

Mythic Mischief

A stylized illustration of a library scene. A blue-skinned character with orange eyes is running through a checkered floor. A purple energy field is visible on the right, and a green robot head is in the foreground. The title 'Mythic Mischief' is at the top.

Rules of Misconduct

Game Overview

Within the hallowed halls of Mythic Manor is a repository of Tomes. While not off limits per se, these Tomes have been deemed either too valuable or too dangerous to be handled without supervision from a teacher.

Recently students have been circumnavigating such restrictions, so a new teacher has been put in charge of the Tomes. The students not-so-lovingly refer to this teacher as the Tomekeeper.

The seriousness with which the Tomekeeper executes their duties has led to a new competition among the students: Who can hide in the repository of Tomes without getting caught?

The Tomekeeper is making their rounds in the S'ghoul Library, and a copy of the returned Tomes list has fallen into the students' possession. They know exactly where the Tomes need to be placed and in what order. The only thing they can change is the path the Tomekeeper will take to get there. It's the perfect chance for the students of Mythic Manor to finally prove once and for all who is best in class.

Let the games begin.



For a how to play video, visit: mythicmischief.com/play



Fig. 1: The Tomekeeper

GAME PLAY



Fig. 2: Portrait of a Faction

In Mythic Mischief you play as a Faction of Mythic Manor students competing to get as many of the other students caught by the Tomekeeper as you can without getting caught yourself.

Each Faction has its own unique set of abilities. You can move around the Library board, move the other Factions into the path of the Tomekeeper, and even alter the course of the Tomekeeper by moving Bookshelves.

Players are able to upgrade their Faction's abilities throughout the game by collecting powerful Tomes from around the library.

The winner is the first team to score 10 Mischief Points or the team with the most Mischief Points when the Tomekeeper finishes returning all of their Tomes after lunch!

COMPONENTS

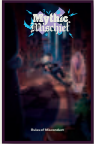
		
1 Rulebook	1 Library Board	26 Destination Cards
		
5 Reference Cards	10 Bookshelves	4 Clutter Tokens
		
3 Destination Tokens	4 Faction Boards (1 per faction)	20 Action Dice (5 per faction)
		
40 Tomes (10 per faction)	13 Miniatures (3 per faction + 1 Tomekeeper)	4 Blood Tokens
		
1 Trap Token	2 Portal Tokens	2 Decay Tokens



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Setup

Teams: If playing a 3 or 4 player game, decide who will be on what team. For info on the 3/4 player mode, see pg. 33.

Setup Steps

Mythic Faction Board

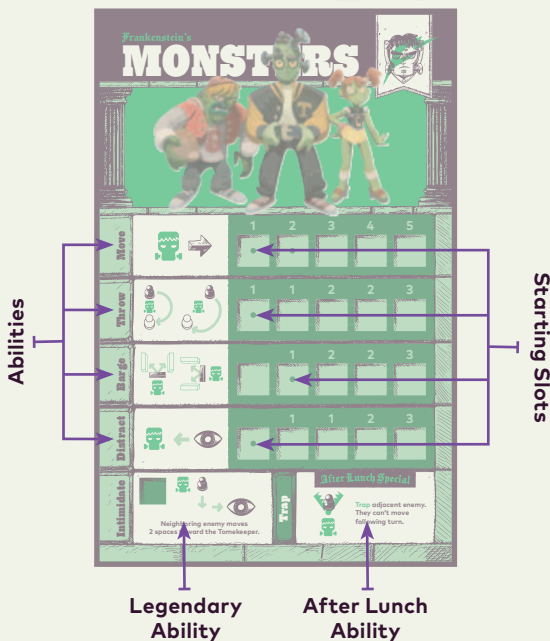
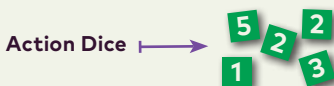


