



Cosmic Frog™
Find Muck

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Introduction

What the Expansion Adds

The *Find Muck* expansion adds **mental powers** to the game, so your frog is no longer merely immortal and invulnerable, but psionic as well! Mental powers open the way for **mental combat** and gullet **purging**.

This expansion also introduces **muck lands**. These are special terrain tiles that offer interesting choices for you in the Outer Dimensions and function as **wildcards** for vault scoring.

Last, this expansion introduces a new **chip system** for combat, raiding, and returning from the Outer Dimensions that allows for some serious **metagaming**.

New Components


In this box, you'll find six sets of colored chips, 48 muck lands, and two 24-card decks of frog abilities that support mental combat. Why two decks of ability cards? One is for use with chips and one is for use with dice. Why 24 cards? Eight new frog abilities!

Expansion Compatibility

This expansion can be used with the original *Cosmic Frog* dice-based system as well as the new chip-based system. Just be consistent. If you want to use dice, then use dice for everything (*i.e.*, *combat, raiding, and returning from the Outer Dimensions*).




The New Stuff

Brain Icon

All ability cards have a new symbol on them: . The brain symbol shows how powerful a frog is in **mental combat**.

Added Terminology

The expansion adds eight new terms:

- Aggro A mental **action** that forces a frog to physically attack you.
- Combat Score A common term to represent your final modified **combat roll** (*for dice*) or **combat chip total** (*for chips*).
- Mental Attack An **attack** using psionic powers that initiates mental combat.
- Mental Combat All combat that uses the  icon is **mental** combat.
- Muck Land A special **land type** in or harvested from the Outer Dimensions.
- Physical Combat All combat that uses the  or  icon is **physical** combat.
- Purge A violent projectile expulsion of some or all of your gullet contents.
- Unobstructed Target A frog is an unobstructed target if there are **no frogs directly between** that frog and their attacker.

Ability Card Decks

There are two ability card decks in *Find Muck*. Each deck contains all 24 frog abilities, the original 16 updated for mental combat plus 8 new abilities.



The set of ability cards with the **blue back** and **right facing** frog is for use with the original **dice-based** system.

The abilities in this deck are presented in terms of **rolling** and **rerolling dice**. The colors of the combat and raid icons designate the **color of die** the frog uses for these actions (see "Dice and Chip Ability Cards" on page 9).



The set of ability cards with the **green back** and **left facing** frog is for use with the new **chip-based** system.

The abilities in this deck are presented in terms of **drawing** and **redrawing chips**. The colors of the combat and raid icons designate the **fixed bonus** the frog adds to their chip total for these actions (see "Dice and Chip Ability Cards" on page 9).

Chips and Dice

Chips

Find Muck allows you to play *Cosmic Frog* with dice or chips. The **dice system** is the same as that used in the base game. In the **chip system**, each player uses a set of five chips instead of dice. These chips have backs that match the player's frog by color and display the numbers 0 through 4 on their faces.

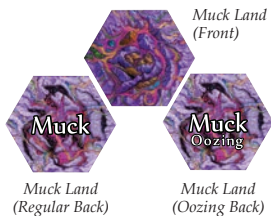


Rerolling Dice and Redrawing Chips

Rerolling a die is a well-understood process. The similar process in the chip system is called **redrawing a chip**. To redraw a revealed chip, turn the chip face-down and return it to the set of unrevealed chips from which it was drawn. The owner of those chips then arranges them in any order they want and places them face-down on the table. The player who chose the original chip then chooses a new one to replace it (*and could choose the same chip*) and reveals that chip.

Muck Lands

When a land tile from the Shard enters an Outer Dimension, it turns into a **muck land**. The back of a muck land tile identifies it as **regular** (*default*) or **oozing**. This expansion includes 36 regular muck lands and 12 oozing muck lands.



Combat

Combat Types

Combat is now partitioned into two types: **physical combat** and **mental combat**. Physical combat includes both Shard combat (👉) and Aether combat (🌀). Mental combat (🧠) consists of psionic attacks and may be used on the Shard or in the Aether.

When you declare an attack, you must also declare whether the attack is a **physical** or a **mental** attack.

Dice-based combat proceeds as described in the base game (*page 10 in the Cosmic Frog rule book*). Chip-based combat follows a similar procedure.

