

THE MYTHOLOGY CLASS CARD GAME

Created and designed by Arnold Arre ©2005, all rights reserved.

The Mythology Class card game is based on the stories and characters in the Mythology Class collected edition graphic novel. The game represents the many different adventures that Nicole and her friends experienced which were not featured in the book. The game gives you a chance to be part of their world.

The game is designed for two (2) players and runs for just about 20 to 30 minutes.

The game includes:

- 54 card **adventure deck** (a single deck played by both players)
- 18 card **creature deck**
- 16 card **character deck**

As a warning, printing out the 6 sets of adventure plates, 2 sets of creature plates and 2 sets of character plates will use up a lot of your printer ink. Then, of course, the hard work of cutting up the plates into cards. But hey, it's FREE !

BASIC CARD TYPES

- A) **Character card:** Each character card represents the characters featured in the book. Each card has a SKILL ICON signifying the kind of skill the character has.

There are four (4) types of skill icons:



Knowledge: The character is well informed about the mysteries of Enkantos and guides the team throughout the mission.



Ingenuity: The character is abreast with the latest technology and knows how to make the most of it.



Warrior strength: The character is knowledgeable in the art of fighting and self-defense and is the protector of the group.



Magic abilities: The character uses the mystic arts to lead the team out of danger.

B) **Event cards :**

These cards aid your team in the missions. They are used anytime during the game depending on what is stated in the card. Once played and its effect applied, it is discarded immediately.



C) **Equipment cards:**

These cards add to character's skill points. They are assigned to a character and stays in play for as long as the player wishes.

Both Event and Equipment cards have skill icons. For a character to use these card's effects, their corresponding icons should match (all these will be explained later).

D) **Creature cards:**

Collect creature's game points to win the game.

Now, let's move on to playing the game.



OBJECTIVE

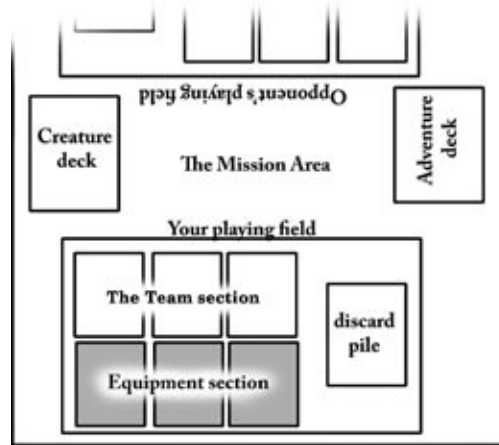
Each player begins by sending his team of characters on a mission to capture creatures or enkantos. Through the course of the game each player will use equipment / event cards to help aid his/her team's mission. Each creature has a skill point, a value that can be used as a game point. The player with the most game points wins the game.

There are 3 types of decks in The Mythology Class card game :

- 1) **Adventure deck :**
Where equipment cards or event cards are drawn.
All players will draw their cards from this around in during their missions.
- 2) **Creature deck:**
Where creature cards are drawn.
- 3) **Character deck ;**
Where character cards are dealt to form teams for each player.

NOW, FOR THE PLAYING AREA...

Here's a sample of the playing field – the surface area on which the players will be playing. Each field is divided into 3 parts: The *team section*, the *equipment section* and the player's *discard pile*. In the middle of the playing field is the *mission area* where the adventure and creature decks are located :



STARTING THE GAME

Shuffle each deck. Place the *Adventure* and *Creature Decks* on opposite sides of the *mission area*. Three (3) characters are then dealt to each player to form a team. This represents the availability of the characters to join in the mission instead of being chosen (they do have busy lives, you know). Place your characters in the *Team section*. Then, each player is dealt five (5) cards from the *Adventure Deck*. This is your hand size.

No dice will be needed, though playing counters (coins, pins etc.) will be helpful in keeping certain scores.

The playing field is now ready.

The player whose team has the highest total of skill points gets to play the turn sequence first.

THE TURN SEQUENCE

Each player's turn is broken down into four (4) stages :

- 1) *Draw*
- 2) *Distribute equipment*
- 3) *Mission*
- 4) *Discard*

I. Draw Cards :

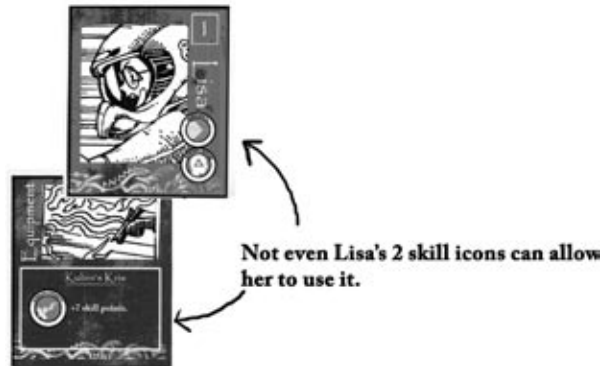
Draw from the *Adventure Deck* to bring your hand size to five (5) cards. If you already have five cards in your hand, you skip drawing cards and move on to the *Distribute Equipment* stage.

