

Muck

Muck takes place during a horrific war. The soldiers fighting in this conflict are thrown into the meat grinder for control over just a few meters of mud, and their parts are recycled via necromantic powers to do it all again the next day.

You step into the role of a petty officer, tasked with overseeing the fight over a patch of muck. You must keep the machine of war turning, sending soldiers to their inevitable deaths, or be demoted to footsoldier yourself.

The game ends when one player captures the opponent's trench or runs out of cards.

The Board

Each player controls a trench with three card slots.

Between the trenches is No Man's Land. No man's Land can house an unlimited number of soldiers, but it won't house them for long, as soldiers on No Man's Land are at their most vulnerable.

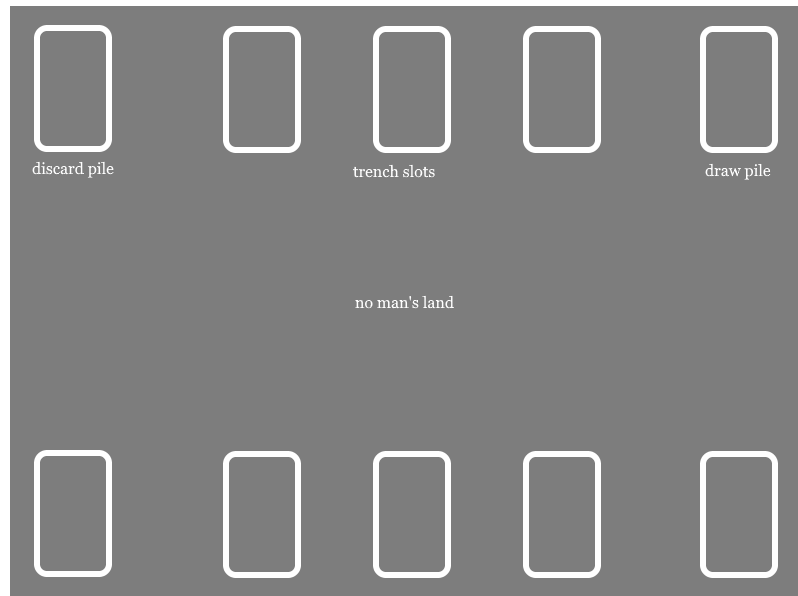


Figure 1 - the board

Furthermore, each player has a face-down draw pile, and a face-up discard pile. Both of these are resources in the game.

To win, you must get your soldiers into your opponent's trench. Either to take it completely or to replenish your draw pile.

Set Up

To start the game, both players compose a deck of exactly 15 playing cards. They place these cards shuffled and face down as their draw pile, then draw five cards. Flip a coin. The winner of the coin flip may decide who gets the first turn.

Turn Order

When a player's turn starts, they enter the draw phase. After the draw phase has ended, they enter the creation phase. Once they declare they are done with the creation phase, they enter the combat phase. Lastly, after finishing the combat phase, they may move soldiers. After which they hand the turn back to their opponent.

Draw Phase

Upon entering the draw phase, the turn player adds the top card in the draw pile to their hand. If drawing is not possible due to an empty draw pile, they lose the game.

After drawing, they may then choose to discard one of the cards in their hand to the discard pile. They may also choose not to discard. After that, the draw phase ends.

Creation Phase

Having entered the creation phase, the turn player may play any card from their hand onto an empty slot in their trench by paying the corpse cost.

The corpse cost is the number denoted in the top-left corner of the card.

In order to pay it, the player retrieves that many cards from the discard pile, and places them face-down underneath the played soldier. These cards represent the materials used to build your soldier.

The retrieved cards are taken from the discard pile and placed on the trench slot one-by-one, so that the top card on the discard pile becomes the bottom material for the soldier.

The materials are part of the soldier, and the stack moves as one whenever it changes position. Materials will also function as an indicator of health during the combat phase.

Once you have played your soldier on the trench slot, turn it horizontal. It is *stunned* and can not move this turn.

Some cards have "sacrifice" with a number in their card text. This means that, instead of using cards from your discard pile, you must sacrifice that many soldiers in your trench. When sacrificing a soldier, put it and its materials underneath the newly created soldier to form its materials.

Some cards have "bulk" in the card text. This means that you may use corpses in excess of the corpse cost from your discard pile as materials, giving them more health.

Combat Phase

In the combat phase, your soldiers may declare attacks against other soldiers.

