

# Mythical Island



## Backstory

*At the beginning of time, there was the Island. It existed in balance with all things. One by one mythical beings arose from the depths, created from one of the four elements of fire, air, earth or water. The mythical beings prospered, in harmony with the elements and each other. After eons, the elements themselves became restless and chaotic, breaking the fine balance of the Island as each element tried to conquer the others. The mythical beings were forced into hiding and elemental chaos reigned.*

*The very essence of the Island struggled against this violent chaos and as the elements destroyed more and more of the Island and each other, it summoned its ancient power. In doing so the protectors were created to restore the balance of the elements, so that chaos could never return. Their task was to calm and rearrange the elements, enabling the mythical beings to return to the Island and restore the balance of all things. Each protector was also tasked with becoming the lord of its element and in the end only the most successful elemental lord could become the ultimate guardian of the Island.*



## General overview

Mythical Island is a tile laying game for 2 - 4 players, age 8 and up. Throughout the game, players will draw mythical being cards that show a certain pattern of five different landscape tiles.

The players' aim is to arrange the landscape tiles on the table to create the pattern shown on the mythical beings' card. Then players need to move their pawn onto a tile of this pattern to activate the mythical being card, scoring points that are counted at the end of the game.

The game ends when any player has activated a certain number of mythical beings, according to number of players. The player with the highest score wins.

All mythical beings in the game are based on Icelandic & Nordic folklore. Descriptions and stories of each being can be found in the separate Mythopedia booklet.



# Setup

- 1** Hand one protector tile blindly to each player. Choose a side, the other protector is not used during this game. Take the gained colour set of pawn and 4 tokens.



- 6** Players start on a landscape tile of their choice that matches their protector colour (e.g. a player with an Earth protector begins on a green tile). The tile can be anywhere on the Island.

The player that last saw an Elf goes first, otherwise choose randomly.



- 5** Shuffle all the bonus points cards and randomly draw:

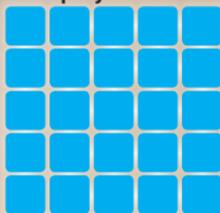
- 2 players = 4 cards
- 3 players = 5 cards
- 4 players = 6 cards

Place them face up beside the board and return the rest to the box, they will not be used during the game.

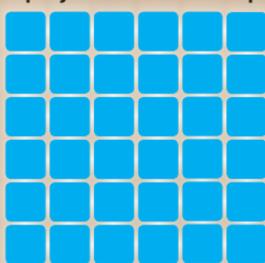
**2** Shuffle all the 60 landscape tiles and set up the Island as seen below. Tiles facing up.



2 - 3 players - 25 landscape tiles



4 players - 36 landscape tiles



**3** Deal 4 landscape tiles to each player, face down. Keep them hidden. Place the remaining tiles in a pile close to the board, face down.



**4** Shuffle the mythical being cards. Deal 3 cards to each player. Keep them hidden throughout the game. Place the remaining cards face down near the board.





# Game components

## 60 Landscape tiles



8 Northern Lights tiles    13 of each Fire, Water, Earth & Air tiles

## 4 Double sided protector tiles



## 16 player tokens & 4 pawns



## 28 Mythical being cards



7 of each Fire, Water, Earth & Air

## 20 Bonus point cards



## The Mythiopedia booklet



## Landscape tiles

The landscape tiles are actual landscape locations from Iceland:

**Air** = Inspired by areas close to Hengill

**Earth** = Inspired by areas close to Þingvellir

**Fire** = Holuhraun eruption 2014

**Water** = Skogafoss waterfall



Each landscape tile also has an image icon of the element which it belongs to.

The fifth type of landscape tile is the Northern Lights or Aurora Borealis, common on the night skies during winter. It is not associated with a certain element.

During the game, players rearrange these tiles so they match the patterns shown on their mythical being cards.