Fig. 3: The Anatomy of a Faction Board

SETUP STEPS

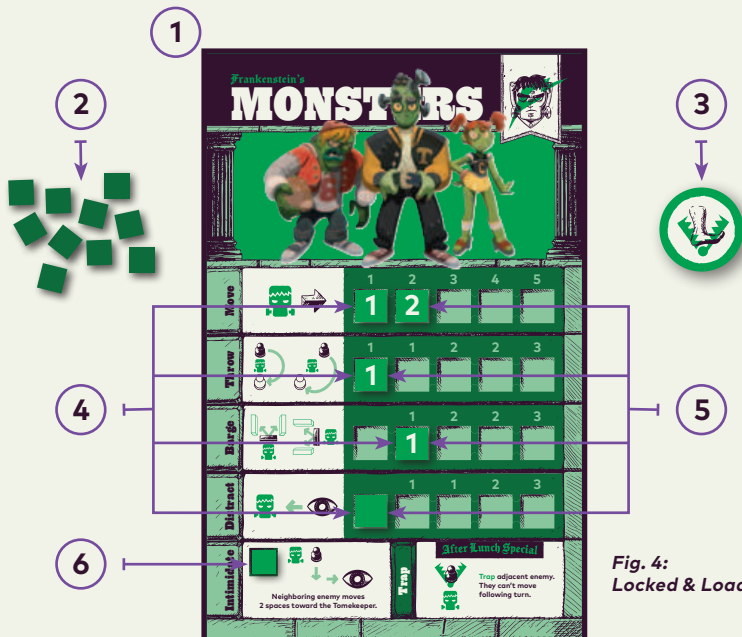


Fig. 4:
Locked & Loaded

- 1 Each player chooses a Mythic Faction and places that Faction's board in front of them.
- 2 Take the Tomes that match your Faction color and place them beside your Faction board.
- 3 If your Faction has unique components like tokens or Bookshelves, take those as well and place them next to your Faction board, see pg. 10.
- 4 Add your Faction's Action dice to their starting slots, which are marked with small dots at the center of the slots.
- 5 Orient the Action dice to show the number designated above the dice slot.
- 6 Place a Tome in your Legendary ability slot.

SETUP STEPS

Unique Tokens	
Vampires - Blood x4	
Monsters - Trap x1	
Zombies - Decay x2	
Wizards - Portal x2	

Library Board

- 1 Place the Library board in the middle of the table.
- 2 Place the Tomekeeper on the crest in the center square of the Library board.
- 3 Shuffle and place one Before Lunch card face up in its slot.
- 4 Shuffle and place one After Lunch card face down in its slot.
- 5 Add 1 Tome per team to the Score Tracker.

