Too small to be seen, alien insects invaded our planet long ago.

Now they are ready to start a war for world domination.

But on Earth there are forces who can fight back on the aliens’ own microscopic ground!

Micro Mutants is a revolutionary game that combines skill, strategy, and luck in a quick and exciting way. Players roll dice, flip Micro Mutants like tiddlywinks, and utilize powerful special abilities!

This first box in the Micro Mutants series contains four complete armies of incredible creatures: the ruthless Flyborgs, cold conquerors of microscopic space; the restless Chitinians, once slaves to the Flyborg Queens; the stout Soviotepters, enemies of aliens and capitalists alike; and the valiant Usarthropods, always eager to start a fair fight!

Look for more Micro Mutants armies in future game sets.

CONTENTS OF THE BOX

This box includes:
— this rulebook
— a printed play mat to use as the playing surface
— two die-cut cardboard token sheets including:
  4 rulers, 20 resource counters, 3 web markers, 12 large (hexagonal) bases, 8 small (square) bases, 3 special terrain templates, 4 “Warp Entrance” effect tokens, 4 “Meteor” effect tokens, plus a few blank tokens to use as replacements
— 4 bags of plastic chips and dice, including:
  — the yellow Flyborg (7 small round, 4 large round, 3 rectangular chips, 2 dice)
  — the purple Chitinians (12 small round, 2 large round, 3 rectangular chips, 2 dice)
  — the blue Usarthropods (8 small round, 4 large round, 3 rectangular chips, 2 dice)
  — the green Soviotepters (12 small round, 2 large round, 3 rectangular chips, 2 dice)
— 4 sheets of stickers, to apply to your chips and dice to create your armies
— 4 light grey plastic shooters
— 40 reference cards, including 20 breed cards, 4 projectile cards, and 16 evolution cards.

Before playing your first game of Micro Mutants, you will need to carefully apply all stickers from the provided sticker sheets onto the appropriate plastic pieces. Note that all stickers belonging to a single die are labeled with a 1 or a 2.

To play the Basic game you do not need the resource tokens, small bases, Terrain templates, effect tokens or evolution cards. Set these materials aside to use when you play the Advanced game or use the optional Terrain template rules.

HOW TO USE THIS RULEBOOK

This booklet first introduces the components making up the four armies included in this box (pages 3-4), then the fundamental concepts and Basic rules (pages 5-9). If you are an experienced player or after playing the basic game, you may wish to try the Advanced rules (pages 10-12), which introduce the concepts of resources, upgrading bases and evolution cards. On pages 12-13 you will find optional rules which add the special Terrain templates and their effect tokens. You may add these rules to both the Basic and Advanced game. All rules are explained with a two-player game in mind. However, you may play either a Basic or Advanced game with 3 or 4 players, using the rules explained on pages 14-15.
USARTHROPODS
Uncle Sam Wants Your Bugs!
The valiant Usarthropods have been engineered by the best scientists in the world to defend Earth and uphold the principles of their makers. Armed with superior firepower, they are ready to face the enemies of the free world!

Flyborgs
These Bugs Will Assimilate You!
Bent on the subjugation of all microscopic life forms, the Flyborgs blend unearthly technology and biology to create superior means of assimilation. Will the universe be able to resist their merciless onslaught?

Basic Game Components
The Bugs, the Shooter, and a Projectile
Breed and Projectile Cards
The Bugs and the Shooter
Bases
Action Dice

Advanced Game Components
Evolution Cards
Small Bases
Resources

Flyborgs
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Basic Game Components
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Bases
Action Dice

Advanced Game Components
Evolution Cards
Small Bases
Resources
**Soviertopters**

**Bugs Of The World, Unite!**
The Red Army of the Soviertopters is founded upon military strength and unwavering ideals. They fight to unite all the bugs of this world — and any other world, too — under their Red Flag.