II. Distribute Equipment :

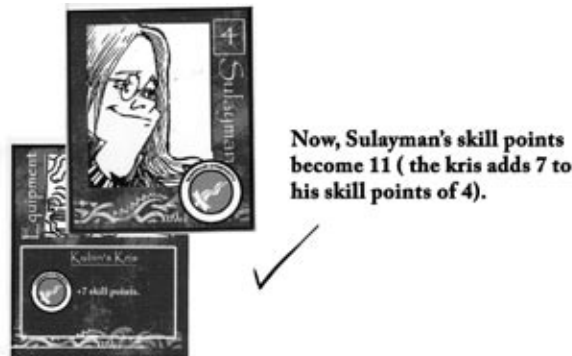
Equipment Cards help add to your characters' skill points making it easier to capture creatures. It's all up to you if you want to lay down your *Equip. Cards* right away or keep them in your hand and play them later. To use *Equip. Cards*, play them from your hand and place them in the *Equipment Section* below a character. This signifies that is THAT character who is using the equipment. In a situation where the character cannot contribute to the team, the equipment is rendered useless.

You can equip as many characters as you can during this stage. Take note that the character must have the same **ICON** skill as printed on the *Equip. Card*.

Example: The equipment card *Kubin's Kris* cannot be assigned to the *Lisa* character card as they have different icons (she has very little understanding of the effects of magical objects so she's a wee bit wary of them).



Instead, it is assigned to *Sulayman* who has the same icon as *Kubin's Kris*.



On the otherhand, any *Equip. Card* with the starburst icon can be used by any character.

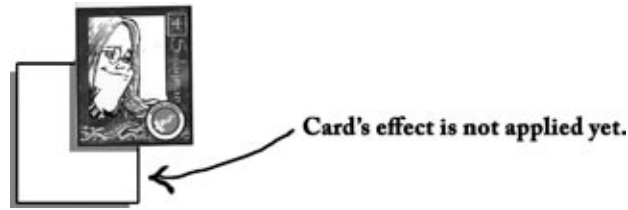


As a rule, only ONE *Equip. Card* can be assigned per character.

Normally a player can't wait to apply the *Equip. Card's* effect to his/her team (besides, it's very comforting to see your skill points boosted up). If you decide to use an *Equip. Card's* effect immediately, play the card **FACE UP**.



However, if you think that it would be wiser to wait for a perfect time to use its' effect later during the game (and also to keep your opponent guessing), play the card FACE DOWN. This is also a good way to protect your *Equip. Cards* since your opponent will try anything to get rid of them and render your team helpless.



Only when you decide to use the card's effect do you finally show it to your opponent and flip it FACE UP. We'll call this *revealing the card*. You can *reveal* as many *Equip. Cards* as possible anytime during the game, or whenever appropriate.



From here on, any *Equip. Card* that's been *revealed* stays *revealed* throughout the game. An *Equip. Card*, as long as it is in the *playing field*, whether played face up or down is considered 'in play'.

Equipment Cards (unlike *Event Cards* that are soon discarded once their effect has been used) stay in play for as long as you want its effect on the character or team (although there are some *Equip. Cards*, very few actually, that can only be used once and are discarded right away. That's why it is **IMPORTANT** that you read carefully the effect written on the card).

Now, during the *Distribute Equipment* stage, you may also transfer *Equip. Cards* in play from one character to another as long as their icons match with that of the equipment. To play a new *Equip. Card*, discard the old and replace it with a new one from your hand. Always remember--**ONE** equipment per character is allowed.

ABOUT EVENT CARDS

These cards can be played **ANYTIME** during the game depending on what is stated on the card.

Again, before you play these cards from your hand, make sure that the icons match with that of the characters'.

If it has a starburst icon, any character can play it.

To play them, place them face up right above your character designating that it is **THIS** character who is using the *Event card's* effect.

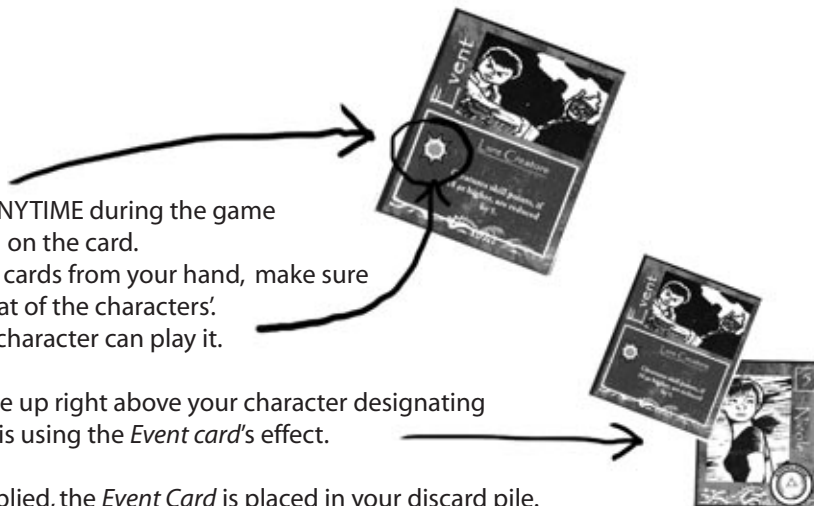
Once the effect has been applied, the *Event Card* is placed in your discard pile.

