



Welcome to Mythos! Mythos is a competitive strategy card game where you build an army of gods, goddesses, and various mythical entities to battle against your opponent(s), gathering essence to power up to victory.

Avg Playtime: 1.5-2 Hours

Players: 2-4 Players

Goal: The game ends when someone reaches 20 essence, or the draw pile is depleted. In that case, the winner is the player with the most amount of essence, tiebroken by highest total Strength.



Setup

- 1. Place the draw pile to the left**
- 2. Arrange the Underworld to the right**
- 3. Remove all Companion units from the deck and place them to the side**
- 4. Place The Mythos Marketplace to the left of the draw pile. Then, place 2 units lined up to the right of the marketplace, indicating they are available to purchase**
- 5. Deal 7 cards to each player**

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Setup (cont.)

- 6. If anyone has MITRA or VARUNA, summon them now.**
- 7. Decide who goes first.**
- 8. Before the first turn, the player going second gets to start with one unit in their party, the player going third gets to start with two and the player going fourth gets to start with three.**
- 9. The players then refill their hands.**
- 10. Give 1 essence and 3 gold to each player.**
- 11. Start turn 1!**



Turn Structure

Phase 1: Action Phase

Spend 3 action points on any of the following:

- a) Draw a card**
- b) Challenge unit (+1 essence)**
- c) Challenge Core (+2 essence)**

At the end of your Action Phase, summon a unit

Phase 2: Tactics Phase

Do the following, in order

- 1) Draw Card**
- 2) Invoke up to 3 abilities**
- 3) Discard down to 7**

At the end of your Tactics Phase, summon a unit



Challenging (Combat)

Combat in Mythos is extremely simple. No health to keep track of, no damage tokens, none of that.

During your Action Phase, as an action, you may **challenge** using one of your units. You can either challenge **another unit**, which generates you 1 essence, or challenge **the player directly**. Challenging the player directly is referred to as challenging their "CORE." Doing this generates you 2 essence instead.

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Challenging (Cont.)

Every unit has a base Strength level from 0 to 10. A unit can only challenge a another unit with **less** Strength than it has. When it does, the smaller unit is slain.

IMPORTANT:

Each unit can only challenge **ONCE** per turn.

Each **CORE** can only be challenged **ONCE** per turn.

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Challenging (Cont.)

Challenging a Unit

A unit can challenge ANY unit with **less strength** than it (including ally units!). Challenging a unit generates you +1 essence, and slays the target unit.

The slain unit then enters the Underworld, and begins its journey to the Discard Pile. More on that later.

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Challenging (Cont.)

Challenging a CORE

What exactly is a "CORE?"

Think of the CORE as the player themselves, while their units are simply their army. When you challenge any player's CORE, nothing happens to **them**. Instead, **you** simply generate MORE essence (+2 rather than +1). This may not seem like a big disparity, but CORE challenges can be the difference between victory and defeat!

IMPORTANT:

You may only challenge the CORE of a player who's party size is less than or equal to your own party size.



Abilities

There are 2 types of abilities in the game: **Invoke** abilities and **Innate** abilities.

Innate abilities are ALWAYS in effect, unless stated otherwise.

Invoke abilities can be activated during the Tactics Phase of your turn. They can only be used ONCE per turn. When you activate an **Invoke** ability, raise that unit above the rest of your party to indicate its ability has been used, or is currently in use. **Invoke** abilities **cannot stack**. Meaning, if the ability is currently in effect on your turn, you cannot use the same ability again until the effect has dissipated.



The Play Area

The Underworld: When a unit is slain, it enters The Underworld on the left. Every time a new unit enters The Underworld, the other units shift in the direction of the arrow. The unit at the end of The Underworld track is pushed into the Discard Pile. Remember, Angel of Death units return back to the deck instead!

Valhalla: Only certain units can enter Valhalla. Valhalla has 4 slots. Once all 4 slots are filled, Ragnarok arrives.



The Play Area

The Mythos Marketplace: The Mythos Marketplace is a shop from which you may purchase cards or other bonuses, using a secondary currency called **Gold**.

Purchases from the marketplace can only be made at the start of your turn, **before the Action Phase**.

Any unit in the marketplace can be purchased for 3 gold.

The marketplace can also be **"Refreshed"** for 1 gold. This means that you discard any number of cards from the Marketplace you want, and then refill those spots from the top of the deck.



Important Terms

Summon: To place a card into your party.

Discard: To place a card into the Discard Pile.

Challenge: Use a unit to attack another unit, or a CORE.

Strength: The power level of a unit, the number indicating a unit's ability to challenge other units.

Slay/Slain: If a unit is slain, that means it is sent to the Underworld. Slaying a unit does NOT generate essence. It is the **CHALLENGING** that generates essence.

Invoke: To activate a red Invoke ability.

Lock/Unlock: When an ability "locks," that means it cannot be used and/or is not in effect. When it is "unlocked," it functions like normal. All abilities are "Unlocked" by default, unless there is a lock icon next to their name

Ally Unit: Any unit in your party.

"Other": When a card uses "Other" ("Other" ally units), it usually is to indicate that the effect does not apply to itself.