**Chitinians**

**Evolve Or Die Like A Bug!**
Once slaves to the Flyborg hive minds, the Chitinians are now savage, free bugs, ready to assert the superiority of their biological weapons against the weak bugs that must rely on tools and hardware to survive...

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**Basic Game Components**

**Breed and Projectile Cards**

**The Bugs, the Shooter, and a Projectile**

**Action Dice**

**Bases**

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**Advanced Game Components**

**Evolution Cards**

**Small Bases**

**Resources**

---
Micro Mutants is a dexterity-based strategy game that places you and your friends in charge of mutant insect armies. The main playing pieces are plastic chips, called bugs, that you move on the playing mat using a shooter. The shooter is a light grey rectangular piece that you use to make your other pieces jump, like in a game of tiddlywinks.

The green Sovietopters captures the purple Chitinian.

You must also try to capture enemy bases, and protect your own. Bases are cardboard pieces representing buildings belonging to your faction. One of your bases has a white background to signify that it is your main base. This difference is important in the Advanced game (see page 11).

The purple Chitinian is an insect that includes a shooter, and the shooter can move one bug to the other end of the shooter down on the edge of the game board. Simply choose a bug on the table and hold the shooter by one end. Then press the other end of the shooter down on the edge of the bug and watch your bug flip away.

The shooter is a light grey rectangular piece that you use to move your bugs with precision. With practice, you can send your bug exactly where you want... usually!

The shooter and bugs are two of the main playing pieces. The shooter is used to move bugs, while the bugs are used to capture enemy bases.

The green Sovietopters captures the purple Chitinian.

The object of the game is to move your bugs in order to eliminate enemy bugs, by capturing them. To capture an enemy bug, your bug must end its movement overlapping an enemy piece. While this may sound difficult, with a little practice you will be able to move your bugs with precision.

The bugs belong to your faction. One of your main bases has a white background to signify that it is your main base. This difference is important in the Advanced game (see page 11).

The pieces that may be moved during a turn are determined by rolling two Action dice. Each die face indicates a breed of bug (each matching the image in the upper right corner of a breed card). When the dice are rolled, the results shown indicate which bugs are eligible for moving. One bug (of its owner’s choice) may be moved belonging to the breed shown on each die.

Some bugs are able to use Projectiles due to special abilities. The chips used for Projectiles look similar to the bugs, but are carefully placed aside at the start of the game. Projectiles are kept out of play until used.

The effect of each different Projectile is detailed on the corresponding Projectile card.

There are four armies in Micro Mutants (see pages 3-4). Each army is composed of several bugs belonging to five breeds, each of which possesses unique abilities which are detailed on the corresponding breed card. These reference cards describe the five breeds of each army, detailing the name, appearance, and special abilities of each type of bug.

All Projectiles are moved (or shot) in the same way. A Projectile is used by first placing it beside the bug which is shooting and then making it “jump” using the shooter (as if it were a bug). The full rules for Projectiles are explained on page 9.
While the Digger shows its special side within a turn, if it instead shows its normal side you will normally do nothing. You may shoot an Acid Spit tile, ignoring any special ability of the target, and the bug is immediately repulsed bug over and the bug is immediately returned to its original position. If the Digger is immobilized during an enemy turn, it is eliminated only if it instead shows its special side, at any time it is not overlapping a bug.

First player setup area
Place your bugs here

Second player setup area
Place your bugs here

Place bases here
Basic Game

Choose a suitable surface and place the Micro Mutants play mat over it. Then try to shoot a bug using the shooter. If the bug does not jump to a satisfactory distance and height, then place the play mat over a tablecloth.

Before starting the game, each player must select one of the four armies to play (see pages 3–4). Each player takes all materials corresponding to the chosen army. This includes a set of breed and projectiles reference cards, Action dice, plastic playing pieces (bugs and projectiles), cardboard hexagonal bases, a shooter and a ruler. Leave aside all the remaining materials included in the box as they are not used in the Basic game.