## The elements



**Earth**

- Favourite of earth protectors
- Can be found on earth landscape tiles (green)
- The habitable landscape for earth mythicals (green)



**Fire**

- Favourite of fire protectors
- Can be found on fire landscape tiles (red)
- The habitable landscape for fire mythicals (red)



**Air**

- Favourite of air protectors
- Can be found on air landscape tiles (grey)
- The habitable landscape for air mythicals (grey)



**Water**

- Favourite of water protectors
- Can be found on water landscape tiles (blue)
- The habitable landscape for water mythicals (blue)

## Mythical being cards

There are 28 different mythical being cards that are of four types, with 7 beings within each element. All the beings are connected to Icelandic or Nordic myth. More information and a brief story about them can be found in the Mythiopedia booklet that is included in the game.



Mythical being's element, e.g. water

Image of mythical being

Suitable landscape pattern on the board that is needed for this mythical being to thrive

Points gained at game end

Reference number in Mythiopedia, has no game play value

## Bonus point cards

Bonus points are **ONLY gained at the end of the game** to the token that is on the card. They are not safe points during the game unless they are LOCKED.



Place the token here, when claiming bonus points. If another player token is present, return it to owner. If your token is already there, claim the pattern again to lock it, place a 2<sup>nd</sup> token! No other player can claim a locked point!

The element landscape pattern required to claim the bonus points.

Bonus points are awarded at the end of game.

## Protectors

There are eight different protectors in Mythical Island, on four double-sided cardboard player tiles, based on four different elements.

Four of the protectors are the legendary protectors of Iceland (Vættir) as seen on Iceland's Coat of Arms. On the other side of each of the player tiles is another known legendary creature, from the folklore or the Viking sagas.



Each protector has a special ability that players can use during the game.

The use of this ability is optional, they might not always be beneficial in all situations.

The element on the protector **gives +1 extra point** at the end of the game, for each of the mythical cards activated that matches the same element icon as is on player's protector.

## Protector abilities



### Fire protectors

Get 1 point at game end for each FIRE mythical card match

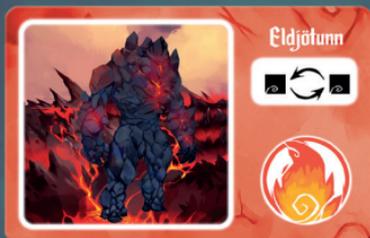


Qreki

+1 

### Dragon

Can MOVE 1 extra landscape tile when moving - Max 4 (up to 4 movements in stead of the normal 3).



Eldjötunn



### Fire Giant

Can SWITCH 1 landscape tile with another landscape tile anywhere on the board in stead of doing a normal REPLACE TILE ACTION. Only once per turn!



### Earth protectors

Get 1 point at game end for each EARTH mythical card match



Gaia

+1 

### Earth Goddess

Can HOLD 1 extra landscape tiles in her hand, a total of 5 landscape tiles.



Bergrísi



### Earth Giant

Can DISCARD 1 landscape tile before his turn and draw 1 new from the deck. He can then play his actions as normal. Only 1 tile each turn!



## Water protectors

Get 1 point at game end for each WATER mythical card match



## Goddess of the sea

When REFILLING her hand with landscape tiles after her actions, she can draw 2 tiles then discard 1. If refilling 2 tiles, she draws 4 tiles and discards 2.



## Bull

He can SHARE any landscape tile type with any other player's pawn. He breaks the rule that says only 1 pawn can stand on each landscape tile.



## Air protectors

Get 1 point at game end for each AIR mythical card match



## Griffin

Can FLY OVER 1 landscape tile, also ones with pawns on them. The landing tile must be empty. He can fly in any direction. Only once per turn!



## Winged Horse

When REFILLING his hand with mythical cards after his actions, he can draw 2 cards then discard 1. If refilling 2 cards, he draws 4 cards and discards 2. If refilling 3, draw 6 and discard 3.



## Game play

Mythical Island is played in continuous turns, in clockwise order. Players start each of their turns with 4 landscape tiles & 3 mythical cards.