Chip-Based Combat

Both combatants lay out all five of their chips face-down in front of them when combat is declared. You may look at your chips first and place your chips in any order you choose. You may lay them out in a deliberate order or randomly. You may tell your opponent which chip is which or lie about how you placed them, but they must be face-down.

Combat declaration, attacker commitment, and defender response all proceed as normal and are followed by combat resolution. Players regain all their chips after combat resolution.

There are three steps to resolving combat with chips:

- Step 1.** Attacker chooses **two** (2) of the defender's face-down chips. The defender sets these chips aside but does not reveal them.
- Step 2.** Defender chooses **two** (2) of the attacker's face-down chips. The attacker sets these chips aside but does not reveal them.
- Step 3.** Both players reveal the chips that were chosen for them and add up the numbers shown on their chips. Each player's total is their **combat score**.

If the attacker's combat score exceeds the defender's, the attack is successful and **X** is the difference in the combat scores. **X** determines **knockback** in physical combat and **purge** distance in mental combat.

Combat Modifiers

The combat modifiers using the chip system for combat instead of dice are:

The **colored icons** on ability cards translate directly into bonuses to chip totals: white is +0, yellow is +1, and red is +2 to the chip total. (A *yellow icon gives you a yellow die in the dice system and a +1 to your chip total in the chip system.*)

Overpowering your combat costs **2 Ω** and makes your opponent draw one extra chip for your combat score (*i.e., three chips rather than two*). You may only overpower once per combat.

Boosting your combat costs 1 Ω and adds +1 to your chip total per boost. You may boost as much as you want each combat.

Dice and Chip Ability Cards



This is the *dice* version of the Temporus card.

- Blue card back with right-facing frog.
- Abilities presented in terms of dice.
- The mental combat icon is white (Ⓜ), so Temporus uses a white die for mental combat.

This is the *chip* version of the Temporus card.

- Green card back with left-facing frog.
- Abilities presented in terms of chips.
- The mental combat icon is white (Ⓜ), so Temporus gets +0 to their mental combat chip total.



Full, Soft, and Thrown Combat

When you declare or respond to an attack, you automatically use **full combat** unless you **specifically state** that you will use **soft combat** or that you will **throw combat**. In full combat, you aggressively seek to defeat your opponent. In soft combat, you hold back and pull your punches. In thrown combat, you put up no defense. You may overpower and/or boost full and soft combat, but not thrown combat.

Full Combat (*default*)

- Use your **full** combat score.
- May overpower and boost.

Soft Combat

- Use **half** of your combat score (*round down*).
- May overpower and boost.

Thrown Combat

- Your combat score is **zero**.
- May neither overpower nor boost.



Soft and thrown combat allow you to strategically use knockback. You can use these tactics in combination with an Aggro action when you want to be knocked off the Shard to raid a vault or into the Outer Dimensions to gather muck lands (*see "Outer Dimensional Antics" on page 16*).

Mental Targeting and Combat

Mental combat proceeds in the same general manner as physical combat with a few minor modifications.

Mental Targeting

If you are in the Aether, you may target any other frog in the Aether. You may not target a frog on the Shard if you are in the Aether.

If you are on the Shard, you may only target **unobstructed** frogs on your target lines. A frog is **obstructed** if there is another frog directly between you and that frog. You may not target a frog in the Aether if you are on the Shard.

You may not mentally target yourself.

Initiating Mental Combat

You remain on your hex when you use your action to launch a mental attack. Simply declare that you are making a mental attack to initiate combat. There are no distance limits for mental combat in the Aether or on the Shard.

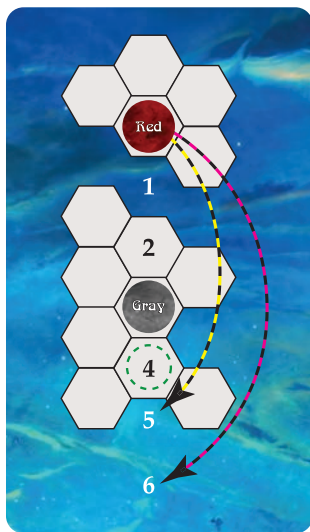
Losing Mental Combat

The attacker remains on their hex and suffers no loss or ill-effect from losing a mental combat.

