

Muckle

by Mark McGee

The goal in Muckle is to coordinate with your teammate, grab the ball, and run it to the scoring zone (6 spaces) while your opponents are trying to tackle you, take the ball, and score it themselves.

Any and all table talk is allowed and encouraged, but you may not show any other player any cards in your hand.

Setup:

Muckle requires 2 teams of 2 players.

Sit at a table across from your teammate with an opponent to each side.

Give each player a set of 13 action cards. (Each set has identical cards)

Each player selects 8 of their 13 action cards, puts them in their hand, and places the other 5 face down. The 8 cards in your hand will be the only cards you play with this game.

Exchange your 5 face down cards with your teammate to communicate what cards you have chosen to play without.

Place the ball in the middle of the table.

Gameplay Summary:

1. Each player picks a card from their hand and puts it face down in front of them.
2. Reveal all cards. Put your card on top of your stack of previously played cards.
3. Resolve actions.
4. Resolve who gets the ball.
5. Repeat until one team has run 6 spaces.

Streaks:

If you played a Run card, your Run Streak is the number of Run cards (green) in your stack above the Tackle card (orange) closest to the top of your stack (ignore white cards).

If you played a Tackle, your Tackle Streak is the number of Tackle cards (orange) in your stack above the Run card (green) closest to the top of your stack (don't count white cards).

Only Run and Tackle cards have streaks.



This player just played a Tackle card. The cards he played on previous turns are visible underneath his current card.

This is a Tackle Streak of 3. Ignore the white card, and there are 3 Tackle cards on top of the most recent Run card.

Tackle Streak of 2.



Not a Streak.



Run Streak of 2.

Resolving Actions:

After all players have revealed their selected card, resolve cards in this order:

- If you played a **Rest** card, pick up all the cards in your stack of played cards (including the Rest card you just played).
- If you played a **Pass** card and you have the ball, give the ball to your teammate now, before any other actions are resolved. If you did not start the turn with the ball, your Pass card does nothing.

For each player who played Tackle or Run, count their streak, and resolve those cards in order of highest streak to lowest streak. If multiple players have the same streak, all those players' actions resolve at the same time.

- If you played a **Run** card, count your run streak and move that many spaces for your team **only if you have the ball**. Run actions do nothing if you do not have the ball. When your team has run 6 spaces, you win.

- If you played a **Tackle** card, count your Tackle streak and deal that much damage to the player(s) targeted by your card **only if you do not have the ball**. Tackle actions do nothing if you have the ball.

If you were hit by a Tackle from a player with a higher streak this turn, you may not Run or Tackle this turn. (Your Dodge card would still work)

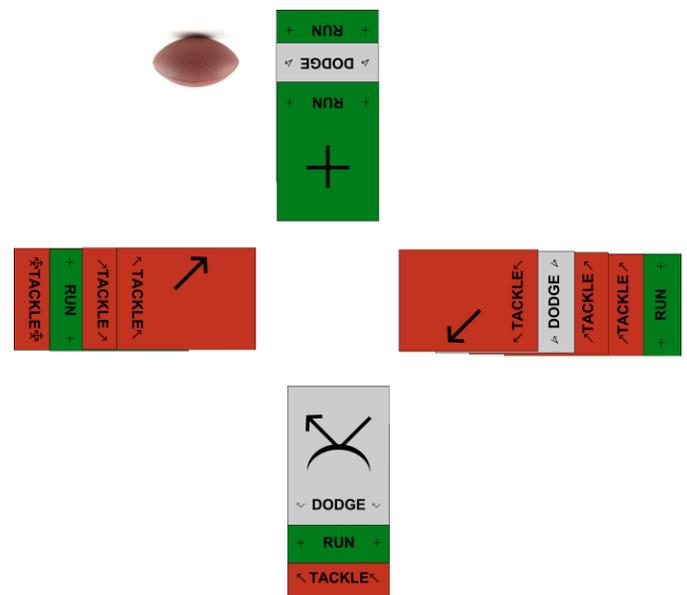
- If you played a **Dodge** card, you do not take damage from Tackles that come from the side your Dodge card protects. Redirect that damage as indicated on the card. You take damage that comes from any other direction.

If you have played all of your cards and have none left in your hand, pick up all 8 of your cards at the end of the turn.

Resolve who has the ball:

After all players' cards have been resolved, add up the damage taken by each team. The team who has taken less damage decides which player gets possession of the ball.

If both teams took the same amount of damage, count the damage done to the player with the ball. If he took 0 damage, he keeps the ball. If he took any damage at all, he drops the ball. Put the ball in the middle. The next time one team takes less damage than the other, they will get it.



In this example, the player on the right has the highest streak (Tackle streak of 3). His action resolves first. He tries to tackle the bottom player, who dodged, so the tackle hits the left player. The left player and the top player both have a streak of 2, so normally both of their actions would resolve, but the left player has been tackled already this turn (by his teammate), so the left player's tackle does nothing. The top player moves his team 2 spaces (his Run Streak), since he has the ball. The team consisting of the left and right player has taken the most damage, so the top/bottom team will choose which player gets the ball for next turn.