Setup

Choose one end of the playing mat to be your setup area; the other end will be the setup area of your opponent. Both you and your opponent place your bases, bugs and reference cards as shown in the diagram on the facing page:

— Place your three hexagonal bases on the spots illustrated in the diagram, showing their undamaged side (without the flames).
— Place the pieces representing your bugs anywhere in your setup area (usually near your bases). Be sure to place all double-sided bugs on their normal side (see Double-sided bugs, below). Players usually place their bugs simultaneously, but in the event of a disagreement randomly choose a player to place all of his bugs first.
— Place the pieces representing your projectiles (such as rockets, flames, web and acid spits) outside of the playing surface until needed.
— Finally, place your breed and projectile reference cards in a row, face up.

Double-sided bugs

Some bugs show different images on each of their two sides. The corresponding breed card highlights one side with a yellow star (★). The highlighted side is the special side, indicating a special opportunity of play (read the description on the card for further details), while the other side is called the normal side.

How to Win

You win the game by eliminating two of your opponent’s three bases. You may also win the game if your opponent is reduced to two (or fewer) bugs in play. As soon as you fulfil either victory condition, the game is over.

Turn summary

1. Roll action dice
2. Move bugs
3. Check for reinforcements
4. Use extra shot, if any

At any time during your turn: check victory conditions.

How to Play

The game is played over a series of turns. The first player to move is chosen randomly. Players then alternate taking turns until either player fulfils one of the victory conditions. When this happens, the game ends.

1. Roll action dice

On each turn, start by rolling your two Action dice. The image on the top of each die indicates which bugs you may move (match this image with the image in the upper right corner of a breed card). For each die result, you may move one of your bugs in play of the appropriate breed.

Many bugs have special abilities that can be used when they are moved (see Special Abilities, page 8). Be careful to read the bug’s abilities on its breed card before you move it.

2. Move bugs

Bugs are moved (or shot) by using the shooter. The purpose of moving a bug is usually to try to capture an enemy bug or base, or to move the bug to a better position. When you are done moving a bug, discard a die showing the corresponding image. Discarded dice are placed aside and may not be used for the remainder of the turn. After you discard both dice, your turn is over.

A move can result in a number of different situations:

Capture: when any portion of a piece overlaps an enemy piece, the enemy piece is captured. A captured bug is usually eliminated and removed from the playing area.

The Chitinian player rolls one "Warrior" and one "Exterminator" results: he may move one of his Warrior and one of his Exterminator bugs.

The Flyborg Centurion captures a Chitinian Digger.
Multiple Capture: it is possible to capture more than one piece with a single shot. This happens when a piece overlaps two or more enemy pieces.

Out of Bounds: a piece that is shot (partially or completely) off of the playing mat is returned to its original position. Its move is lost.

Overlapping pieces: when a bug overlaps a piece that it cannot eliminate (such as another friendly piece), it has no effect. Simply leave such pieces overlapping.

Special Abilities
Each breed card describes the special abilities of a bug type in detail. These abilities are often exceptions to the rules. For example, some bugs can take extra moves, while others cannot be captured when showing their special side. Carefully read the special abilities of the different breeds in your army before you play!

Some abilities require the use of a measuring ruler (four rulers are included in the box). The measuring ruler does not show normal measuring units, but is divided into three parts. From one end of the ruler to the first mark is defined as close range, to the second mark as medium range, and to the other end of the ruler as long range. Measurements are always taken starting from the edge of a piece and ending on the closest edge of the other piece.

Multiple Die Results
You cannot use two dice showing the same type of bug to move the same bug twice. You must choose two different bugs of that breed. If you get multiple die results but you don’t have enough pieces of that breed to move, the excess die result can be used to get reinforcements (see “Reinforcements” on this page), or it is lost.

Fumbles
If you shoot one of your pieces ‘below’ an enemy piece (bug, projectile or base), this is a fumble and your piece is eliminated, regardless of any special ability or limitation possessed by either piece. The other piece is unaffected.