A defender losing mental combat by **X** must **purge X**-many items from their gullet. If you have fewer than **X**-many items in your gullet, you must purge all items in your gullet. Items exit your gullet one at a time from the top down.

Purging on the Shard



When you purge on the Shard, the top item in your gullet lands **X**-many hexes away from you on the target line between you and your attacker, the next item lands **X** - 1 hexes away, the next lands **X** - 2 hexes away, and so on.




Purged tiles stack on top of the Shard hexes they land on. Destroy purged tiles that land in the Aether unless they land next to a terrain tile. In that case, the purged tile connects to the adjacent terrain tile and stays where it lands.

If a purged land tile passes over you, you may snap that tile

out of the air and put it into your gullet as though you just harvested it. If another frog is between you and the purging frog, that frog must decline the land before you can snap it up. If a purged tile would land *on top* of you, you *must* put that tile into your gullet.

As an example, suppose Red has two land tiles in their gullet when Gray mentally attacks and defeats Red by $X = 6$ (*pictured*). The top item purged from Red's gullet will land on spot 6 (). The next item purged from Red's gullet will land on spot 5 (.

The purged item landing on space 6 would be destroyed because it fell into the Aether. The purged item landing on space 5 would not be destroyed despite falling into the Aether because it landed next to a terrain tile that it could connect to and become part of the Shard.

Gray could snap any or all of these items out of the air as they passed overhead and put them in their gullet. If another frog were behind Gray on spot 4 () , that frog could snap up any or all items that Gray let pass but would be *required* to snap up any item that passed over Gray and landed on spot 4.

Purging in the Aether

When you purge in the Aether, the top item in your gullet goes into Outer Dimension X , the next item goes into Outer Dimension $X - 1$, and so on. Remove from the game items that fall beyond Outer Dimension 6.

Mental Combat Knockback

Unless otherwise modified or specified by a frog's ability, mental combat knockback is always zero.

AGGRO

AGGRO is a new **action** available on the Shard and in the Aether that forces a **mentally targetable** frog to immediately attack you.

The target frog may pay **2 Ω to resist** your AGGRO. If they do not resist, they must immediately launch a **full combat physical** attack against you (see “Full, Soft, and Thrown Combat” on page 10). Their attack takes place during the same action as your AGGRO and doesn’t require them to use an action. The target frog may use their abilities as they see fit during the combat. AGGRO does not force a frog to overpower or boot their attack but they may do so if they wish.

If you use AGGRO as your first action, you may still take a second action if you are in Dimension Zero. You may not use AGGRO on frogs that cannot attack you (e.g., *are too far away on the Shard to attack*).

Chip-Based Raiding

Instead of rolling a **raid roll**, arrange your chips face-down in front of you in any order you want and have the vault owner choose one to reveal. That is your **raid strength**. For an overpowered raid, the vault owner chooses two of your chips to reveal and the larger one is your raid strength. Add any modifiers to your raid strength to determine whether your raid is successful.

A chip-based raid is successful if your raid strength **equals or exceeds** your raid target. This is different than the dice-based system where your raid roll

must strictly exceed your raid target. It's a little easier to make a successful raid using chips, but your maximum draw is 4 (*as opposed to 5 when using dice*).

Dice System: Your die roll must **exceed** your raid target.

Chip System: Your chip draw must **equal or exceed** your raid target.

The Outer Dimensions

Returning to Dimension Zero

All the normal rules apply for returning from the Outer Dimensions. However, if you use the chip system you won't roll a die to see how many dimensions you return. Instead, you'll *shuffle* your chips and lay them out face-down in front of you *without looking at them* and have another player choose a chip to reveal. That chip value determines how many dimensions you return.

If you don't return to Dimension Zero, the chip remains revealed and your remaining chips remain face down. You may not look at them. On your next action, choose a player to choose one of your remaining chips to see how many dimensions you return. This process continues until you return to Dimension Zero. (*If you're still in the Outer Dimensions after all your chips have been revealed, shuffle your chips and lay them out randomly to repeat the process.*)

Outer Dimensional Antics

When you roll a die or draw a chip to escape the Outer Dimensions, the number you roll or draw is the number of **points** you assign to **drifting** back to Dimension Zero or **gathering** muck lands. Each point you spend drifting moves you one dimension closer to Dimension Zero. Each point you assign to gathering muck lands allows you one gathering attempt.

