

MYTHALIX

GAME RULES

MYTHALIX

WELCOME TO WAR

FOR MILLIONS OF YEARS, A LASTING PEACE HAD BEEN ESTABLISHED, AMONGST THE GODS OF OLYMPUS.

HOWEVER, WITHOUT WARNING, **CHAOS** HAS RETURNED! FURIOUS WITH THE OLYMPIANS, HE SENDS A METEOR HURTLING TOWARDS THE EARTH. BEFORE THE EARTH IS COMPLETELY DESTROYED, A MYSTERIOUS PORTAL APPEARS ALLOWING THE GODS TO ESCAPE.

THEY EMERGE ON A HOSTILE UNKNOWN WORLD AND BECOME AWARE OF POWERFUL ELEMENTS THAT EMANATE FROM THE LAND. POWER THAT THE GODS CAN FEEL, ABSORB AND HARNESS. POWER THAT CAN GRANT THEM SUPREMACY.

WHAT ENSUES IS AN EPIC BATTLE THAT PITS GOD AGAINST GOD. WAR ERUPTS, ARMIES AND DEADLY WARRIORS ARE SUMMONED, CHAOS AND DESTRUCTION PREVAILS. ONLY ONE GOD CAN EMERGE VICTORIOUS, ONLY ONE CAN CREATE...

THE MYTHALIX

COMPONENTS

- 1 x Game Board
- 4 x Player Boards
- 10 x God Figurines
- 8 x Element Tokens
- 2 x 6 Sided Dice
- 2 x 8 Sided Dice
- 2 x 12 Sided Dice
- 2 x 20 Sided Dice
- 12 x Tally Cubes
- 40 x Gold Coins
- 10 x God Cards
- 12 x Warrior Cards
- 18 x Army Cards
- 22 x Mythical Cards
- 42 x Power Cards
- 16 x Stronghold Tokens
- 1 x Gold Stronghold
- 4 x Reference Cards
- 1 x Rule Book



60+ min



2-4
Players



Recommended
Ages 14+

Layout & Setup



- ◇ Shuffle each deck separately.
- ◇ Place cards face down on the edge of the table in a row of 5 draw piles (Mythical, Power, Warrior, Army, and God).
- ◇ Place Gold Coins in a pile.
- ◇ Unfold the board to create the battlefield.
- ◇ Each player is given a Player Board.
- ◇ Each player is given 4 Stronghold Tokens.

- ◇ Each player is given 4 Gold Coins.
- ◇ Each player is given a God Element.
- ◇ Each player is given 1 Green, 1 Red and 1 Blue Tally Cube.
- ◇ Deal a God Card character to all players, starting with the person with the highest roll of two 6 sided dice and then deal the rest clockwise.
- ◇ Match your figurine to the God Card selected.
- ◇ Place the Element tokens in 4 piles to the side of the Player board.

How to Begin

- ◇ Roll two 6 sided dice - the highest roll will go first. Place God Cards face down and choose one at random. Collect the respective acrylic God Figurine and place them on any of the Elemental Altars on the board. Collect one Element relating to your starting Elemental Altar. Going around the board clockwise, repeat until all players have done the same.
- ◇ All players place their God cards in the God slot on their Player Boards. Element tokens are to be placed on the Element Icons and place the Red, Blue and Green tally cubes at the beginning of the Attack, Defence and Movement bonus squares respectively. Receive your 4 Strongholds and 4 Gold Coins, and leave to the side of your Player Board.
- ◇ At the start of the game, all players attack with two 6 sided dice but they may earn more powerful dice as the game progresses.

Card Slots

On the Player Board, there are 4 card slots to increase your God power. They are Warrior cards (maximum 2) and Army cards (maximum 4) which you can buy at the start of your turn. Overall, you can have 4 supporting cards made up of Warriors and /or Armies.



Tally Cubes

Use the Red (Attack), Blue (Defence), Green (Movement) tally cubes to tally up your bonuses on your Player Board. This will help you to keep track of them. Add these up from your Stronghold bonus tiles and your God, Army and Warrior cards.

Cards

ARMY

Cost: 3 Gold Coins

Armies increase your attack power. You can only own up to 4 Armies on your Player Board at any one time. You may discard and replace any Army card by purchasing another.

WARRIOR

Cost: 8 Gold Coins

Warriors have exceptional abilities and increase your odds of attack, giving strategic advantages to your God. You are only allowed a maximum of 2 Warriors on your Player Board at any time. You may discard and replace Warrior cards by purchasing another.

