

This is a Humple Hut variation to the MetaZoo rules! I found the official MetaZoo rules (as of July 2026) to be a little confusing. This document is my interpretation of the rules explained in a way that makes more sense to me. I made some changes to the original rules to make it easier to understand and more fun to play. These changes also incorporate generally agreed upon rulings in the MetaZoo Discord when they differed from the original rule book. I hope this can help others learn and have more fun playing!

**The official MetaZoo rules should be used for any official MetaZoo tournaments, although I think the Humple Hut variation is more fun.*

Last Updated: July 2026

Objective:

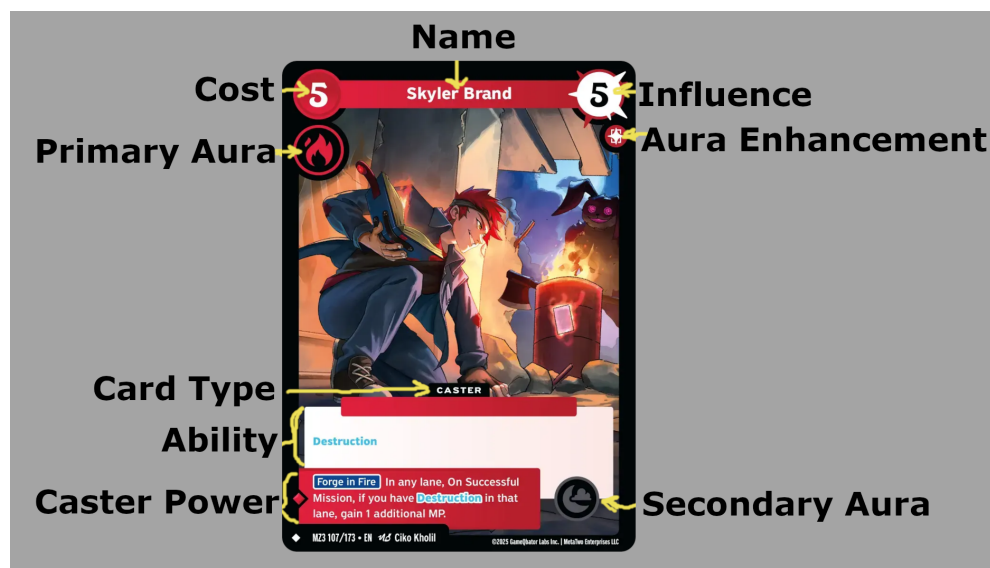
Earn 30 Mission Points (MP), achieve an alternative win condition, or your opponent is unable to draw a card from their main deck. The game ends immediately when someone achieves any of these. Games are played with two players.

Card text supersedes any rules stated in this document.

Typical Gameplay (this is the most basic description of how a general game plays): Players take turns tapping Aura to pay for creatures and equipment. They play them in one of four lanes. Each player is competing to win missions in these lanes by having the greatest total amount of influence in that lane.

Building a Deck:

Begin by selecting a Caster



Decide if you want to play with one of the Caster's secondary Aura types. It is slightly easier to just play with the Caster's primary Aura type.

- Caster's Primary Aura Type Only:
 - Starter Terra: Select two different Starter Terra cards (they must say Starter) matching the primary Aura type of your Caster.
 - Main Deck: Construct a deck with a minimum of 50 cards matching the primary Aura type of your Caster. These cards **cannot** contain: more than three copies of any identically named card, any copies of the Starter Terras selected above, any Casters, and any Aura.
 - Aura Deck: Create this deck using ten Aura cards matching the primary Aura of your Caster.
 - Caster's Primary and One Secondary Aura Type:
 - Starter Terra: Select one Starter Terra (they must say Starter) matching the primary Aura type of your Caster and one Starter Terra matching the selected secondary Aura type.
 - Main Deck: Construct a deck with a minimum of 50 cards matching the primary and/or the selected secondary Aura types of your Caster. These cards **cannot** contain: more than three copies of any identically named card, any copies of the Starter Terra selected to above, any Casters, any Aura and any tokens.
 - Aura Deck: Create this deck using ten Aura cards matching the primary Aura of your Caster.
 - Set aside some (recommend using two to five) Aura matching the selected secondary Aura type of your Caster. These cards are **not** part of your Aura deck, but can be used later in the game (see Trade Aura under Actions).
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Setup:

Each player performs the following steps in order:

1. Each player shuffles their main deck and Aura deck, allowing their opponent to cut each deck if they choose.
2. Randomly select a player. That player decides if they want to start the game as the priority or secondary player.
3. Place each component in the designated locations shown below:



Each player places their Starter Terra in the following order: lane 1 (priority player), lane 2 (secondary player), lane 3 (priority player), lane 4 (secondary player). Players choose which of their two Starter Terra will go in their designated locations.

