

MYTHICALS

ALEXIS ALLARD • JOAN DUFOUR

Watch
the rules video!

Mythicals, elemental creatures that feed on the magic of earth, air, fire and water, only reveal themselves through the moonlight. You have until dawn to observe them (*collect cards*) in order to tame the magic of the elements (*earn Mastery tiles*) and win the game (*gain the most victory points*).

CONTENTS



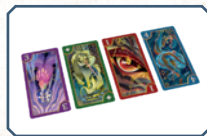
1 board
(in 3 pieces)



20 Mastery tiles



16 Bonus markers



48 Creature cards



1 Day card



Each color in the game
has a corresponding symbol.


Purple


Green


Red


Blue

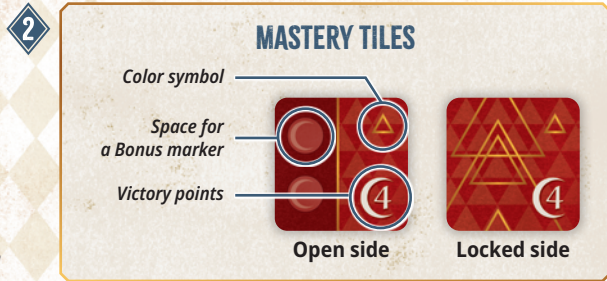

Grey


Black



SETUP

- 1 Place the 3 pieces of the **board** in the center of the table, as shown opposite.



Sort the **Mastery tiles** by color and place them, **Open side up**, in ascending order from bottom to top, on the corresponding columns of the board.

- 3 Place the **Bonus markers** on the dedicated zone of the board.





7

Discard

2

3

Blue
cards

4

CREATURE CARDS

Each Creature card, with two copies of each, has a **color** and **value** (1, 2, 3, 4, 5, or the ★ symbol). The ★ symbol is a joker that can replace any value from 1 to 5.

Shuffle the **Creature cards** and deal 2 to each player. If the second card is the same color as the first, set it aside and deal a new one until you have **2 cards of different colors**. Place your 2 cards, faceup, in front of you to make your **collection**. Shuffle any cards set aside with the remaining cards.

5

Draw **8 Creature cards** and add the **Day card** to them. Shuffle them facedown, then place them under the remaining cards to make the **deck**.

6

Leave a space below the board for the **reserve**.

7

Leave a space above the board for the **discard**.

GAMEPLAY OVERVIEW

Randomly choose one player to start. Then the game plays over a series of turns until someone draws the Day card.

On your turn, you must first **collect cards** and then, using these cards, you can **take a Mastery tile** which earns you victory points.

1. COLLECT CARDS (REQUIRED)

You must collect cards **FROM THE DECK** **OR** **FROM THE RESERVE**.

COLLECT CARDS FROM THE DECK

Reveal, in the center of the table, the top 3 cards from the deck. Among these 3 cards, take **all the cards of one color**, and add them to your collection. Then place the remaining cards in the reserve, under the corresponding columns of the board.

COLLECT CARDS FROM THE RESERVE

(This action is not possible if the reserve is empty, like on the first turn.)

Take **all the cards of one color** from the reserve and add them to your collection.



Then check your collection: If you have **2 identical cards** (same color and same value), immediately give one of these 2 cards to your opponent, who adds it to their own collection.

PLACING CARDS

When placing cards in your collection or in the reserve, place them faceup, sorting them by color and stacking them so their value is visible. The order of cards does not matter, and you may reorganize them at any time.

Example:

1 I choose to collect cards from the deck and reveal the top 3 in the center of the table.



2 Among these 3 cards, I add the 2 red cards to my collection, then place the remaining card in the reserve.



3 Since I have both copies of the red ★ card, I give one to my opponent who adds it to their collection.



2. TAKE A MASTERY TILE (OPTIONAL)

You may take **one single** Mastery tile per turn.

Taking a Mastery tile requires a certain number of cards (shown on the board next to each tile). The larger this number, the more points it is worth (from 2 to 13 points).

2 3 4 5

Requires a **suite*** of 2, 3, 4, or 5 cards respectively of the **color of the chosen tile**.



6

Requires a **suite*** of 5 cards **AND** the **★** joker of the **same color**.



2 = 3 = 4 =

Requires 2, 3, or 4 cards respectively with the **same value**, and of **different colors**.



**A suite is made up of cards with sequential values.*

Discard the required cards **face down** from your collection. Place the corresponding tile in front of you, plus any Bonus markers on it (see page 7). Stack your tiles and set your Bonus markers next to them. You may never look at the discard or stacks of tiles.



After taking a tile, you may **REINFORCE** **OR** **LOCK** another tile on the board.

REINFORCE A MASTERY TILE

Choose a tile, Open side up, and **place 1 or 2 Bonus markers** on it to increase its value (1 point per marker).
Each tile can have up to 2 markers.

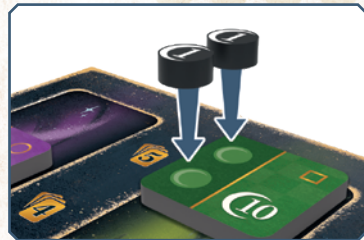
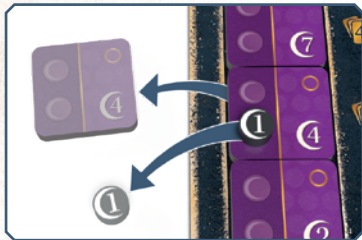
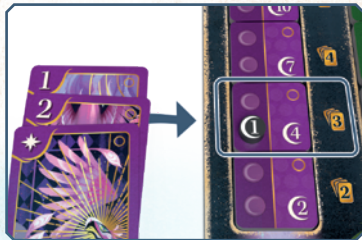
LOCK A MASTERY TILE

Choose a tile without any Bonus markers and **flip it to its Locked side**.
This tile may still be taken, but it cannot be reinforced for the rest of the game.

Your turn is now over, and your opponent begins their turn.

Example:

- 1 I discard a suite of 3 purple cards from my collection to take this purple tile.
- 2 I then place the tile and its Bonus marker in front of me.
- 3 Finally, I choose to place 2 markers on a green tile that I want to take on a future turn.



END OF THE GAME

The end of the game is triggered when **the Day card appears** among the 3 drawn cards. Set it aside, then the player whose turn it is collects 1 or 2 cards of the same color from the 2 remaining cards. If they have the required cards, they can also take a Mastery tile. The game is now over.

Count your score by adding up the value of your Mastery tiles and Bonus markers.

The player with the highest score wins the game.

In case of tie, play again to determine the winner!

Example:


$$2 + 4 + 4 + 12 + 5 = 27 \text{ points}$$





REPOS
PRODUCTION

Designers: **Alexis Allard • Joan Dufour**

Illustrator: **Marina Coudray**

Credits and thanks: www.rprod.com/en/mythicals/credits

Follow us:  @ReposProductionUS |  @ReposProduction

© REPOS PRODUCTION 2025. ALL RIGHTS RESERVED.

Repos Production SA • Rue des Comédiens, 22 • 1000 Brussels – Belgium • www.rprod.com

This material may only be used for private entertainment.