GOD

There are a total of 10 Gods and each one has specific abilities. Their Skill Bonus is a permanent ability and the Ultra Power is activated if you receive and play a Power of Olympus card.

POWER

Cost: 3 Gold Coins / Won on the Board

These allow you to swing the game in your favour. Once used, Power cards must be discarded. You may only use Power cards before the attack phase begins unless stated otherwise. You can use a combined total of three Power and Mythical cards per turn.

MYTHICAL

Cost: 6 Gold Coins / Won on the Board

The most powerful action cards in the game. Once used, Mythical cards must be discarded. You may only use a Mythical card before the attack phase begins unless stated otherwise. You can use a combined total of three Power and Mythical cards per turn.





How to Play

Mythalix is played in a series of rounds. During each round, players follow a simple pattern of play:

STEP 1:

Collect Gold Coins or cards if you control any of the mines.

At the start of your turn collect the bounty of your Strongholds, Gold Coins, Power cards or Mythical cards.

STEP 2:

Use Gold Coins to buy cards.

Use your Gold Coins to purchase Army, Warrior, Mythical and Power cards. Cards must be selected from the top of the decks and Gold Coins are to be returned back to the Gold pile in exchange.

If you have a full Player Board you can still purchase additional Warrior or Army cards, but you must then discard any extras,

leaving a maximum of 4 cards on your player board at any one time (no more than 2 Warriors). There are no limits to the number of cards you can buy in each round.

You may own as many Power or Mythical cards as you like but be sure to keep these cards a secret as some may influence your opponents' decision to attack you or not!

STEP 3:

Move your God and attack.

Based on the God's movement number, you may then move your God in any direction. Some locations have their own reward

bounty if defeated. You may only attack tiles or other Gods within your God's current movement radius. You can increase your movement around the board using action cards or by having control of Movement Bonus tiles.

STEP 4:

Use the cards in your hand.



If you wish to, you can now use your Power and Mythical card(s). Playing these cards at the right moment could significantly increase your chances of winning your attack.

- Cards purchased at the start of your turn can also be used.
- Cards are single use, so once played you must place the card in the discard pile.
- You are only allowed to use 3 cards per turn.
- If you use a card that affects your opponent, they may also use any of their cards to counter your attacks, should they have any.

STEP 5:

Attack / battle by rolling the dice.

To win an attack, your combined dice throw, attack bonus and any cards used must equal more than the defence's number. If the attack equals the same number as the defence then you lose the attack.

Gods are rewarded with one Gold Coin for all successful attacks.

ORDER OF PLAY

STEP ONE

Collect the bounty of your Strongholds, Gold Coins, Power cards or Mythical card.

STEP TWO

Use Gold Coins to buy cards.

STEP THREE

Move your God to the hexagon you want to attack.

STEP FOUR

Use the cards in your hand.

STEP FIVE

Attack / battle by rolling the dice. Collect one Gold Coin if victorious.



Cost 3 Gold
Single Use Cards



Cost 3 Gold
Add to Player Board
to upgrade your God



Cost 6 Gold
Single Use Cards



Cost 8 Gold
Add to Player Board
to upgrade your God

Rules of Engagement

ATTACKING TILES AND RESOURCES

All players start with two 6 sided dice. As you purchase Warrior cards, you can earn additional 8, 12 or 20 sided dice to roll with and increase your chances of high rolls.

Your God may also increase his base strength from Strongholds and other cards which contribute to your overall attack rating each turn.

E.g. God's Base Attack 4 + Dice Roll of 8 = Attack 12

When an attack is successful, you win a Gold Coin and can either control the land by placing a Stronghold on it, or receive the relevant card, depending on the land that you are on. Tiles that have a zero defence pay out one Gold Coin when a player ends their turn.

DEFEAT THESE TILES TO:

-  Collect an extra Gold Coin.
-  Collect a Power Card.
-  Collect a Mythical Card.
-  Collect either the Fire, Wind, Water or Earth Element displayed on the tile.
-  Place a Stronghold to add **+1 to a God's Movement**.
-  Place a Stronghold to add **+2 to a God's Attack**.
-  Place a Stronghold to add **+3 to a God's Defence**.
-  Place a Stronghold to collect 1 Gold Coin at the beginning of your turn.
-  Place a Stronghold to collect 1 Power Card at the beginning of your turn.
-  Place a Stronghold to collect 1 Mythical Card at the beginning of your turn.