Unless specified, each soldier may only attack once per turn.

The viable targets for an attack depend on the attacker's location.

- Soldiers in their officer's trench may target soldiers in the same trench or on No Man's Land.
- Soldiers on No Man's Land may target other soldiers in No Man's Land or in either trench.
- Soldiers in the enemy trench may only target soldiers in that trench.

There is nothing preventing soldiers from targeting their own allies.

If a soldier is able to target a soldier with “defender” in its card text, that soldier may not target soldiers controlled by the same player that do not have “defender” in its card text.

After a soldier is targeted for an attack, it is dealt damage equal to the attacker’s attack score. It loses a number of material cards equal to that number. ‘Shed’ cards from the bottom of the soldier first and put them on the discard pile one by one. Some cards have a “when shed” effect, this activates when they are removed from a soldier as material. If damage exceeds the number of materials under the target, the targeted soldier itself is discarded as the last material. Unless that soldier is in the enemy’s trench. In that case the soldier itself is added to the bottom of their owner’s draw pile and any possible ‘on death’ effects do not activate. A soldier that is killed can not be targeted by the shedding effects of its own materials. (The ‘death’ of a soldier due to an attack occurs before the shed effects due to that attack, even though the soldier’s card enters the discard pile last.)

Movement Phase

After combat, soldiers that are not stunned may move.

- Soldiers inside a trench may move onto No Man’s Land.
- Soldiers on No Man’s Land may move into an unoccupied slot in either trench.
- Soldiers in your enemy’s trench may be moved to the bottom of your draw pile. Their materials are discarded without triggering any possible shed effect.

The *stun* condition stands for the inability to move. After using their movement during the movement phase, a soldier becomes stunned. Stunned soldiers are placed horizontal to differentiate them. Being stunned does not prevent a soldier from being moved by a card effect.

End of Turn

After your movement phase, unstun all your soldiers and hand the turn over to your opponent.

Glossary

Creation:

While playing the game, both players must ensure that materials are taken from the discard pile one by one from the top, so that the top card in the discard pile becomes the bottom card of the material stack, and that materials are moved from a material stack to the discard pile one by one from the bottom.

Shedding:

Shedding refers to the removal of materials from a soldier to the discard pile. If a card states 'May shed a material to-' that means you can choose to activate the following effect while it's on the board by paying a material as a cost. The effect can not activate if you can not pay the cost.

If a card states "When shed:-" the following effect activates when the card is removed as a material, whether by damage or as a cost. When multiple cards are shed at once, their shed effects are resolved in queued order. (See figure 2.) When a soldier takes enough damage to be killed, it is removed from the board before the shed effects of that instance of damage resolve, but its 'when killed' effect resolves last. When cards are shed from multiple soldiers at once, their owner decides in what order.

When both players shed materials at once, the turn player's queue is resolved first. But once a queue has started resolving, it can not be interrupted by another empty queue gaining new materials.

Bulk:

If a card has "bulk" in its text, it may be created using materials in excess of its corpse cost.

Defender:

When you control a soldier with "defender" in its text, the opponent's soldiers that can target that soldier can not target your soldiers without defender.

Sacrifice:

If a card has "sacrifice" in its text, you must use that many soldiers in your trench as materials to summon it, instead of taking from the discard pile.

In order to sacrifice a soldier, flip it over so that it becomes the top card of the underlying material stack. Put the material stacks of the sacrificed soldiers on top of each other and place the played soldier on top.

Stun:

When a card says it 'stuns' a soldier, that soldier becomes stunned. This means that soldier can not use its movement in the movement phase until after its controller ends their turn. A soldier also becomes stunned after using its movement once.

Transform:

Only soldiers with at least 1 material can transform. By flipping the soldier card and its top material, you instantiate the material as the soldier with the other cards as the materials. This new soldier inherits its state from the transformed one, including whether it is stunned or has attacked.

Discarding:

Whenever a player discards a card, whether deliberately during the draw phase, or due to a card effect, they put a card of their choice from their hand on top of their discard pile.

If a card has “when this card is discarded from your hand” in its card text, the following effect is executed immediately. (For instance, if one discards due to a shed effect, the discard effect takes place before any of the following shed effects on the queue.)

When both players discard at the same time, the turn player discards first.

Targeting:

Whenever a player uses a soldier to attack, they must select a viable target.

Effects that trigger on targeting, upon damage dealt, and upon a kill are triggered in that order.