Take note that some *Event Cards* can be played during your opponent's turn.

This can serve useful in delaying your opponent's plans of capturing a creature.

They can also protect you from other *Event Cards* played against you.

Again, it is **IMPORTANT** that you read the card's effect in order for you to use them appropriately.



Here's a sample of an *Event Card* play sequence. Assuming that all the cards played in this example follow the rules of icon matching, and are assigned to a character, the sequence is as follows :

It is PLAYER A's turn and she just successfully captured a creature using her team's skill points.

PLAYER B, who's not too happy with this lays down *Sabotage*...



This is an *Event Card* that forces the opponent to lose skill points (PLAYER B knows that reducing PLAYER A's skill points would undermine her capturing the creature).

PLAYER A retaliates by playing *Escape*...



Escape is an *Event Card* that negates the effect of *Sabotage*. At this point, the *Sabotage* card is resolved so PLAYER A still gets to capture the creature.

PLAYER B then lays down *Misha Card*...



This card forces the opponent to lose a creature he/she just captured.

PLAYER A is running out of cards in her hand but she's not willing to give up. She lays down *Help from Lam-Ang*...



Help from Lam Ang is an *Event Card* that allows a player to search his/her discard pile for a card to be used right away. From her discard pile she chooses *Mrs. Enkanta*...



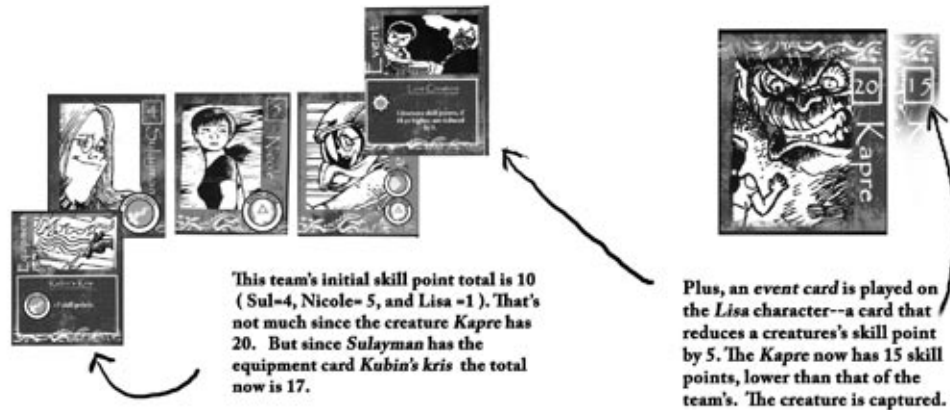
This card negates any card that forces a player to lose skill points, turns or cards (in this case, a creature card). PLAYER B gives up and PLAYER A still gets to keep her creature.

III. THE MISSION STAGE

Well, if you think your team isn't fully equipped to deal with the mission, you may skip this stage and move on to *Discard*. But if you're confident enough and if your team is well equipped and ready to go, then it's time to move out.

First, draw a creature from the *Creature Deck*. Take note of its skill points. If your team's total skill points are greater than that of the creature's, then that creature is CAPTURED and is set aside in your *Playing Field*. You can now move on to *Discard stage*.

Example :



If your team falls short of the skill points required, the creature stays in the *Mission Area* and you move to *Discard Stage* as well.

If there already is a creature in the *Mission Area*, you may decide to try and capture it or not. At any rate you **MUST** declare to your opponent what your plans are. If you decide to capture it, declare that you are. Continue then with the mission and try capturing it.

If you decide **NOT** to capture it (thinking maybe it's not worth the trouble or maybe your team isn't up to par), you can take a chance and draw another creature. But if you're not too keen on this new creature you just drew, remember that you can't go back and decide to capture the first creature since you already declared not to. Only two (2) creatures are allowed in the *Mission Area* so this is your last chance in this turn to capture a creature.

At this point, if you still decide not to capture a creature, move on to *Discard Stage*.

IV. The Discard stage :

Discard as many cards in your hand as you want or none at all. It will all depend on what your strategy is in keeping and letting go of cards. Just make sure that if you keep all your cards, they should not exceed your hand size (which is 5). Make sure you discard your cards face down.

Your turn has ended. It is now your opponent's turn.



WINNING THE GAME

A creature's skill point can be used as a value for counting Game points. So if a creature has 20 skill points, that counts as 20 game points. The first player who collects 80 GAME POINTS wins. Game also ends when the *Adventure Deck* runs out during a player's *Draw Stage*, in which case both players count the creatures they captured and sum up the game points. The player with the most points wins.