Accidental Movements
When you move your chosen bug with the shooter, its movement can accidentally cause the displacement of other pieces. Any piece which is moved in this way is left where it lands (except bases, which are always returned to their original position). Any capture or fumble which derives from this movement is resolved normally. If a displaced piece is moved off of the playing mat, it is returned to its original position.

Placing Bugs
Sometimes an ability or game rule (for example, placing a reinforcement) instructs you to move or place a piece without using the shooter (by picking it up and placing it somewhere else). You can never place the piece directly on top of another playing piece (including friendly or enemy bugs, bases, projectiles, or the resources and Terrain templates).
Ranged Attacks and Projectiles
Some special abilities allow a player to make ranged attacks. These attacks are employed using a separate piece, called a projectile. To make a ranged attack, take the corresponding projectile and place it adjacent to the bug possessing the ranged attack ability. You then shoot the projectile using the shooter (as if it were a bug).

Projectiles never affect bases and are removed from the table after use if not otherwise specified in its description. A projectile shot out of bounds is considered used without effect.

Double-sided Bugs
Some bugs have two different sides. One side represents the bug in its normal form while the other side shows the bug using some special ability (the breed card of a double-sided bug identifies the special side with a yellow star). Certain bugs must start the turn with their special side visible to use their ability, while other bugs must show their special side after they move (as detailed on their breed card). At the start of the game and when receiving reinforcements, any double-sided bug is placed with its normal side up. Players can try to flip them to their special side by moving them.

Defensive Abilities
The special ability of certain bugs is applied during your opponent’s turn. For example, a bug may be immune to a specific type of attack, or it may perform an action under certain circumstances. For example, the Usarthropod Soldier may move immediately if another nearby Soldier (showing its special side) is eliminated. Be sure that you are familiar with the abilities of your bugs so that you don’t miss a chance to use them.

Bases
Each army has three bases (hexagonal), representing their buildings and base of operations. Eliminating enemy bases is the main way to win the game.

Each base has two different sides. One side shows the base in its normal form (undamaged) while the other side shows the base after it has been captured once (damaged).

Bases can only be captured by bugs (never by projectiles) and cannot be moved. If a base is accidentally moved when using another piece, it is restored to its original position.

— When captured, an undamaged base is flipped to its damaged side. The owner of the base places the capturing bug adjacent to the damaged base and the move of that bug is over (regardless of any special ability). If the bug is double-sided, it is placed with its normal side up.

— When captured, a damaged base is eliminated. The move of the capturing bug is over (regardless of any special ability). If the bug is double-sided, it is placed with its normal side up.

Reference Cards Golden Rule
When a rule contained on a breed, projectile or evolution card contradicts the rulebook, the rule on the card takes precedence. This excludes rules that prohibit the use of a special ability (such as a fumble).
**Advanced Game**

The Advanced game presents a deeper version of the game, enabling players to experience new strategic opportunities. To play the Advanced game, add the rules presented here to those of the Basic game. These rules mainly detail the use of small counters called **resources**. Players compete in collecting resources in order to upgrade their bases and develop evolved powers.

In addition to all the components used in the Basic game, each player takes the appropriate set of evolution cards, two small bases (square counters) and five resources of his color.

**Setup**

The setup is similar to that of the Basic game, with a few exceptions, as shown in the diagram on the facing page:

- Place your **main base** (white background), showing its undamaged side, on the middle spot.
- Place your two **small bases** (square counters) on the spots to the left and right of your main base; keep the corresponding large (hexagonal) bases aside for the moment.
- Place the pieces representing your bugs anywhere in your setup area (normally near your bases). Place all double-sided bugs on their normal side.
- Place the pieces representing projectiles (such as rockets, flames, web, and acid spits) outside of the playing surface until needed.
- Place your breed and projectile reference cards in a row, face up.
- Set aside your four evolution cards for later use.
- Finally, pick up the five resources of your army’s color and hold them with both hands cupped in a bowl. Then let them fall on the center of the play mat from a height of approximately 20 cm (about 8 inches). Your opponent then does the same. The resources should scatter randomly around the center of the table. If any resource ends up in a player’s setup area or off the play mat, pick it up and drop it again.