4. Each player draws the top card of their Aura deck and places it in their Aura zone.
5. Each player draws the top 5 cards from their main deck and puts them in their hand. Play with no mulligan for competitive games and a mulligan for casual games. If you are playing with a mulligan, then each player may take one mulligan by reshuffling their hand

into their main deck, allowing their opponent to cut the deck if they choose, and drawing 5 new cards from the top of their main deck.

Now let's play!

Gameplay:

Games are played in the following order:

1. Draw Phase: Each player draws the top card of their Aura deck and main deck. There is no maximum hand size. Each player can have a maximum of 10 Aura in their Aura Zone and in any lanes.
2. Action Phase: Players take turns taking one action at a time beginning with the priority player. Players must take an action and cannot skip their turn. The action phase ends when all missions are resolved.
3. Reset Phase: Untap all cards, remove all “give” or “dealt” effects from all cards (this is done simultaneously and players cannot choose the order they are removed), return Aura in all lanes back to the Aura zone, and players switch being the priority and secondary players.

Repeat this until someone wins! There are some gameplay videos on the Humple Hut YouTube channel that can help you better understand the game

Actions:

Players can take one of the following actions each turn. If an action triggers multiple effects simultaneously, then the active player (player who took the action) chooses the order.

Play a Card: Play a card from your hand or your Caster Zone by tapping Aura in your Aura Zone equal to the cost of the card (upper left number). At least one Aura matching the card's Aura must be tapped to play it. If the card costs zero Aura, then at least one of that Aura type must be in your Aura zone, tapped or untapped, to play it.

- Caster, creature, and equipment are played into the friendly side of a lane as long as the lane limit has not been met; it is the only card with that name in the friendly lane; and if it has the “unique” trait, then it is the only card with that name in **all** friendly lanes. Lanes have a 5 card limit for each side of the lane (does not include the Terra).
- Strategy cards are played into the discard pile.
- Terra are played in the Terra slot of a lane. This replaces any existing Terra card in that lane with the new one. Place the old Terra card in the owner's discard pile. There can be multiple Terras of the same name in different lanes. If the Terra has the “unique” trait, then there can only be one copy of that card in any lane.

Activate a Card Ability: Some cards have activated abilities (the ability name is colored light green for easy identification) by paying any additional costs. Activated abilities can be used from cards in your Caster Zone and the friendly side of lanes only. Activated abilities can only be used once per round unless it has the “unlimited” modifier, the card can be played again, or the activated ability has a cost (partial or total) of tapping the card and the full cost can be paid again.

Declare the Mission: Declare the mission in a lane by marking it (usually by tapping the Terra). Each mission can only be declared once per round. Missions can be declared even if the Terra is “razed” (missing). Declare the mission has three phases that are resolved in the following order:

1. **Mission Declaration:** Resolve any “mission declaration” effects.
2. **During Mission:** Resolve any “during mission” and “during mission resolution” effects. Then reward the winner of the mission by adding the total influence in each player's side of that lane. The player with the greatest total influence wins the mission (a lane with no influence is counted as having zero total influence). Tapped creatures and equipment do not contribute influence. Reward zero MP for a tie, 1 MP for winning a contested lane (the losing side has a creature), and 2 MP for winning an uncontested lane (the losing side has no creatures).
3. **Mission Resolution:** Resolve any “on mission resolution” effects.

Enhance a Lane: This action can only be used in a lane that has a friendly unit (Caster, creature, equipment, or token) with Aura Enhancement 🌀. Place an untapped friendly Aura in the friendly Aura-enhanceable unit's lane (lane size restrictions apply). A lane can be enhanced multiple times a round.

Trade Aura: Tap an Aura to replace one of your Aura in your Aura Zone with a secondary Aura that was set aside at the beginning of the game. This new Aura is played into the Aura Zone in the state of the replaced Aura (tapped or untapped). The replaced card is set outside the game. Aura cannot be traded for primary Aura in your Aura deck. Trading Aura only costs an Aura to be tapped if it is used as a player action.

Card Types:

There are seven card types: Caster, Aura, Terra, creature, equipment, strategy, and tokens.