During the turn, players either do an **ACTION PHASE (A, B, C & D)** or they **PASS (E)**. At the end of their turn, players refill their hand accordingly.

### Action phase - at least 1 action must be done

During players turn, players can do all or some of the possible actions (**A, B, C or D**) & they can split the actions (e.g. remove 1 tile, move the pawn, then remove the 2<sup>nd</sup> tile).

#### A) REMOVE UP TO 2 LANDSCAPE TILES IN TOTAL

- Players can remove up to 2 landscape tiles from the board and replace with new tiles from player's hand.
- The removed tiles are placed in a discard deck, face up. A tile can be removed even if a pawn is standing on it.
- Players can remove 1 tile, then do another action before removing the 2<sup>nd</sup> tile. Also to remove only 1 or no tile during the turn.



#### B) MOVE THE PAWN UP TO 3 LANDSCAPE TILES IN TOTAL

- Move 1, 2 or 3 landscape tiles during player's turn.
- Only 1 pawn can be on each landscape tile and it is not possible to pass through a tile where another pawn is present!
- Players can move freely, horizontally, vertically or diagonally. Each landscape tile is counted as 1 movement.
- Players can do other actions between each movement.



MAX 3

## Action phase

Dreki has the following cards:



### EXAMPLE:

- Dreki starts by removing 1 water landscape tile, then replaces it with 1 fire tile from his hand.
- He could next replace another tile or make another action.
- The 2<sup>nd</sup> tile can be removed later during his turn.



### EXAMPLE:

- Dreki first moves pawn 1 tile onto a fire landscape tile, to claim the fire being.
- He then continues to move his pawn 2 more tiles (he has no more moves this turn) to end on a water landscape tile.
- He is positioning himself for his next actions (see C & D).



## **C) ACTIVATE UP TO 3 MYTHICAL BEING CARDS IN TOTAL**

- To activate a mythical being card, players must move their pawn to, or stand on, 1 of the landscape tiles on the board that matches a mythical card pattern they have in their hand.
- The matched pattern shape must have the same elemental icons on both the board & the mythical card.
- Players can activate any mythical card, even if it is not matching the element on their protector.
- Players can activate max 3 mythical cards each turn (limited by number of cards in hand each turn) & the orientation of the pattern does not matter.
- An activated mythical card is placed under the protector tile. Hide the points but show the card (so the end game indicator is clear).
- Points for mythical cards are given at the end of the game.



**MAX 3**



## **D) CLAIM OR LOCK UP TO 2 BONUS POINT CARDS IN TOTAL**

- To claim a bonus point, players must move their pawn to, or stand on, 1 of the landscape tiles on the board that matches the pattern shown on the bonus point card.
- The matched pattern must have the same elemental icons on both the board & the bonus point card. Orientation is not relevant.
- To claim a point, place 1 of the player's tokens on the claimed card. If there is a token occupying the card, simply return that token to its owner!
- If a token from the active player (same colour) is ALREADY on the card (claimed in previous turns), a second token can be placed to LOCK the card. Locked cards cannot be overtaken by other players.
- Players cannot lock a point during the same turn as when it is first claimed.
- All points are awarded at the end of the game and only to the player that has his token(s) on the card receives the points.



**MAX 2**



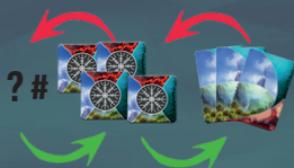


## Pass

If none of the actions are ideal for a player, they can pass. When passing, no action can be done (A,B,C or D).

### E) DISCARD LANDSCAPE TILES OR MYTHICAL CARDS

- Use a complete turn to discard ANY number of landscape tiles AND / OR mythical cards.
- Place them in a discard pile and draw new tiles and /or cards accordingly.
- If passing, players cannot do any of the actions (A, B, C & D).