**Resources**

Resources represent the main energy source of the **Micro Mutants** world. Resources are captured - like most pieces in the game - by overlapping them with your bugs (never with projectiles). Generally, collected resources are spent to upgrade bases and to buy evolution cards. A resource's color is only used during setup and has no impact on game play (players may spend resources of any color).

When captured, resources can be spent immediately or kept aside and spent at any time during one of your turns. It is possible to spend any number of resources at the same time, taking them from those you have captured. Spent resources are removed from the game.

**Upgrading Bases**

In the Advanced game, two of your bases are represented at the start of the game by smaller, square counters. A player can upgrade one of his small bases, at any time during his turn, by spending two resources. When this happens, substitute the square counter with the corresponding large, hexagonal counter with its undamaged side showing.

- When captured, a small base is eliminated.
- Once upgraded, bases follow the normal rules: they are damaged when they are captured for the first time, and they are eliminated if captured a second time.

**Buying Evolution Cards**

When a small base is upgraded to large, you may choose one of your evolution card matching the newly developed base and put it in play. Place the card face up, alongside your breed reference cards. From now on, you can make use of the special ability described by the evolution card.

There are two evolution cards for each of the two bases that can be upgraded (the main base does not have evolution cards). Once you have acquired the first evolution card related to an upgraded base, you may purchase the second evolution card later, at the cost of 1 resource.
**Example:** the Usarthropods player upgrades his Headquarters from small to large, spending two resources. He may now put in play either the “Secret Operations” evolution card or the “Uncle Sam” card. He puts in play “Secret Operations”. Later in the game, he may spend one resource to play “Uncle Sam”.

**Advanced Game Victory Conditions**

In the Advanced game there are three distinct victory conditions. You may win the game by fulfilling any one of the following conditions.

**Conquer!**
Eliminate your opponent’s main base (white background) and at least one of his other bases.

**Exterminate!**
Reduce your opponent to two (or fewer) of bugs.

**Dominate!**
When all resources are collected from the playing area, the game ends immediately.
Players compare the number and type of their surviving bases with the following table to get their score:

<table>
<thead>
<tr>
<th>Type</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small base</td>
<td>1 Pt</td>
</tr>
<tr>
<td>Large base (undamaged or damaged)</td>
<td>2 Pts</td>
</tr>
</tbody>
</table>

The player with the highest score is the winner. In case of a tie, the winner is the player possessing the highest number of bugs still in play.

**Terrain Templates**

The round cardboard templates depicting terrain elements can optionally be added both to the Basic and Advanced game. During setup, players may agree on any two Terrain templates and place them so that they cover the two stars in the middle of the play mat, as shown on the diagram. In the Advanced game, place any templates before dropping resource counters, then drop resources normally. If any resource ends on top of a template, pick it up and place it adjacent to the terrain.

During play, all Terrain templates share the same general rule: when a bug lands on a template (even if just a small fraction of the bug overlaps the template), the effect of the terrain activates immediately. Projectiles do not activate the effect of a Terrain template and are immediately removed.

**Acid Pit**
Any bug that lands on the Acid Pit is eliminated, regardless of any special ability.

**Gravity Manipulator**
Any bug that lands on the Gravity Manipulator is eliminated regardless of any special ability, but it triggers the special effect of the terrain. Pick up the four Meteor tokens and throw them from your side of the playing area.

After the throw, remove any bug (belonging to any army) captured by a Meteor, regardless of any special ability. Bugs that you eliminate in this way do not grant you an extra shot. Resources and bases are not affected. Remove all Meteors after resolving their effect.