When multiple effects are triggered by the same thing, those from cards owned by the turn player go first and each player may choose the order of effect from cards they own.

Moving and being moved:

Unless stated otherwise, each unstunned soldier may move during the movement phase and become stunned.

However, being moved is a different thing. A soldier is moved by a card effect. It is not prevented by being stunned or the ‘can’t move’ card text, and does not cause the soldier to become stunned unless stated.

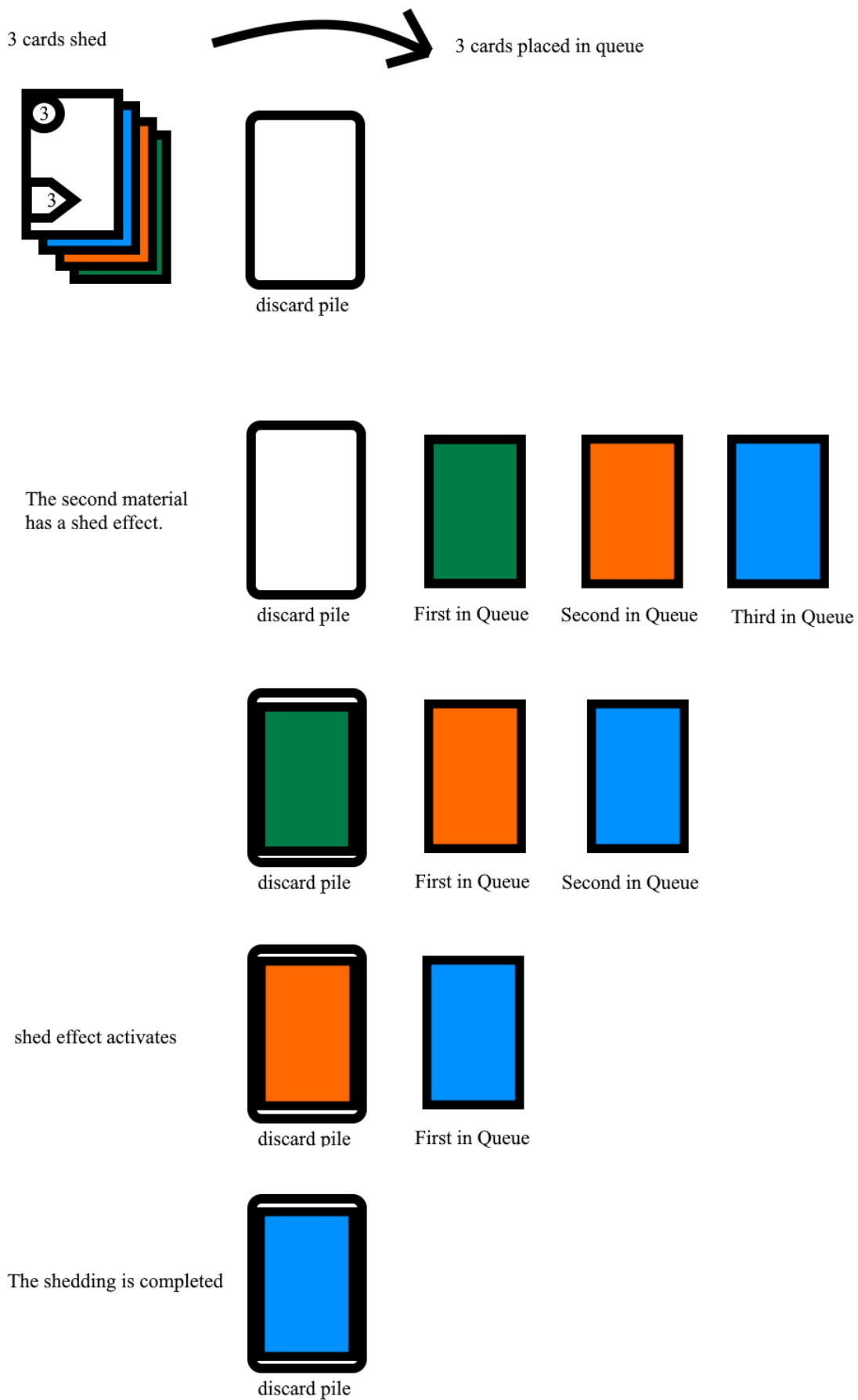


Figure 2 - Queueing shed cards