

# *Myth Fortunes*

**Object:** To gain as much Fame and Fortune as possible before the end of the session.

**Gameboard:** The edges are marked A-K horizontally and 1-9 vertically. Each square means something. FOR EXAMPLE: square F5 is the Bazaar at Deva.. If you don't know what a square means, just ask the judge.

**Dice:** Everyone knows what the terms D4, D6, & D8 mean, right?

**Cards:** There are four types of cards:

**CHARACTER CARDS:** Each player is a character from the *Myth Adventures* universe. Each character has a different home dimension on the board. *For the purposes of the game, the Troll home dimension is still Trollia, but the Trollop home dimension is Avis.*

**DISGUISE CARDS:** These cards represent a variety of races found in the *Myth Adventures* universe. It is advantageous for you to hide the true identity of your character by using Disguise Cards, however, you do not have to wear a disguise at all times.

**COMPANION CARDS:** These represent more characters from the *Myth Adventures* universe and, like most friends, can be a help or a hindrance. You must have a companion with you at all times by selecting one in your possession, or taking the top one off the deck of Companion Cards.

**ENCOUNTER CARDS:** The fun cards. Encounter Cards represent those unexpected strokes of luck, unique opportunities, or dirty tricks that all *Myth Adventures* characters experience at one time or another. Each card explains what it can do and when it can do it. If you have a question regarding a card, just ask. There are two Encounter Cards used only in the Advanced Rules: The Big Game and Dragon Poker. These are played immediately when they are drawn and are explained in more detail on the last page of these instructions.

**Placement of Cards:** Place your Character Card face down in front of you. Place one of your Disguise Cards face down on top of it. This indicates which disguise you are wearing. Place one of your Companion Cards face down to the right of your Character Card. Your Encounter Cards and other cards are kept nearby. Everyone begins the game with one (1) Character Card, three (3) Disguise Cards, three (3) Companion Cards, and six (6) Encounter Cards. These are also the maximum number of cards you can have in your hand. If you have more than the designated number of cards in your hand, you must immediately discard any extra. You choose which to discard.

**Fame and Fortune Chips:** Each player starts the game with five (5) fame and ten (10) gold. The chips are identified as follows:

	<u>Fame</u>	<u>Fortune</u> (also called Gold)
one	blue	yellow
five	red	green.

Your chips must be visible to the other players at all times.

**To Begin:** Everyone rolls a D6. Highest roller goes first, and play continues clockwise. Tie? Reroll.

**Order of Play:** During each player's turn the player can/must:

1. Draw Encounter Cards (up to six)
2. Exchange Disguise Card (including taking it off or putting it on)
3. Exchange Companion (must always have one)
4. Roll dice and move pawn - explained in next section. If a player forgets to do 1-3 before rolling the dice, the opportunity is gone until the player's next turn.
5. Follow instructions on square OR engage in a Confrontation (explained later).
6. Discard any unwanted Encounter Cards - but cards can only be replenished next turn.

**Movement:** All players begin at the Bazaar at Deva, square F5 (center of the board). The player whose turn it is selects any two dice (they don't have to match) and rolls them. Movement is done at a ninety degree (right) angle  $\perp$  (no diagonals). The player selects either of the two dice for the first leg of the movement, then selects the other die for the second leg of the movement - at a right angle to the first. Movement can be done in any direction, but *the first and second legs must be at ninety degrees to each other*. FOR EXAMPLE: a player rolls a D8 and a D6. The numbers rolled on the dice are five and six. The player then starts heading North on the board six spaces. Then the player can go East or West five spaces. If a player cannot complete both legs of the movement, the move is forfeit and the turn ends.

**Things that can affect Movement:** Some Encounter Cards can affect movement, but most of them must be played before the dice are rolled. If more than one Encounter Card is played to affect movement, then the last Encounter Card played is the one that will be used. The rest that were played will be discarded. If the Bazaar at Deva or The Yellow Crescent Inn is in the path of movement, the player may stop and end the movement there.

**Drop Zones:** There are four Drop Zones on each board. If one of them is in your path of movement, then you can go into it and come out any Drop Zone - including the one you entered and those on the other board. When you come out of a Drop Zone, you can go in any direction, but you must complete the movement at the ninety degree angle. The Drop Zone squares (coming in/going out) only count as one. If you choose to go to the other board, sit anywhere. Complete your turn after the player to your right completes a turn. You may not replenish or exchange your cards again because you are in the middle of your movement.

**Finishing Movement:** If no one else is in the square you landed in, then follow the directions on the square. If it is your home dimension (by whatever disguise or lack thereof you are currently wearing), then you can collect five gold. FOR EXAMPLE: Skeeve disguised as a Trollop would gain five gold in Avis; Skeeve disguised as a Trollop would not gain five gold in Klah; Skeeve without a disguise would gain five gold in Klah). If someone else is in the square where you have landed, you must have a **Confrontation**.

**Confrontations:** Some squares cause confrontations player-against-board (i.e. Confront a Vampire, square B8). If you land on one of these, you must have a confrontation. The judge or the player to your right will roll for the Vampire, etc. Ask the judge for further instructions.

If you land in a square where there is another pawn, you usually ignore the directions on the board, but some squares ban confrontations (i.e. The Bazaar at Deva), and some squares affect confrontations (C2, C5, F2, & H1). Read the squares carefully, or ask the judge for assistance.