### END OF PLAYER'S TURN

- When the current player has finished his turn, he refills his hand.
- Draw 1 or 2 new landscape tiles & up to 3 new mythical cards, according to the number of cards activated during the turn.
- Players can never exceed the hand limit of 4 tiles & 3 cards.
- The next player to the left goes next.



## End of the game

Players continue their turns in clockwise order until the end game conditions are met.

The end game conditions are when any player has managed to activate the last mythical card, according to the number of players:



Then each other player can do 1 last turn.

For shorter or alternative versions of the game, look at *Game variants*.



### IN CASE OF EMPTY PILES

If the piles become empty while drawing new tiles or cards, shuffle the discard pile to form a new draw pile.

It can happen that there are not enough mythical cards remaining in the pile to refill the hand, if that is the case then players can only renew according to the number of available cards.

### EXAMPLE

In the examples above, Dreki removed and changed both of his possible landscape tiles. He also had quite a good turn related to his mythical cards as he managed to activate 2 cards during the turn.

Dreki therefore draws 2 new landscape tiles & 2 new mythical cards to his hand.



## Scoring



?



Use the scoring track in the box lid for a better overview.

- **1<sup>st</sup> to activate all mythical cards = 5 points**
- **Add all points on activated mythical cards = 3 - 8 points each**
- **Add all claimed & locked bonus points = 1 - 5 points each**
- **Add all protector vs. activated mythical card element match = 1 point each**

Add all points together. The highest point wins. If tied, the player with the most mythical / protector elemental matches wins. Still tied, the most bonus point cards claimed wins. Still tied, share the win.



## Game variants

### Simplified version

**A) Use the protectors only as colour reference.** Skip all special abilities listed on the protectors tiles.

**B) Skip the bonus point cards and tokens.** The game is set up according to the number of players in a regular way, just leave out the bonus cards and tokens.

**C) Remove the highest point mythical cards** from each element (cards #4, 14, 21 & 28) and reduce the end-game conditions to:

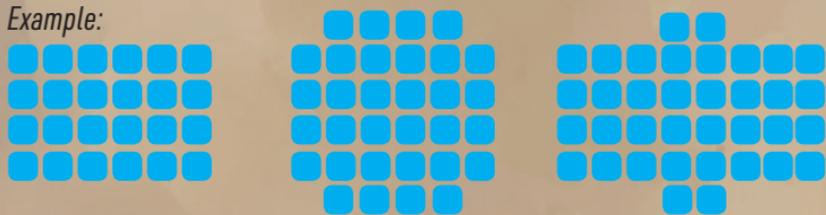
- 2 players = 5 mythical cards
- 3 players = 4 mythical cards
- 4 players = 3 mythical cards

Skip **A**, **B** or **C**, for younger kids and first-time players, as a simpler version.

### Free layout & All mythicals' version

**A) Various layout.** Lay the landscape tiles out in various shapes, just keep in mind that the tiles must be at least 4 tiles wide or high at minimum. Observe that there are only 60 tiles in the game so the maximum number of tiles that can be used for the start layout are 40 tiles in a 4 player game.