SETUP STEPS

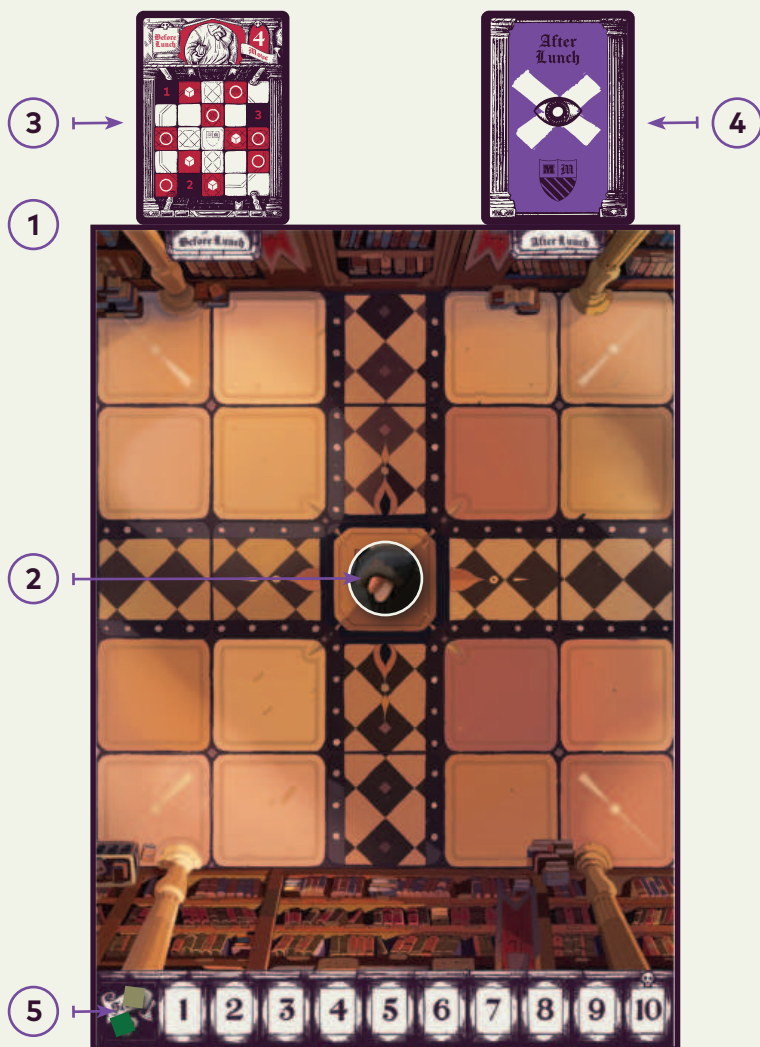


Fig. 5: Board and Destination Card Setup

SETUP

Before Lunch Card

- 1 Place the Destination tokens on the Library board, as shown on the Before Lunch card.
- 2 Place 1 Tome per team on the Library board on each Tome location as shown on the Before Lunch card.

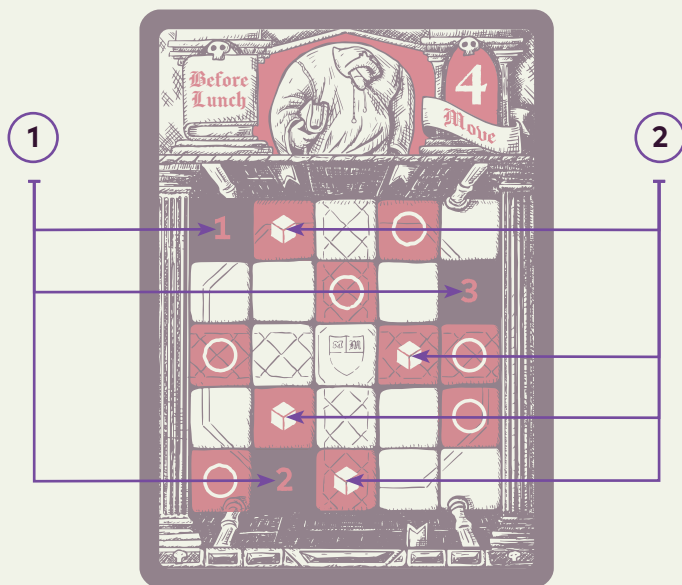


Fig. 6: A Typical Destination Card

First Team

Roll an Action die for each team. The team with a higher roll decides who goes first. In the event of a tie, roll again.

The team that goes second will gain 1 Tome per player to place after setup. For more information on placing Tomes, see pg. 27.

SETUP

Placing Bookshelves and Clutter

Place the Bookshelves and Clutter on the Library board following one of these default layouts:



Fig. 7: Layout 1

SETUP



Fig. 8: Layout 2

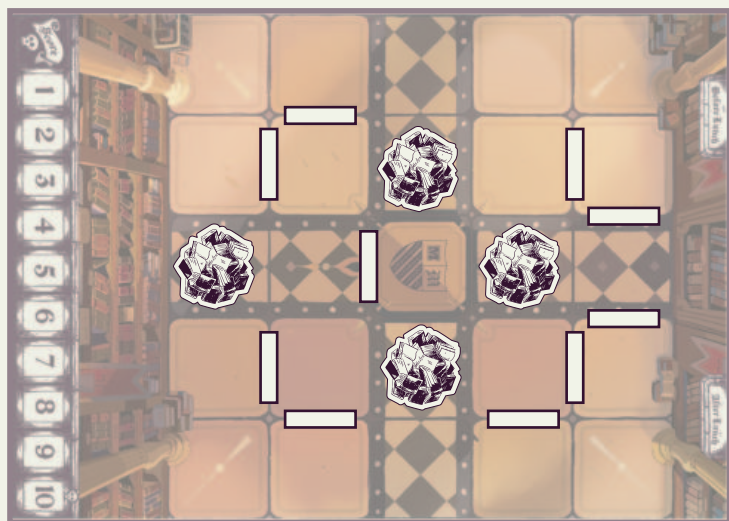


Fig. 9: Layout 3

SETUP

Drafting Setup

You can alternatively choose to draft the starting locations of Bookshelves and Clutter Tokens, though this is not recommended for first time play.

