokens, they take the bonuses they passed in the following way: - The Keeper takes the Crew card from the location indicated on the Decision card, and adds it to their scoring area. - The Keeper takes an Element from the location shown on the Decision card - The Keeper advances on the Element track indicated on the Decision card. - The Keeper takes the Storage tile from the location shown on the Decision card. - The Keeper gain 2 points.
	The Keeper takes an Element from the location shown on the Decision card.
	The Keeper takes an Element from the location shown on the Decision card.

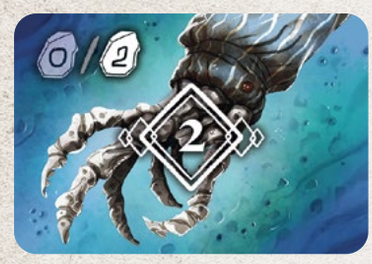
MUTATION ACTIONS

If the Keeper places a Worker with a Mutation, The Keeper activates the Mutation in the following way:





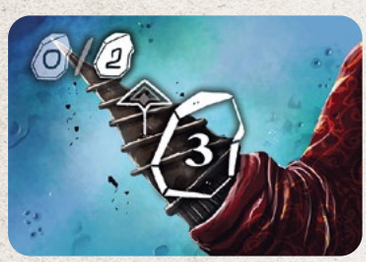
The Keeper takes an Element from the location shown on the Mutation card.



The Keeper gains two points.



The Keeper takes the Location main action, completing the card with the most elements they can by spending one fewer element.



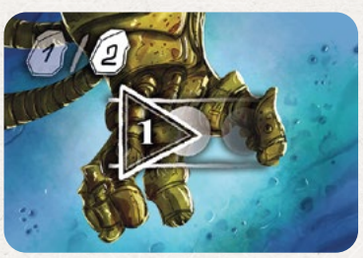
The Keeper gains 1/2/3 points for easy/medium/hard difficulty.



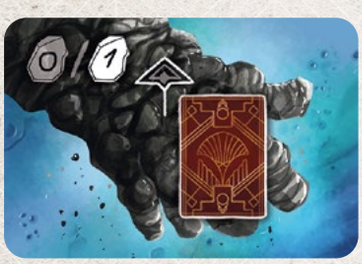
The Keeper advances two spaces on the track, gaining rewards as normal.



The Keeper takes the Storage tile from the location shown on the Decision card and places it as described above.



The Keeper advances on the Element track indicated on the Decision card.



The Keeper takes the Crew card from the location indicated on the Decision card, and adds it to their scoring area.

PHASE 3: END OF ROUND

At the end of each round the Keeper installs 1/half (rounded up)/all Element tokens from their supply at easy/medium/hard difficulty.

Complete end of round scoring as normal. Turn order switches as per a 2-player game.

END GAME SCORING

The Keeper earns points from all their Tree cards, remaining Element tokens, and Shard Fragment tokens as normal.
The Keeper does not follow the scoring rules on each Crew card, instead they score 2/4/6 points per card for easy/normal/hard difficulty.

THE PLIGHT OF THE PEOPLE

Deal three People cards into a row above the Mutation cards.
When the Keeper has the first selection, draw a Decision card to determine whether the Keeper will select from column 1, 2, or 3, then check the arrow on the card:
If the Decision Arrow points up, they select the People card.
If the Decision Arrow points down, they select the Mutation card.



When the Keeper needs to select their other item, draw another Decision card and use the card selection. The Decision Arrow is no longer needed.



When taking a People card the Keeper will always take the Supreme Element token and install it into their Airship if possible. If not possible, it will add the Supreme Element token to its storage and score 1/2/3 points for easy/normal/hard difficulty.

THE PALACE VISITORS

Before consulting the Action card, the Keeper will assess whether they will place a Worker at the location. The Keeper will place a Worker in the highest available slot if...:

- ...you have a Worker at the the location and they do not.
- ...it is their second turn and they do not have a Worker at the the location.
- ...it is their first turn and the Decision Arrow on the Decision card points up.
- ...it is their final Worker and a space at the location is available.

The Keeper will then take the Visitor card indicated on the Decision card. The Keeper gains the rewards of the card following the normal solo rules.

At the end of the round, the Keeper moves their worker from the location to the Game board, following the normal solo rules, consulting the Action card.

CREDITS

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ACTION ICON REFERENCE


Take a Crew card


Take 1 Element

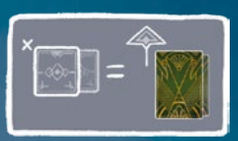

Take a Storage tile



Move your Progress marker 2 spaces



Gain 2 Shard Fragments tokens


Spend Element tokens to complete Tree cards



Choose an Element type used and move on the Element track.


Choose an Element colour used and install them to your Airship instead of discarding them

GAME OVERVIEW

Mutagen is played over four rounds. Each round is made up of three phases which proceed as follows:

Select Mutations

In reverse turn order, draft Mutations and choose a Worker to upgrade.

Place Workers

Take turns placing one of your four workers. Once all players have placed their Workers, move to End of Round.

When you place a Worker at a location, you may take all of the following actions, in any order:

- **Location action.**
- **Worker type action.**
- **Worker mutation action**

End of Round

Score points for installed elements and Element tokens, and reset for the next round.

After four rounds, the game will end and end of game scoring will occur. The player with the most points after the end of game scoring is the winner. In case of a tie, the player with the most remaining Shard Fragment tokens wins. If it is still a tie, the tied players share the victory.