

RULE BOOK





A game by
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made by
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In this book you will find everything you need to know to play Mythical Beings. If you prefer to learn from a tutorial, watch our video at mythicalbeings.io



2 players



From 8 years old



45 minutes long



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1. What is

Welcome to the Mythical Beings board game. You will see learning the game is very simple. You can read this manual, although it is always faster and easier to understand the rules by watching a video, for which you can use the QR code that appears at the end of this Rule Book. Mythical Beings is a confrontation game between two players whose goal is to reduce the opponent's power to 0 points, with both players scoring 20 points. At the beginning of the game, players choose 3 of these mythological creatures, which give you Wisdom points with which to play Knowledge cards from your hand. The initial Wisdom of Creatures is small, but don't worry, because you can improve it. Let's take a look at the Creature cards.

2. Types of cards

A. Creature Cards

There are 15 different creatures, five from each element.

Creature's current Wisdom. Always in the upper left corner. It varies each time the card rotates in the Action Phase.

Creature Name



Creature Element. Earth, Water or Air.

Creature Skill. It always applies, or according to the indicated condition.

Now that you know the Creature cards, let's take a look at the Knowledge cards. These cards make up the Market deck that both players have available to them during the game, and from which they can draw cards for their hand to play. Pay particular attention to the cost of Wisdom of the Knowledges, because in order to play them on the table, the Creature that invokes them must have an equal or higher Wisdom value..

B. Knowledge Cards: Allies.

There are 9 different allies, three from each element.

Action to be executed in the Knowledges Phase. Always in the upper left corner.

Wisdom cost. It must be equal to or less than the Wisdom of the Creature that summons the Ally.

Allie Name



Allie Element.
Earth,
Water
or Air.

Skill

C. Knowledge Cards: Spells

There are 6 different spells, two of each element.

It is only active as long as the magic symbol is displayed in the upper left corner.

Wisdom cost. It must be equal to or less than the Wisdom of the Creature that invokes the Spell.

Spell Name



Spell Element.
Earth,
Water
or Air.