To use the Drafting setup, each player takes turns choosing and placing obstacles on the Library board, starting with the second player, until the following amounts have been placed.

10 Bookshelves

These cannot be placed on the outer edge of the library or completely block off a section of the Library board.



4 Clutter Tokens

These can be placed on any space in the library.

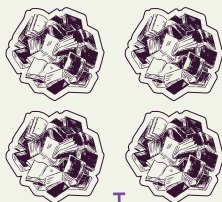


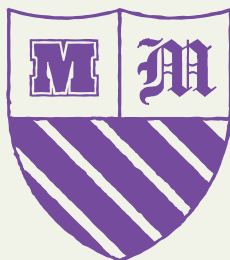
Fig. 10: Drafting Requires a Steady Hand and Taking Turns

READY to PLAY

Setup Checklist

- ☒ All players should now have a Mythic Faction with all of their Action dice slotted on their board.
- ☒ The Library board should be at the center of the table with Clutter and Bookshelves placed upon it.
- ☒ The Tomekeeper should be at the center of the Library board with Destinations marked according to the Before Lunch card.
- ☒ Tomes should be placed on the Library board following the Before Lunch card.
- ☒ Each team has placed a Tome on their Legendary Ability slot at the bottom left of their boards.
- ☒ The team that won the dice toss should have decided which team would be going first.
- ☒ The team going second should have placed their Tome on their Faction board in the track space of their choice.

You are ready to play!



READY to PLAY



Fig 11: The second player gets an extra Tome to slot at the beginning of the game.



Fig. 12: A typical 1v1 match setup

Playing the Game

The goal of the game is to reach 10 Mischief Points or to have the most Mischief Points when the After Lunch card is completed.



TOMEKEEPER

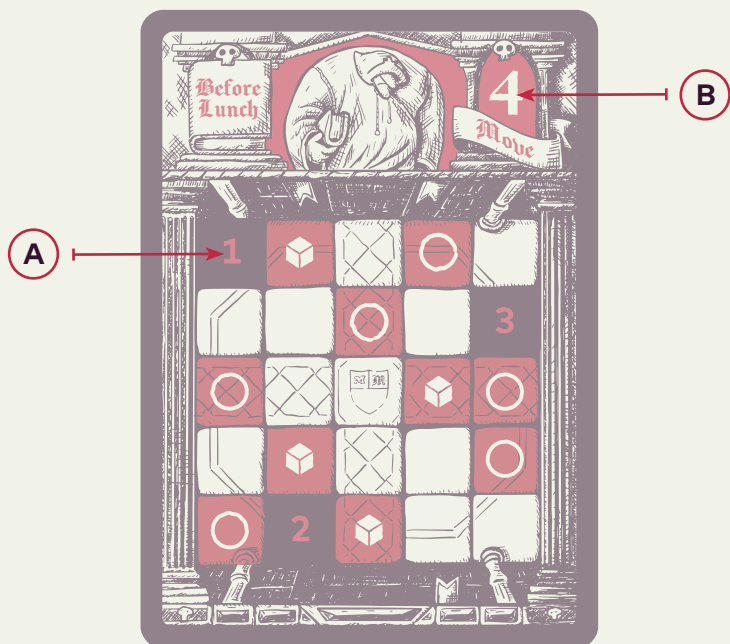


Fig. 13: The Tomekeeper has moves.

- A** The numbers show the path the Tomekeeper will take. It will move to **1**, and then to **2**, and lastly to Destination **3**.
- B** This shows the amount the Tomekeeper will move per turn.

The Tomekeeper will catch any students in its path during its move and they will be removed from the Library board.

The Tomekeeper will always take the quickest path while headed to its next Destination, which means the path with the least amount of movement points needed to arrive. The active player will choose their preferred path if there are multiple "quickest paths."