**Warp Gate**
Any bug that lands on the Warp Gate is eliminated regardless of any special ability, but it triggers the special effect of the terrain. Pick up the four Warp Entrance tokens and throw them from your side of the playing area.

After the throw, remove without effect all Gate Entrances that landed on a playing piece (Terrain templates, bugs, projectiles, resources or bases). Replace each remaining Gate Entrance with one of your bugs in play, picking it up from anywhere on the play mat and positioning it on the former position of the Gate Entrance.

**How to throw the Terrain effect tokens**

Hold the four tokens in one hand, and throw them together across the playing mat in an arc (that is, they must go up from your hand before going down to the playing mat); your hand may not enter the space above the playing mat. All tokens thrown outside of the playing mat have no effect.
An example of using terrains with the basic rules

Set aside the terrain effect counters

Place one Terrain template over each of the two stars

---

Set aside the counters.
Games with Three or Four Players

Players can take part in a multiplayer game with 3 or 4 players using either the Basic or Advanced rules, and may even add the Terrain template rules.

Each player chooses one army and receives all associated components, just like in a two player game.

Every player in the game will play individually against all the other players, and thus the game will end with only one winner.

Verbal alliances and pacts are allowed, but they do not have any value in game terms and do not force any limitation on the players.

Regardless of any pact or alliance, all bugs belonging to the other players are always considered to be your enemies in game terms (for example, if one of your bugs land on a bug of another player you must capture it, even if you made an alliance with that player!).

The rules are mostly the same as in a two player game, with the following exceptions.

Setup
All players set up their forces as shown in the diagram on the facing page. In a three player game, randomly choose the player who will be alone on one end of the table.

If you play the Advanced game, you may place your main and small bases on the base spots of your choice in your play area.

Order of Play
Randomly choose one player to play first. Play will proceed clockwise from this player.

Eliminating a Player
A player is eliminated from the game when he loses all his bases or is left with two or fewer bugs.
When a player is eliminated, all his playing pieces are immediately taken out of the playing area, including projectiles in play and any remaining base(s) (these bases are discarded and are not awarded to any player, see Victory Conditions below). The remaining players continue to play normally.

Victory Conditions
When a player eliminates an enemy base, he takes it off the play mat and places it in front of him to form his score.

Nobody can win the game until the total number of bases eliminated among all players is at least equal to the number of starting players.

For example, in a 4-players game, no one can win until the fourth base is eliminated.
When this happens, each player totals his score.
For each player, the first base captured from a given army is worth 2 points (regardless of whether the base is large or small).
Each base of that army captured by the same player (after the first one) is only worth 1 point.

Example: the Sovietopter player has eliminated two Flyborg bases and a Usarthropod base: his score is currently 5 points (2 for the first Flyborg base +1 for the second Flyborg base +2 for the Usarthropod base).

If the player who just eliminated the last base has the highest score, he wins.

If not, play continues until another base is taken, and points are checked again. You can only win when you eliminate a base and that elimination gives you the highest score.

Example: in a 3-player game, the Usarthropod player eliminates a Flyborg base, so he receives 2 points. Then, the Chitinian player also eliminates a Flyborg base, and receives 2 points as well. The Flyborg player then eliminates a Chitinian base and he receives 2 points. This is the third base eliminated, but all players are tied with 2 points each, so there is no winner and the game continues.
Soon after, the Chitinian player eliminates the last Flyborg base, eliminating from the game its controlling player. This is the second Flyborg base that the Chitinian player has eliminated, so it is only worth 1 point. This raises his score to 3 points, the highest total, so the Chitinian player wins the game!
In a three player game, one player sets up on one side of the mat, the other two players in the opposing corners.

In a four player game, each player sets up in a different corner.
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Special Thanks to Marco Molin, one of the original three players of Micro Mutants,
And to every X-BUGS player in the world!

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