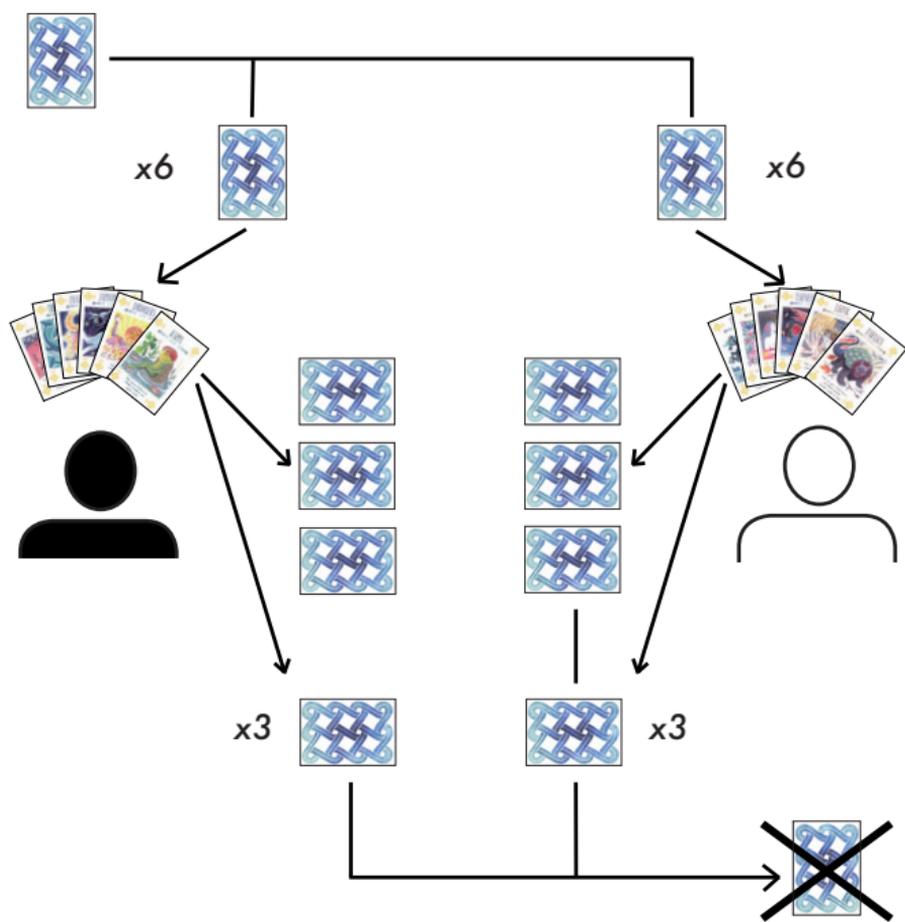
Effect

3. Start of the game

Shuffle the Creature Deck and the Knowledge Deck separately

- Randomly deal 6 Creature cards to each player.
- Each player must choose 3 creature cards face down and place them in front of him on the table, revealing them only when his opponent has chosen his as well. Remove the remaining cards from the game.

barallo



- Create the market by showing the first 5 cards of the Knowledge deck.



- To determine who starts the game, you can draw lots or use your preferred method. Although it is advisable to alternate the starting player between games.

4. Shifts

It is time to start playing. Players will alternate each turn, which consists of two phases: Knowledge Phase and Action Phase. In the first, it is the Knowledge (that is, the Allies and the Spells) that you have invoked in previous turns that intervene, without the players having to make any decisions. But since you have just started the game, your creatures have not yet invoked any Knowledge, so this first turn you will go directly to the Action Phase.

- **ACTION PHASE**

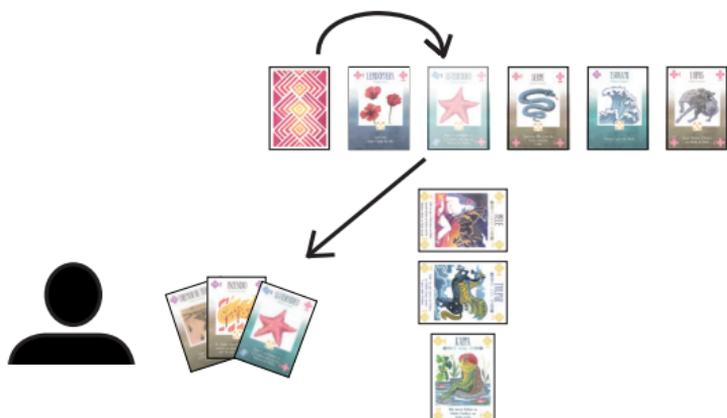
This is the phase where you can perform 2 actions from the following:

a) **Rotate a Creature card.** Rotate a Creature card: Rotate one of your Creatures 90° counterclockwise. This will increase their Wisdom allowing you to summon more powerful Knowledge.



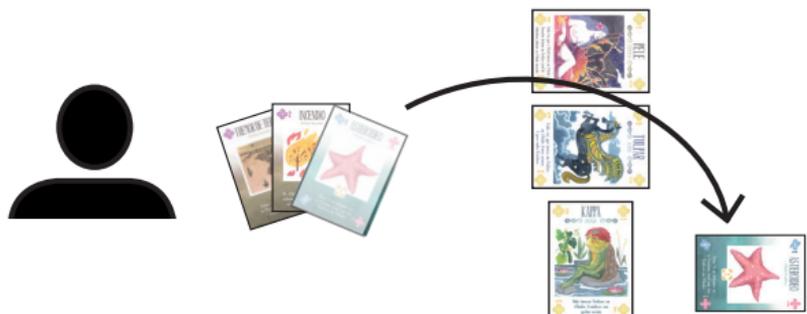
When rotating, this Creature went from having 0 Wisdom points to 1.

b) Draw a Knowledge card from the Market. Draw one of the available Knowledge cards into your hand, remembering that you have a maximum of 5 cards in your hand. If you exceed this maximum at any time, you must discard cards until you have 5. Each time you draw a card in the Market and replace it with a new one. When the Market is exhausted, shuffle the discarded Knowledge cards and rebuild the Deck.



c) Play a Knowledge card. You can summon an Ally or a Spell by putting the card from your hand to the table. To do this, you must place it in front of a Creature whose current Wisdom level is equal to or higher than the Knowledge level and that does not already have another Knowledge assigned.

