

Rules for M.E.T.A.

Game Overview

Welcome to the Metalworks Enginery Training Academy, also known as M.E.T.A. As a player, you will team up the one of the leading minds of campus, each representing their own field of study called a Foundation. Together, you will work to find blueprints for mechanical combat machines called constructs and build them to do battle in the Arena! Every foundation believes in a different tactic to gain victory in the Arena. The only question is which foundation do you believe in?

Objective

In META, you are constantly balancing between buying blueprints for your deck and building those blueprints into constructs ready for battle. By buying blueprints, you can increase your inventory which allows you to hold more options in your hand. By choosing to spend your Focus on building battle ready machines, you can start threatening to destroy your opponent's Generator.

To win the game, you must be the first player to reduce your opponent's Generator's health to zero. This can happen through combat damage, or indirect effects like Scripts.

Components

One double sided game board, 100 Blueprint Deck cards, four starter decks with 11 cards each, 4 player boards, construct chipboard chips, health and attack chipboard chips, dice.

Card Breakdown



There are four different card Classifications in the game:



There are five different playable Foundations in the game:



Setup

Each player selects a student and starting deck, and gains the selected student's talent. There are four playable student's in the game:

- Samuel Theobald – Steamist Foundation
- Abigale Dawkins – ARK-Tech Foundation
- Luke Palmer – Militant Foundation
- Isaiah & Newt Sawyer – Automator Foundation

Once both players have selected their starting deck, they set their Generator's health to 15 and shuffle their deck. The deck is placed facedown on the zone marked "Workshop". Both players then draw three cards to form their hand. At this point, players are allowed the one-time option to mulligan as many cards as they like in their hand. Cards that are discarded from the mulligan are shuffled back into the Workshop after the new cards have been drawn.

A game of chance is played to determine who gets to choose who goes first. The player that goes first is responsible for shuffling the 100 card Blueprint Deck and putting it face down on the zone labeled "Blueprint Deck". Once the deck is placed on the board, take the top four cards from the deck and put them face down in the zone next to the Blueprint Deck. When the second player starts their turn, they will flip over all four of these cards which signals that players can begin purchasing cards.

Gameplay

There are three phases in a player's turn: Start, Main, and End. During the Start Phase, any cards in the arena with abilities that state "at the start of your turn" will have their abilities occur. Once all abilities are resolved, the player moves on to the Main Phase. During the Main Phase, you can do any amount of the following actions in any order you decide:

- 1) Assemble constructs or use Scripts from your hand using Focus. (More details on Generating Focus later.)
 - a. Any constructs you assemble must be in an unoccupied space next to your own Generator.
 - b. Any construct assembled is Exhausted when they enter the Arena. This means it cannot perform any actions.
 - c. If you do not have the required Focus available, you cannot assemble the construct or play the Script.
- 2) Move a construct in the Arena. Brawler Constructs have 2 movement. Siege Constructs have 1 movement. This information is available on your player assist cards.
- 3) Constructs may attack another target within their attack range. Brawler Constructs have a range of 1. Siege Constructs have a range of 3.
 - a. Once an attack is complete, the construct is exhausted. This means it can take no further actions for the turn, even if it has not moved yet.
- 4) Activate construct abilities with the key term ACTIVATION. To do this, you exhaust the card and resolve the ability that follows.
- 5) Purchase a Blueprint from the available Blueprints by using Focus you have generated. A purchased Blueprint is added to your Scrapyard.
 - a. Some cards will have a yellow bar underneath their Focus called a Prototype Additional Cost. You may choose to spend the additional Focus designated to immediately bring the card into play. If the card is a construct, it gains the ability "CHARGED". This means it can do any actions the turn it is placed, as if it had already been on the field for a turn. The drawback is that at the end of your turn, the Prototyped Construct is removed from the Arena and sent to the Scrapyard Zone.

The last phase is the End Phase. During your end phase, you will do the following actions in order:

- 1) Refill your hand to your current hand maximum, indicated by your Inventory Checkpoint.
- 2) Reset any of your constructs that are Exhausted so they are ready to go for your next turn.
- 3) Replace any open Blueprint spots in the Blueprint zone.
- 4) Pass your turn to the next player.

Inventory Checkpoint and Hand Size

Maximum Hand Size is determined by the total amount of cards on your player board. Based on the number of cards in your collection, you will pass Inventory Checkpoints which increase your maximum hand size.

- Starting Point: 11 – 14 cards = 3 card hand size.
- Checkpoint 1: 15 – 19 cards = 4 card hand size.
- Checkpoint 2: 20 -25 cards = 5 card hand size.
- Checkpoint 3: 25 cards = 6 card hand size.

Workshop Size

The maximum Workshop size is 25 cards. When you add a new card to your workshop causing you to exceed the 25 card limit, you must immediately select and remove one card from your hand or scrapyards to return your total amount of cards to 25. The removed card is no longer accessible to any player for the remainder of the game.