Enemy Unit: Any unit in any opponents' party.



Marks

Some abilities apply “Marks” to units or players. These are to indicate the effect of that ability. When a unit applies a mark to another unit, such as a Smite mark or a Protection mark, the mark **persists** as stated on the card, even if the applicant is slain or removed from play.

Flipped/Unflipped

When a card is flipped, or face down, this means that the unit is immune to all effects (except effects that unflip units). That unit also cannot challenge or be challenged. However, the unit **does** count towards your party count. Any face-up unit is considered “unflipped.”

Jeremy Armstrong	Jess bencie	Logan G. Elswick
Kevin Hobbs	Cavallino	Jonathon Hill
Davide	Ken Keehan	Henry Pi
Garry Prose	Joe	Chris Cha
Eric Levert	AJ	Evan Carey
Silas Moreira	Allen Bartu	Georgia Eve Elliott
Chan Ting Leung	Steven Hessing	Jason Blakeney
Sabas	Dean Watson	eberron
Joseph M.S. Jr.	Kaylee	erhc12
Hayden Eckstein	Matt Hamblin	Justin Reisenauer
Ty	Stephen Lunsford	Jon Razo
Arthur Sheikh	Katharina Wagner	Lopa
Duncan Hickey	Sam Sheen	Eternal Che Kurono
TT	Martin Ortiz Gomez	Melissa Schöttler
noodlelico	drjos	David
Shawn Solomon	Capaneus	Florentine T-C
Ezekiel Vizzer	Holly F. Gwilliams	A. Jay Bronson
C Miller	Jeremy Manieri	Benjamin Russell
TL Plante	Nicholas Venier	Chelsea
Vittorio De Vita	alex	Hecate Carey
Colby	Trent Stepanek	Lord Reclined
Aish	Richard K. Jr.	Claire Marlow
Francis Boutin	Charles Jinkins	Crayz_T
Sara Crawley	Michael Sewbalak	Ian Foster
Collin Thomas	Alannah Dale	Doticus
Matthew Bruening	Sarah	Patrick Border
Joshua	Emilee Mosier	Corbs
Andrea Carega	Amanda Camarda	Wraiven Donaldson
William Field	dragiceon	Mark C. Ratter
Carmen	Kris Hanson	Anthony Porcelli
Jennifer Lee	Mike	Josh Atkins
Dakota	TheBlondeGenius	Aaron McGuffin

Wong Tein Foong	Ronaldo Aquino	Matthew Crothers
James Christoffer	Paul Cheong	Meloria
Lanoria	Jay	Richard Janssen
Michael	William Wong	Nathan van L.
Kevin Nguyen	Christler	Ben Kilpatrick
Rebekah Finks	Christopher Paolini	kr4iler
Kevin Kibler	Peitty Chou	Jacob
Eduardo Martinez	AAngeles	Hayden
Mark Crosland	Phillip Bunk	jericho bautista
Victor S. Wallace	Brent Bushnell	Jared
Phong	Melissa Lim	Laura Lachin
Julien	Doug Maury	Jackie
PopCharlot	Jack Gulick	Sam Krotz
Zack Eastman	Ben	Brandy Bestie
Christopher Ch	Ruaan Claassen	DJ Webb
Luke Brown	Billiton	Keith
Paps O	Carol Ray	Jordan
Thijs	budazinc	Dario Dos Reis
Mike Bardsley	Abdulhameed R.A.	Brian Decker
Jean-Michel Roy	Todd Hayes	Thomas Watson
Danny Rubenacker	Joseph van Hooft	Heinrich Schultz
Casper Stig	Erin Rogman	Evan Brenner
Bondesen	John Kwasney	Nathan Baker
Daniel Krsek	Richard Young	Alejandro Rico
Calvin Tran	Holly	Hsu Chia Hao
Matt Fearn	Gregory Alan	Foofire
Brandon Owen	Sydney	Maera Ly
Meaghan	Evan Kielar	Jessica Kilmer
Amedeo Moretti	Evangelos A.	Demi T
Melovinci	Kayla	Jack Chase
Alex Kung	Stanley Kwiecien	Jean P Mendez

Anastasios Tarlizos
Rick Rojas
Cody Berne
Hetal Lakhani
Ricardo Loyola
Caelin Hill
Christian centurion
Tulsi Patel
Aritz
Efischer7575
Aimee
Noah
Wei An Lee
Hitesh Pau
Kimberly Lopez

Divine Forgers:

Sean Solomon
Jon Newhook
Adicus Z. Vieri
Davide
The Vargas Family
Elissa Fong

Huge thanks to:

Alay Shah
Nehal Lakhani
Dicky Shah

Designed by Manav Shah

Graphic Design by Manav Shah
and Alejandra Baptista

Art Direction by Manav Shah
and Felipe Dantas

Art by Felipe Dantas, Nyx
Aurelia, Izu Tomo, and LeeBaor

Manufactured by Panda Game
Manufacturing

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Demigod Entertainment!

Mythos content, pirates,
masquerade balls, social
deduction games, the list
goes on...

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