When you have it, you can discard the old one and put the new card in its place.



The player can play the same Action twice, but there can be only two in total each turn. When you have performed them, your turn ends and the opponent's turn begins.

- **KNOWLEDGES PHASE**

It is the first phase of every round, except the first round of every game. In it, Knowledges automatically causes the intended effects, so the players cannot make any decisions.

a) **To execute.** First, the actions indicated in the upper left corner of the Knowledge cards are executed, as well as the actions described in the card texts if they indicate them.

These actions can be:



Attack: Add up the Attack total of all your Summoned Allies. That is the amount of power you subtract from the opponent. If any opponent Knowledge is in Defense position, you will have to subtract as many points as indicated.



Defend: Add up the total defense of your Allies. It will be subtracted from the damage your opponent deals to you in his Knowledges Phase (damage dealt in the Action Phase cannot be defended).



Spells have the effect indicated on the card.

On that player's turn, in his Knowledges Phase, the **Spell** makes him gain 1 power point, and the **Ally** makes the opponent lose 1 power point.



b) Rotate. Second, all Knowledge cards must be rotated 90° counterclockwise. If after turning the knowledge card there is no Action in its upper left corner or it has already made a full 360° turn, it is placed in the discard pile.

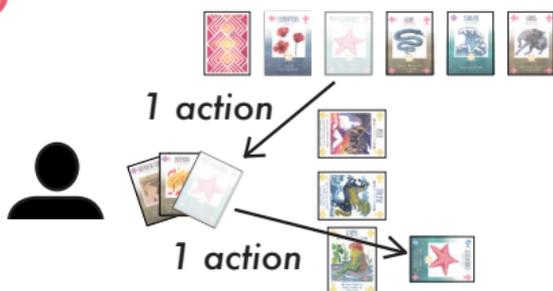


5. Allies and Spells invocation rules

- They are always played from the hand.



WRONG



OK

- They are placed in front of the Creature cards. Therefore the maximum number of Knowledge cards in play can never exceed 3.
- The Knowledge card you put into play in front of the creature must have a Wisdom cost equal to or less than the creature's current Wisdom.



Since the Creature has Wisdom 1, it could only summon the Lepidoptera.

The Creature has tapped and already has 4 Wisdom Points, so it could summon the Serpent, but not the Galapago yet.



- The abilities of Knowledge cards are played when indicated. Some are applied on a condition; those of Appearance are resolved immediately when invoked; and Finals are resolved just before leaving the table when they are discarded.

When invoking the Serpent in the Knowledges Phase, the player must immediately look at the cards in the opponent's hand and discard one.



In its last Knowledges Phase, the Galapago first deals 2 points of damage, and before discarding it provides an extra Action to the player in his Action Phase.

- A card that indicates a rival Creature is refers to the opponent's Creature that is right in front of yours.



In its Knowledges Phase, the Ursus deals 2 points of damage to the opponent: 1 indicated by the card, +1 because the rival Creature, the Tulpar, has no Ally.

6. End of the game

Each player starts with 20 Power points. The first player to reduce the opponent's Power points to

0 wins the game. To count the Power points lost or gained during the game by each player, pencil and paper, tokens or counters of any kind can be used.

 2 points



1 point

If the black player's turn started like this, in the Knowledges Phase his Ursus will cause 3 points of damage to the white player, who only had 2. The game ends with the black player winning.

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Mythical Beings is a blockchain based card collection game by Tarasca Art & Games. Every card and creature is unique and has an ancient story. You can collect, buy, exchange, play and make money by playing!

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