The challenged party (the pawn already in the square) reveals the Companion Card and either the Character Card or the Disguise Card the Character is wearing. Then the Challenger (the pawn who entered the square causing the Confrontation) does the same. Then Encounter Cards are played. Those who are in the confrontation are given the first chance to play and counter Encounter Cards, but anyone who has them may play Encounter Cards. If after all the Encounter Cards are played, the challengers discover they are of the same race (i.e. Klahd vs. Klahd), then the confrontation ends peaceably. If the challengers are different still, then they roll dice according to the list on the bottom of the card. FOR EXAMPLE: a Klahd rolls a D6 against a Troll, and the Troll rolls a D8 against a Klahd. The challengers roll the dice, add or subtract points according to all the Encounter and Companion Cards, and come up with a winner. In case of a tie, reroll until there is a winner. Determine the booty according to the chart:

Character vs. Character:	Bank and the Loser pay the Winner the difference in fame.
Character vs. Disguise:	If the Character wins: the Bank pays the Winner the difference in fame, and the Loser pays the Winner the difference in gold.
	If the Disguise wins: the Loser pays the Winner the difference in fame, and the Bank pays the Winner the difference in gold.
Disguise vs. Disguise:	The Loser pays the Winner the difference in gold.

The board is treated as a disguise, and the Bank pays for the board. The judge will have the bank.

The Winner can then move its own or the Loser's pawn the difference as well. Again, confrontations may occur. When all confrontations are complete, play resumes by the original mover (the one who was the challenger in the first confrontation) completing the turn.

All rulings by the judge are final. The judge will answer all questions as best as possible.

**Winning the Game:** The winner is the one (one from each board) with the most Fame and Fortune at the end of the session. Winners and alternates will be invited to the Championship round.

**Hints:**

- Please feel free to ask questions. The only stupid question is the one you don't ask.
- During the first hour of the session, the judge will be lenient regarding drawing more cards and changing disguises during a turn. But for the rest of the session, the judge will be more strict, and you must draw and change cards before you roll the dice.
- If your pawn is in the middle of the board, select D4s or D6s. You're more likely to be able to move and not lose your turn due to inability to move.
- I recommend abundant and lavish use of the Encounter Cards; it makes the game more fun, but keep in mind when is the next time you can refill your hand.
- Feel free to move to the other board (and back) via the Drop Zones.

**Advanced Rules:** The Advanced Rules are simply an addition of two more Encounter Cards: the Dragon Poker card and the Big Game card. These are both played immediately when they are drawn - even if they are dealt to a player at the beginning of the game.

**Dragon Poker:** The object of Dragon Poker is to win the Pot (the chips the players ante). All players with gold must play. The player who drew the card determines the ante (the amount of money each player puts into the pot). The judge has poker dice which will be used for Dragon Poker. The game is five-card stud.

- Roll the dice and try to determine the best hand.
- You may reroll three of the dice to improve the hand, or four if the remaining die is an ace.
- You must remember what your hand was. The player with the highest hand wins the pot.

**The Big Game:** The object of The Big Game is to move your pawn with the “ball” into your goal as determined by your identity.

- When The Big Game card is drawn, all spaces on the board are ignored except the home dimensions and the Drop Zones.
- No Encounter Cards are used.
- All players reveal their identities - either the real one, or the current disguise worn (check which goal is closer). Identities cannot be changed during the Big Game.
- Whoever drew The Big Game card has the “ball” (ask judge for the “ball”), and is the first one to move with play progressing around the table as usual.
- The ball handler uses a D6 to move. Players from the same dimension as the ball handler (disguised or otherwise) also use a D6 to move in turn. All other players roll the die they would use in a confrontation with the ball handler.
- When the ball handler changes, the new ball handler, and those of the new ball handler’s dimension, use a D6, and the other players change dice accordingly.
- Movement in The Big Game is in a straight line - no turns or angles. Again, the player must be able to complete the full move or the turn is forfeit. Drop Zones can be used.

**Confrontations During The Big Game:** Confrontations during The Big Game are done solely to gain possession of the “ball”.

- If the ball handler crosses paths or lands in the same square with another player’s pawn, then a confrontation occurs. Confrontations only occur when the ball handler is involved - not when two or more pawns who don’t have the ball are in the same square.
- No Encounter or Companion Cards are used. The instructions on the board are ignored.
- If the players are from the same dimension, they both roll a D6. If they are of different dimensions, use the numbers on the Character and Disguise Cards. Highest roller wins the ball.
- No Gold or Fame is won or lost. The winner may not move the other player’s pawn.
- If the ball handler’s movement was interrupted by a confrontation, and the ball handler won the confrontation, then the ball handler may finish the full amount of the roll.
- If there are more than two players involved in a confrontation, those without the ball roll the die they would normally roll against the ball handler’s character. The ball handler rolls the die normally rolled against the other players’ characters. If the ball handler is supposed to roll two or more different dice, then the ball handler must roll the smallest-sided die. Everybody rolls at the same time. The highest roller wins the ball.
- The winner of The Big Game is the first player to put pawn with ball into the character’s (or disguise’s) goal. The winner gains five fame from the bank.

*Because Myth Fortunes has a time limit for the convention, there will be a one-hour time limit placed on The Big Game, and it will end at least 20 minutes before the end of the session.*