TOMEKEEPER

Cluttered spaces take 2 movement points to enter. If the quickest path involves entering a Cluttered Space, but the Tomekeeper only has one movement left, they will stop before entering the Cluttered space.

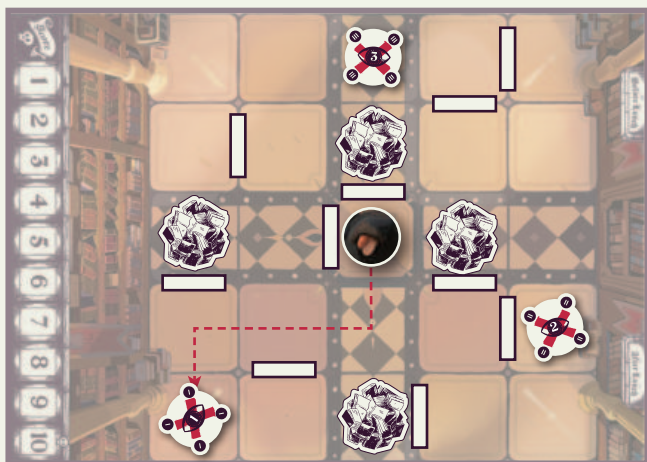


Fig. 14: This example only has one quickest path



Fig. 15: This example has 2 quickest paths, so the player who just did their Mythic phase chooses which he will take.

PLACING MYTHICS

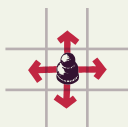
The 1st team places each of their Mythics on any space in the Library not currently occupied by another Mythic, the Tomekeeper, or a Tome. The 2nd team then places each of their Mythics following the same rules.

- In a 3 or 4 player game, You will need to follow special setup rules on pg. 33.
- If you're the 2nd team, the Tomekeeper will move before you take a turn. Place your Mythics defensively, keeping them out of the path of the Tomekeeper.

The 1st team then begins play, and the 2nd team gets 1 Tome per player to place on their Faction board(s) before taking a turn.

- If you're unsure of where to put your first Tome, Movement is a great Ability to upgrade first! See pg. 27 for more info on placing a Tome.

Key Terms



Adjacent

Any unobstructed space orthogonally connected to the space your Mythic is in. Bookshelves and the Tomekeeper obstruct spaces orthogonally.



Neighboring

Any unobstructed space diagonally or orthogonally connected to the space your Mythic is in. Multiple Bookshelves and the Tomekeeper can obstruct spaces orthogonally and diagonally. Spaces that are connected diagonally at their corners are only obstructed by enclosing walls.



ON YOUR TURN

Each team's turn consists of 3 phases:

1. Mythic Phase
2. Tomekeeper Phase
3. Cleanup Phase

Mythic Phase

At the start of the Mythic Phase, place any of your previously caught Mythics onto any of the unoccupied secret entrances shown on the Before/After Lunch card, depending on the current face-up card.

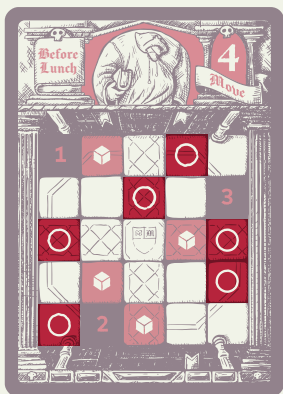


Fig. 16: Back from Detention with Mischief on the Mind

Secret's out!

If there is no secret entrance available, use any space in the Library not currently occupied by another Mythic, the Tomekeeper, or a Tome.

During this phase, you will use the actions described on the next page. Your actions differ depending on the Mythic Faction you have chosen, detailed starting on pg. 42.

Tracking your remaining actions is described on pg. 24.



Tomes

On your turn, if your Mythics start in or enter a space that has a Tome on it, take that Tome and place it by your Faction board. These are used during your Cleanup Phase to upgrade your abilities or gain a Legendary Ability.

ON YOUR TURN

All Mythics have the following types of actions:

Move



Spend 1 to move into an adjacent empty space
Spend 2 to move into an adjacent Cluttered space

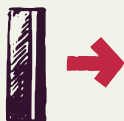
- You may move through enemies and allies, but cannot stop on their space, nor can you perform actions in their space. You may pickup Tomes in occupied spaces.
- You may not move through the Tomekeeper.
- You may not move through Bookshelves.