Empty Workshop

When you are unable to draw a card because you have no cards in your Workshop, you shuffle your Scryfall and place the cards facedown in the Workshop Zone. Draw any remaining cards you need and the pile acts as your new Workshop.

Generating Focus

You can generate Focus during your turn by:

- 1) Discard cards from your hand to the “Assembly Zone”.
 - a. Discarded constructs give your Focus equal to their Focus Cost.
 - b. Any other type of card that is discarded gives you one Focus.

- 2) Sending an ally construct that is next to your Generator to your Scrapyard. The construct cannot be exhausted. This action gives you Focus equal to the Focus cost of the construct you sent to the Scrapyard.
- 3) Playing constructs, Scripts, or Specialty cards that generate Focus through an ability.

All Focus generated are spent when the first card is played for purchased. This means that unused Focus is lost.

- A) Example: A player discards two constructs to the Assembly zone to generate 4 Focus. With that 4 Focus, the player then uses 3 Focus to play a construct from their hand. The remaining 1 Focus disappears.

Blueprint Focus

Whenever you defeat a construct in combat with one of your own constructs, you are awarded a Blueprint Focus. Blueprint Focus are tracked on your player board, and accumulate as a pool or resource that does not deplete at the end of your turn. The Blueprint Focus pool cannot exceed 8.

Blueprint Focus can only be used to purchase Blueprints during your turn. You can combine Blueprint Focus with normal Focus to increase your total Focus for purchasing a Blueprint.

- A) Example: You have 3 Blueprint Focus available to you. From your hand, you discard two cards with a Focus Cost of 2 to generate 4 Focus. You then reduce your Blueprint Focus pool from 3 to 1, and add the 2 Blueprint Focus to your already generated 4 Focus to create a combined 6 Focus for purchasing. With that 6 Focus, you purchase a Blueprint with a cost of 6 that you otherwise would not have been able to purchase.

Combat

In combat, constructs attack and counterattack at the same time as long as they are able to do so and they are in range.

- A) Example: Your Brawler Construct attacks your opponent's Brawler Construct. They both have a range of 1 so there will be a simultaneous attack and counterattack.
- B) Example: Your Brawler Construct attacks your opponent's Siege Construct. Both units have a range of 1 or higher, so there will be a simultaneous attack and counterattack.
- C) Example: Your Siege Construct attacks your opponent's Brawler Construct. Your attack has a range of 3 which is not matched by your opponent's construct, so there is an attack with no counterattack.

All damage in the game is accumulative, meaning that it remains on the construct until the construct is defeated. Constructs do not return to full health at the end of your turn.

- A) Any damage that becomes a number that is not a whole number is rounded up. For example, 1.5 damage dealt is rounded up to 2.

As mentioned above in the Blueprint Focus section, any time you defeat a construct with your own construct through combat, you are awarded a Blueprint Focus. If the two constructs defeat each other simultaneously, both players are awarded a Blueprint Focus.

In-depth Mechanics

Event Sequences

Sequence of events when playing a Construct Card from your hand:

- 1) Cards discarded to the Assembly Zone generate the required Focus.
- 2) The played construct is added to the Construct Zone and Exhausted. This is shown by turning the card 90 degrees.
- 3) Add the token of your played construct to the Arena next to your Generator.
- 4) All effects that are triggered from the keyword ASSEMBLE are resolved.
- 5) All effects that are triggered from a Construct being played into the Arena are resolved.
- 6) The cards in the Assembly Zone are sent to the Scrapyard.

Sequence of events when playing a non-Construct card from your hand:

- 1) Cards discarded to the Assembly Zone generate the required Focus.
- 2) The played non-Construct card revealed to your opponent.
- 3) The non-Construct card's effect is resolved.
- 4) All effects that are triggered from a card being played are resolved.
- 5) The used non-Construct card is sent to the Scrapyard.
- 6) The cards in the Assembly Zone are sent to the Scrapyard.

Sequence of events when attacking an opponent's construct:

- 1) Any effect that is triggered because of combat, but before damage occurs, is resolved.
- 2) Combat damage and counterattack damage occurs and resolved.
- 3) Any effect that is triggered by attack damage is resolved.
- 4) If either construct is defeated, they are sent to the Scrapyard.
- 5) Any abilities that are triggered as a result of a construct being scrapped are resolved.

Movement

As mentioned above, constructs cannot move if they are exhausted. This means that if you attack before you move, you lose the ability to move.

When moving, your Constructs can pass through your other constructs but cannot pass through your opponent's constructs. Two constructs cannot occupy the same zone.

Generators

Construct Generators are the main objective of the game, and the game ends when one is reduced to 0 health. Generators do not have an attack value or movement value, nor can they gain those values.