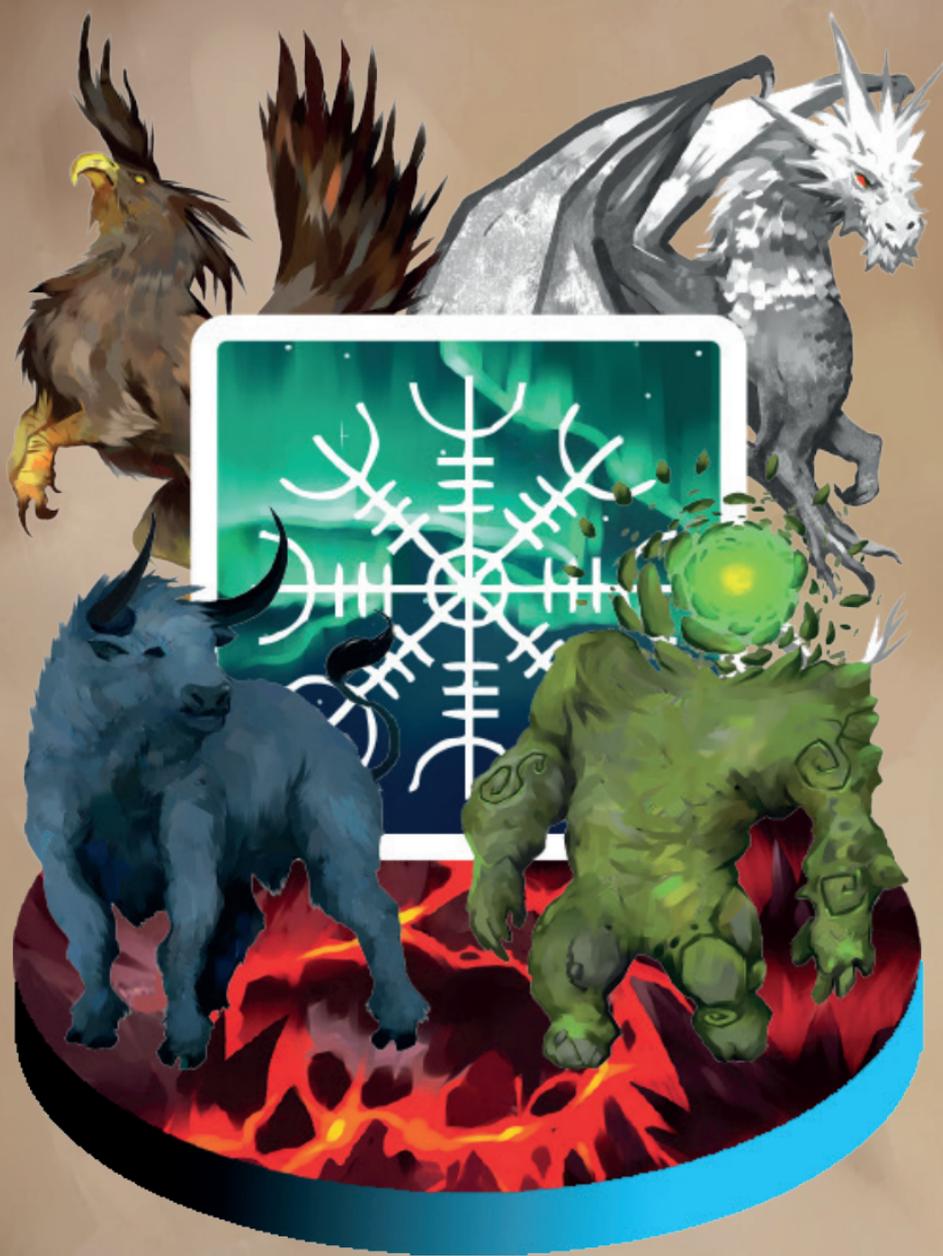
*Example:*



**B) Activate all your mythical cards.** The game is set up according to the number of players in a regular way, except mythical cards are not dealt. Players receive all mythical cards belonging to their protector's elemental icon (e.g. Dreki gets all 7 fire mythical cards). If fewer than 4 players, mythical cards belonging to an unused protector are not used during this game.

The game is played out as normal, except that now it is a race to finish all mythical cards of a given group before the others. When any player activates his 7<sup>th</sup> mythical card, the game ends. Then all other players get one last turn.

Then count the points from the mythical cards and the bonus point cards and the player with the most points is the winner!





## Quick game overview

### Setup



4 x



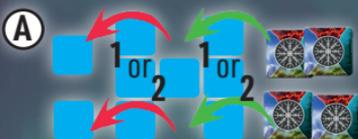
5 x



6 x



### Game play



A, B, C, D =   
E = ~~X, X, X, X~~



## Game credits

Game Design: Svavar Björgvinsson

Graphic Design: Thalia Brückner

Game Development:

Monika Brzková

Svavar Björgvinsson



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