To gather muck lands in the Outer Dimensions:

- There must be a muck land for you to gather in the Outer Dimension you occupy.
- Discard your action card if you attempt to gather one or more muck lands on your turn (*instead of keeping your action card like normal*).
- Each point you spend to gather a muck land allows you to make a RAID against **X**. On your first attempt during your turn, **X = 0** for the **dice system** and **X = 1** for the **chip system**. **X** increases by 1 for each subsequent attempt you make during the *same turn*.
- If your raid is successful, place the muck land in your gullet. If your raid fails, you may spend additional points to try again.
- There is no limit on the number of muck lands you may gather on your turn.

For the purposes of filling and overfilling your gullet, treat muck lands you gather in the Outer Dimensions the same as lands you HARVEST on the Shard.

Here's a scenario using the dice system. You're in Outer Dimension 2 and roll a 3 on your action. You decide to try to gather a muck land before you drift to Outer Dimension 1. It's your first attempt this turn, so you must make a successful raid roll against a 0 to gather a muck land. You have 2 points remaining after your attempt. You decide to spend 1 point to drift into Outer Dimension 1 and then spend your last point to try and gather a muck land from Outer Dimension 1. This is your second attempt on the same turn, so you must make a successful raid roll against a 1 to gather a muck land.



Using and Scoring Muck Lands

Muck lands are unstable masses of undifferentiated matter. When a land tile enters an Outer Dimension, replace that tile with a *random* muck land tile.

Each time there is an Aether Flux, move each muck land further out one dimension (e.g., a muck land in Outer Dimension 3 would move into Outer Dimension 4). Muck lands moving beyond Outer Dimension 6 are removed from the game.

Muck lands may be stolen in combat, deposited in vaults, and raided like normal lands. **Regular muck lands** count as **lowlands** and **oozing muck lands** count as **highlands** for scoring and raiding.

If a purged muck land lands on a terrain tile, destroy both the muck land and the terrain tile it landed on. Destroy purged muck lands that fall into the Aether.

Because muck lands are not part of any land domain, they may not be used in siphons and don't affect your diversity score. However, if a muck land is scored as land type **X**, it does count as a land of type **X** for purposes of counting lands of type **X** (e.g., if you are using *harmonious land scoring*).

The main benefit of muck lands is that they may also be scored as **wild card lands**. When scoring your vault, you may count any given muck land as a land of its own land type or as your choice of **any land currently in your vault** (e.g., if you scored your Hills and have no more Hills in your vault, you may no longer count muck lands in your vault as Hills).

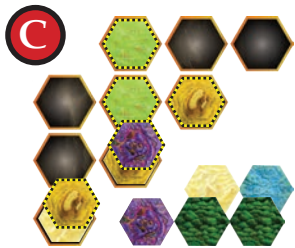


Here is a scoring example for the vault shown (left). Lands outlined with ■■■■■ are **exposed lands** (the top lands in their stacks). For this example, the muck lands will be **regular muck lands** (they will count as lowlands of their own type unless they are used as wild card lands).

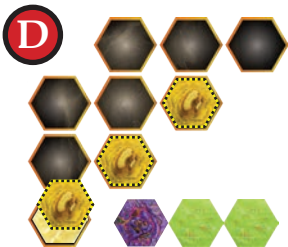


Remove the two meadows first. The lowland doublet gives you an initial score of 0 + 3 = 3.

Underlined numbers are your score before adding new points.



Next, remove the two singleton lowlands for 1 point each and use a muck land as a forest to form a highland triplet worth 9 points. This brings your score to 3 + 1 + 1 + 9 = 14.



Count your remaining muck land as a meadow to form a lowland triplet worth 6 points. Your score is now 14 + 6 = 20.



The remaining mesas form a highland triplet worth 9 points. Your last desert is a lowland worth 1 point. Your score increases to 20 + 9 + 1 = 30.

This vault contained lands from three land domains: **water** (blue), **plant** (green), and **terra** (yellow). Since muck lands don't comprise a land domain, the three land domains represented add 5 diversity points. Your total score is 30 + 5 = 35 points.



Credits

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