ELEMENTAL ALTARS

To attack an Elemental Altar, throw any 2 dice currently in your possession and achieve an attack rating more than the Altar's base defence of 20.

If successful, receive an Element relevant to that Altar (e.g. Fire Element for Fire Elemental Altar, etc...) and one Gold Coin.

If there are no relevant elements available (e.g. all have been captured by your opponents) then you only collect a bounty of one Gold Coin.

GOD BATTLES

Attacking another God is the second way in which you can collect Elements and form the Mythalix. If you choose to attack, your opponent it causes you both to enter a God Battle. All Gods have a defence of 20 plus any bonuses added to their base defence score.

When attacking another God, you may want to play extra action cards (Power or Mythical cards) to increase your chances of a higher attack rating. Attackers may play up to 3 cards per turn. Defending Gods may also respond in that instance by playing up to 3 action cards in defence of your attack.

If you win your attack, you collect an Element from the defending God and move into their position. The defeated God must then return to one of their Strongholds or their original starting position.

FAILED ATTACKS

If you fail to win your attack (i.e. the defender wins), you stay on your current tile but do not collect the bounty of that land or a Gold Coin.



Land, Mines & Strongholds

Scattered throughout the world are special **locations**, **resource mines** and **bonus tiles** with the power to improve your path to victory. To reap their rewards, you must first defeat the location by rolling two dice with a number higher than its defence.

There are two types of locations that grant bonuses, '**Land**' and '**Mines**'. To attack either of these locations, you must roll two dice and obtain a number higher than the land's Defence. If you attack a location with a '**Land**' bonus, you receive its reward on that turn only. You may attack these locations as many times as you like to build up your arsenal.

'**Resource Mines**' are special locations outlined in bold colours and have a castle around their defence shield. To attack, you must roll two dice and obtain a number higher than the Land's Defence. You may then choose to place one of your four Strongholds and fortify its **defences by +5**. Once you have a Stronghold on that location, you may not attack it again, however you may attack other locations to install multiple Strongholds of the same type.

You may also choose to destroy an opponents' Stronghold and weaken their powers and defences. In order to do so, you must roll higher than the location's defence plus the +5 defence that the Stronghold offers. If you are successful, collect one Gold Coin and return the Stronghold to your opponent.

Choose wisely.

Mythical Land

Should you succeed in your attack, collect one Mythical card and receive a Gold Coin.

Power Land

Should you succeed in your attack, collect one Power card and receive a Gold Coin.

Gold Land

Should you succeed in your attack, collect 2 Gold Coins.

Elemental Altars

Should you succeed in your attack, collect the Element of the Land and receive a Gold Coin.

Collect 4 Elements to win the game.

Gold Mines

Succeed in your attack and receive a Gold Coin. You may then choose to place one of your Strongholds on top of a Gold Mine.

Gold Mines with Strongholds yield 1 Gold Coin at the beginning of each of your turns, as long as your Stronghold still occupies the Gold Mine.

Strongholds

Resource Mines with Strongholds increase its defence and makes it tougher for your opponents to attack.

To destroy your Stronghold, your opponent must roll higher than the base defence + 5

(E.g. base defence 8 + 5 = 13)

Power Mines

Should you succeed in your attack, you receive a Gold Coin. You may then choose to place a Stronghold on top of the Power Mine.

Power Mines with Strongholds yield a Power card at the beginning of each of your turns, as long as your Stronghold still occupies the Power Mine.

Attack / Defence / Movement Bonus Tiles

Succeed in your attack and receive a Gold Coin. You may then choose to place a Stronghold on top of the Bonus Tiles fortifying its defence by +5.

⚔️ / 🛡️ / 🏃 Bonus tiles may increase your God's Attack, Defence or Movement, as long as your Stronghold still occupies the location.

Mythical Mine

Should you succeed in your attack you receive a Gold Coin. You may then choose to place a Stronghold on top of the Mythical Mine. Mythical Mines with Strongholds yield a Mythical card at the beginning of each of your turns, as long as your Stronghold still occupies the Mythical Mine.

End Game

END OF A TURN

When your turn has ended, the game continues in a clockwise direction.

WINNING THE GAME

To win the game you must be the first God to collect four Elements. You begin the game with one Element and the remaining three can either be won by defeating another God or defeating an Elemental Altar.

In a standard game, you may collect any of the Elements and win by having two of the same Element. For a tougher challenge, you may adapt the rules to ensure a winner is only declared after they possess one of each of the 4 Elements: Fire, Wind, Earth and Water.





**SUNRISE
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