DINOPUNK ICE & FIRE

RULES

Freeze: When an effect makes you "freeze" a creature, you must put 1 freeze counter on it. A creature can have multiple freeze counters. While it has 1 or more freeze counters, it is "frozen". A frozen creature cannot attack or block. If it has an Action effect, it cannot be activated. Other effects are unaffected, such as Defeated effects or constant abilities. In addition, a frozen creature always has the following additional effect: "Action: Remove 1 freeze counter from this." Therefore, you can spend your turn activating this new Action effect to remove 1 freeze counter.

Burn: When an effect makes you "burn" a creature, you must put 1 burn counter on that creature. A creature can only have 1 burn counter. While it has 1 burn counter, it is "burning". At the end of each player's turn, that player must defeat all burning creatures they have in their own play area (also known as their allied creatures). If they are defeated that way, their Defeated effects are activated as normal.
If a creature with the TOUGH keyword is burning, its TOUGH keyword applies as normal. If it was not already exhausted, it becomes exhausted instead of being defeated at the end of turn. Otherwise, it is defeated.

What happens if a creature is both frozen and burned?
The freeze and burn counters cancel each other out. For example, if a creature already has 2 freeze counters and would then gain 1 burn counter, you do not put that burn counter on it but instead you remove 1 freeze counter from it.

Devour 1: When you resolve this effect, you may choose another allied creature, which is now "devoured". If you do, take the devoured creature and place it face down partially underneath the creature that has devoured it, as a "boost card". For each boost card there, this boosted creature has +1 power. When a creature is devoured, it is defeated (ignore its TOUGH keyword or any other effect that would prevent it from being defeated). If it has a Defeated effect, it is activated as normal. If the devoured creature already has its own boost cards, these go to your discard pile. The Devour effect is optional, so you can choose not to defeat any creature this way.

Devour X: This effect is the same as Devour 1, except that you may devour any number of other allied creatures instead of only 1.

Notes:
- If a creature with any counters on it leaves play, put all its counters back in the common supply. This can happen, for example, if a creature is put in a discard pile or returned to a player's hand.
- If a boosted creature leaves play, put all the boost cards that are under it in its controller's discard pile.
- Any player may look at the boost cards under any creature during the game.

Mindbugged: This is a new trigger word. When a card is mindbugged, the player using the Mindbug must activate this "Mindbugged" effect before playing the card. For example, if a card with an effect that says "Mindbugged: Lose 1 life." is mindbugged, then the player who mindbugs that card loses 1 life, before that creature comes into play.

MUTATIONS
ADD-ON PACK

MINDBUG MUTATIONS RULES

Once you are familiar with the core rules of Mindbug, you can play Mindbug Mutations. It is a new game mode in which you craft your own deck, and even mutate your creatures to make them stronger, before the game starts. This game mode is compatible with any Mindbug set and/or any mix of sets.

Step 1: Choose your Mindbug Power

Shuffle all Mindbug Powers and deal 3 to each player. After reviewing them secretly in their hand, each player must now choose 1 Mindbug Power to keep. They reveal it at the same time and place it face up in front of them. The remaining Mindbug Powers go back to the box.

Step 2: Craft your Deck

Shuffle all creature cards to form a shared draw pile face down in the center of the table. In addition, each player needs some space in front of them to form 2 personal piles of cards: their keep pile on the right and their reject pile on the left (both are empty for now). Each player now performs individually, at the same time, the same deck-crafting process as follows:

- Draw 5 creature cards from the shared draw pile into your hand. Choose any number of them (from 0 to 5) that you want to keep, and put them face-down on your keep pile. Put the remaining cards face-down on your reject pile.
- Draw 5 cards again from the shared draw pile, and choose again what you keep and what you reject. You can review your keep pile at any time. Repeat this until either your keep pile or your reject pile has exactly 10 cards in it. They cannot have more than 10 cards.
- If your reject pile has exactly 10 cards, but your keep pile has not, fill up your keep pile with the top cards of the shared draw pile until it has 10 cards.
- If your keep pile has exactly 10 cards, your deck-crafting is done. Once all players are done, all reject piles are shuffled together with the shared draw pile without looking at them, and this forms the unused pile.
- Each player now has only their own keep pile of 10 cards in front of them.

Step 3: Mutate your Creatures

Shuffle all Mutations and deal 5 to each player. After reviewing them secretly in their hand (together with the content of their keep pile), each player must now choose 3 Mutations to keep. The chosen Mutations are not revealed. The remaining Mutations go back to the box. Each player now puts their 3 chosen Mutations onto 3 different creatures. To do so, they insert the Mutation into the sleeve on top of the creature. Once finished, each player shuffles their 10 cards and keeps them face down.

Step 4: Play the Game

Now that you have your own personal deck of 10 cards, you are ready to play the game. Simply follow the Game Setup steps (page 5) as usual, except that you do not get 10 cards at random. Instead, you use the 10 cards you have chosen. In addition, you have your face-up Mindbug Power, and its effect is active, only for you, during the entire game.