- **Caster:** The Caster starts the game in the Caster Zone and can be played to a lane by paying its cost. Casters count as only a Caster in the Caster Zone and count as a creature **and** Caster when in a lane. Cards cannot affect a Caster in the Caster Zone unless explicitly stated. If an effect would result in a Caster going to a player's hand or discard pile, instead place it face down in the Caster Zone. A face down Caster prevents a player from using that Caster's abilities and replaying the card to a lane. The Caster Power (the ability listed in the bottom portion of the card) can be used while the Caster is

in the Caster Zone **or** in a lane. Their normal abilities (abilities listed in the upper portion of the card) can **only** be used when they are in a lane.

- **Aura:** Aura cards are used to pay for cards, pay for abilities, and enhance lanes. Aura can contribute influence and use abilities only if it is in a lane with a friendly creature. Aura are **not** considered units. If any effect would result in the Aura going to a player's hand, discard pile, or main deck; instead place it in the owner's Aura Zone in its current tapped/untapped state.
- **Terra:** Terra card abilities affect both players regardless of who played the card. Terras are **not** considered a unit.
- **Creature:** They are played in a friendly lane to help a player win missions!
- **Equipment:** Equipment **only** contribute influence and can use abilities if they are in a lane with a friendly creature, otherwise they have no effect (including On Play abilities) except for taking lane size spot(s). Equipment can be played to a lane without a friendly creature.
- **Strategy:** These are played to the discard pile and have effects that are used immediately when played.
- **Tokens:** Tokens are created by card effects. When created, add a token from outside of the game to the designated lane. Tokens can only be outside of the game or in a lane. If any effect would move it to a different zone, then place it outside of the game. Tokens are never dispelled (when a unit in play is placed in the discard pile) nor are they ever played since they don't come from a player's hand.

Card Effects:

These are keywords commonly used in abilities and strategy cards.

Action Icon: Abilities with this symbol  require an action to activate it.

On Play: This ability triggers when it is played from a player's hand to a lane. These abilities are in reference to the active player and not the card's owner (some cards allow for players to use their opponents abilities and therefore would apply to the active player).

Counter: These are placed on a card and contribute some type of effect. They stay on the card and are not removed during the Reset Phase.

Discover "N": Draw the top "N" number of cards from the top of your main deck, select a card that meets the described requirements if any, show the selected card to your opponent, place

the selected card in your hand, and put the remaining cards at the bottom of your main deck in any order. A player does not need to select a card.

Dispelled: This means when the card is put in the discard pile from play.

Duel: The two selected creatures deal damage to each other simultaneously (players cannot choose the order) equal to their current influence.

Damage: This stays on a unit until the Reset Phase. If the amount of damage is equal to or greater than the unit's current influence, then it is put in the owner's discard pile.

Destruction: This ability only triggers if the owner won the lane. The losing player shatters a unit of their choice in the losing lane.

Gigantic "N": Reduce the friendly lane size by "N."

Hex Counter: The unit contributes -1 influence During Mission for each hex counter. This does not affect the unit's influence when determining health and damage. Hex counters are only removed from a unit if it goes to the player's hand, deck, discard pile, or Caster zone. Units can contribute negative influence.

Lane size reduction: Some abilities reduce the lane size. If a player has more cards in a lane than the maximum size, then they must remove (neither sacrificed, dispelled, nor shattered) cards of their choosing to meet the new lane size requirement. This removal would place: Casters facedown in the Caster Zone; creatures and equipment in the discard pile; tokens outside of the game; and Aura in the Aura Zone.

Move: Relocate the unit to a lane that meets the new lane's current lane size limit.

Overwhelm "X": Only triggers if the owner won the lane by "X" or more influence.

Sacrifice: Place the **friendly** unit in the owner's discard pile.

Shatter: Place the unit in the owner's discard pile.

Soar: Only triggers if the owner won the lane. If the losing side of the lane does not have soar, then score the mission as if it were uncontested. Otherwise score it as normal.

Steal: This has two effects, one that is an ability (designated in light blue text) and a descriptor (listed in the ability description)

- Steal (ability): Only triggers if the owner won the lane. If your opponent has more than zero total MP, then reduce your opponents total MP by one and increase your total MP by one.

- Steal (descriptor): If your opponent has more than zero total MP, then reduce your opponents total MP by one and increase your total MP by one.

Unit: Creature, equipment, Caster, or token.