

M.U.L.E. THE BOARD GAME

"DIRECTOR'S CUT" RULES (Beta 15 Jan, 2017. © Heikki Harju)

The standard rules of M.U.L.E. The Board Game were designed to be very faithful to the original M.U.L.E. computer game. While this was precisely what we wanted, some players have been requesting an alternate game mode which would deviate more from its paragon. Director's Cut aims to fill that need, and is playable with the exact same components. These Director's Cut Rules are in **beta test** stage. If you wish to provide feedback, please post it to boardgamegeek.com, under M.U.L.E. The Board Game forums.

In Summary, compared to the Tournament, the Director's Cut rules aim to:

- Tone down the impact of random chance and the catch-up mechanisms
- Encourage more asymmetrical production setups to encourage trading between players
- Increase the importance Land Auctions by making Crystite somewhat more public

Setup

- All Players start with **two (2) Land for Sale!** cards, but **no (0) Package from the Home World** cards.
- Setting up the **Production Card deck** is modified:
 - Separate the "common" Production Cards (Acid Rain Storm, Pest Attack, Sunspot Activity, Planetquake) and the "uncommon" Production Cards (Meteor Strike, Pirate Ship, Fire in The Store, Radiation) into two separate stacks. Shuffle both stacks.
 - Each player draws two (2) cards from the "common" Production Cards stack, choosing one to be included in the Production Card deck and discarding the other. The chosen cards are **not** shown to other players, but the discarded cards are. In a 3-player game, add one more random "common" card to Production Card deck.
 - Draw two (2) random cards from the "Uncommon" stack to the Production Card deck, without looking.
 - Shuffle the Production Card deck, now containing 4 common cards and 2 uncommon cards.
 - Add a random "Ship is Back" card at the bottom of the deck, as usual.

Expansion Phase

The first Land Grant is modified:

- Rank 1 Colonist: flips permanently over any 3 Lands on Irata, then claims **any** 1 Land.
- Rank 2 Colonist: flips permanently over any 2 Lands on Irata, then takes **any** 1 Land.
- Rank 3 Colonist: flips permanently over any 1 Land on Irata, then takes **any** 1 Land.
- Rank 4 Colonist (4-player game only): flips over no Lands, takes **any** 1 Land.
- In reverse order (from Rank 4 to Rank 1): take any 1 Land on Irata.

Note: Discovering Crystite when flipping Lands during the first Land Grant does **not** entitle the flipping Player to collect any Prospecting Award (see Development Phase below).

All Land Auctions are modified:

- **Land for Sale!** cards cannot be played on Turn 1. On other Turns, they may only be played at the beginning of the Expansion Phase, before Land Grant. The choice to play or not to play a card is made in descending Rank order (starting from Rank 1), max one card per Player.
- To speed up play, the **Secret Bidding** process is used (see the **Optional Rules** section of the Rulebook).

Development Phase

The **Assay Any Two Lands** action is modified in the Director's Cut rules:

F Assay Any 2 Lands

When Assaying a Land that is **not yours** (i.e. it is on Irata or on another Player's Board), if you discover a 2-Crystite deposit, you **may flip its Public Side permanently up** and take **\$4**. Likewise, if you discover a 3-Crystite deposit you **may** immediately flip its Public Side permanently up and take **\$8**. This is called a **Prospecting Award**. Though you can take the Assay action as many times as you like and can afford, you may collect any Prospecting Award **only once per Development Phase**.

Production Phase

Radiation! and **Pest Attack!** cards

- Use the "Effect on Game Turn 1" on these cards **until all Players have five (5) or more Lands** on their Player Board.

Market Phase

Each Player has the option to use the **Emergency Replicators** in The Store to **Buy up to two (2) units of Food for \$12 each** during the Food Market and **up two (2) units of Energy for \$12 each** during the Energy Market. These units are **not** taken from The Store, but from the neutral counter pile outside of it. The usual restrictions for Buying and Selling the same good in the same Market Phase apply.

Personal Events Phase

Skip the Personal Events Phase.

- Personal Events are not used in the Director's Cut rules.