Move Mythics



- Each Mythic has a unique way to move other allies & enemies around the Library board. Refer to your Mythic's Faction board section starting on pg. 42.
- You cannot move a Mythic into a Tomekeeper's space, over or through a Bookshelf, or other Mythics space.

Move Shelves



- Each Mythic has a unique way to move Bookshelves around the Library board. Refer to your Mythic's Faction board section starting on pg. 42.
- A section of the Library board can never be completely cut off from the rest of the play area and any Bookshelf action that would cause this cannot be taken.
- A Bookshelf cannot be placed on the outside border of the Library board or on another Bookshelf.

Distract



Move the Tomekeeper one space toward any one of your Mythics per point of Distract used.

- Move the Tomekeeper one space for each action spent, ignoring the Cluttered Spaces movement penalty.
- If the Tomekeeper catches an enemy Mythic during a Distract, the active team gains 1 point.
- If the Tomekeeper catches your Mythic during a Distract, the active team loses 1 point.
- The Tomekeeper will take the quickest path toward any of your Mythics.

ON YOUR TURN

All Mythics have unique **Legendary Abilities** and **Specials**:

Legendary Ability



Every faction has a Legendary Ability at the bottom left corner of their board.

- To use it remove the Tome slotted there and perform the written ability.
- You may slot another collected Tome there during your Cleanup Phase in order to use this ability again.

After Lunch Special



Every Faction has an After Lunch Special Ability at the bottom right corner of their board.

- You may use this ability as stated after the Before Lunch card has been completed by the Tomekeeper and the After Lunch Phase has begun.
- Each Factions After Lunch Special is described in its Mythic Faction board section starting on page 42.

Action Tracking Overview

Mythic Mischief uses a dice and cube (Tome) system to track actions each turn.

The number on each die is the number of available actions you have. As you take actions, you will rotate each die down a number to show your remaining actions of that type.

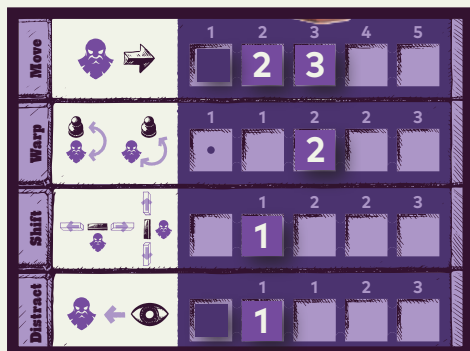


Fig. 17: The dice are only used to track available actions during gameplay. Movement dice values are added together for total movement available.

ON YOUR TURN

Fig 18: The player moves a wizard 2 spaces.

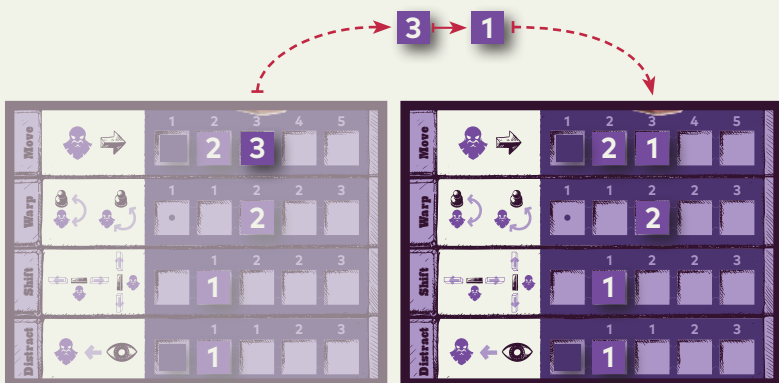


Fig. 19: The dice are updated. Three movement left!

Actions can be spent on any of your Mythics at any time, there is no order of operations or limit on which Mythic can do what other than the available number of actions.

You may end your turn at any time, but if you cannot perform any more actions, your Mythic phase is over.



Resetting and upgrading these abilities is described in the Cleanup Phase on pg. 27.