



MythiK

TRADING CARD GAME

DUEL FORMAT
1v1



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INTRODUCTION

This book will provide everything you need to know to start playing the Mythik Trading Card Game. Mythik TCG is a strategic card game played between 2 and 4 players, each with their own deck of collectible Mythik cards.

As a new player, the best way to start learning is to play with one of our Mythik Starter Deck sets. These are pre-built decks that come with Action Points dials, dice, and a quick-start guidebook so you can jump right in to play immediately. Using a Starter Deck will help you learn how the cards work individually and also how they work with each other, both within an archetype and across different archetypes. The more you play and become familiar with the cards, you will start to learn powerful card combos which will help you develop your winning strategy.

When you feel you have gathered enough knowledge and experience to build your own deck, you can gather the cards you need through the Mythik Booster Boxes. Booster boxes generally carry the rarest and most powerful cards, which will help you develop a deck that is fun to play and hopefully wins consistently.

HOW TO WIN

A player wins the game by reducing all other opponents' Heartbeats to zero. Heartbeats are reduced through Battle Damage or Power Damage, which we'll get into later.

PARTS OF A CARD

CHAMPION

Champion Level

Determines how many action points are required to deploy the champion on the field from your hand.

Card Name

Card Attack

Determines the strength of the card while in Attack Stance.

Archetype

Cards that belong to a certain archetype have an archetype label. This usually coincides with their mythology.

Champion Power

All cards in Mythik TCG have a unique Power. Special deployment conditions may also be stated here.



7000



6000

CHAMPION - NORSE - METAL

When you would take damage, you can reduce this card's  by 2000 to reduce the damage taken to 0. When this card would be eliminated, you can reduce its  to 0 instead. You can only use each of these powers once per turn.

1st Edition

2023

Artist: Jesus Meza

Print Edition

Mythik TCG cards are printed in multiple runs starting with Edition Zero for the first ever set.

Artist Credit

All Mythik TCG art illustrators are credited on each card they create.

Rarity

Determines the rarity tier of the card out of the original 4 rarities. Tier V is the highest rarity while Tier I is common.

Card Defense

Determines the strength of the card while in Defense Stance.

Elemental Type

Champions and Mythiks all have an elemental Type. Some card powers have special effects on certain card Types.

PARTS OF A CARD

MYTHIK



Card Name

Card Attack

Determines the strength of the card while in Attack Stance.

Archetype

Cards that belong to a certain archetype have an archetype label. This usually coincides with their mythology.

Mythik Power

All cards in Mythik TCG have a unique Power. Special deployment conditions may also be stated here.

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Determines the rarity tier of the card out of the original 4 rarities. Tier V is the highest rarity while Tier I is common.

Card Defense

Determines the strength of the card while in Defense Stance.

Elemental Type

Champions and Mythiks all have an elemental Type. Some card powers have special effects on certain card Types.

PARTS OF A CARD

MAGIC



Card Name

Magic Card Type

Determines if the Magic card is Normal or Enduring. Normal magic card powers activate once when they are deployed and then the card is sent to the Grave. Enduring magic cards have powers that can activate each turn or even continuously while the card remains face-up on the field.

Magic Power

All cards in Mythik TCG have a unique Power. Magic card powers can be used as soon as they are deployed.

Print Edition

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Artist Credit

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Rarity

Determines the rarity tier of the card out of the original 4 rarities. Tier V is the highest rarity while Tier I is common.

Archetype

Cards that belong to a certain archetype have an archetype label. This usually coincides with their mythology.

PARTS OF A CARD

FORTIFIER



Card Name

Fortifier Card Type

Determines if the Fortifier card is Normal or Enduring. Normal fortifier card powers activate once when they are deployed and then the card is sent to the Grave. Enduring fortifier cards have powers that can activate each turn or even continuously while the card remains face-up on the field.

Fortifier Power

All cards in Mythik TCG have a unique Power. Fortifier card powers can be used anytime during an opponent's turn or on your own turn after the turn it is deployed.

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Determines the rarity tier of the card out of the original 4 rarities. Tier V is the highest rarity while Tier I is common.

Archetype

Cards that belong to a certain archetype have an archetype label. This usually coincides with their mythology.

PARTS OF A CARD

GENERAL



Card Name

General Badge

General Power

All cards in Mythik TCG have a unique Power. General powers are often active continuously while they are on the field. Other Generals activate their powers on the owner's turn.

Print Edition

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Rarity

Determines the rarity tier of the card out of the original 4 rarities. Tier V is the highest rarity while Tier I is common.

Archetype

Cards that belong to a certain archetype have an archetype label. This usually coincides with their mythology.

Artist Credit

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FIELD LAYOUT



This is the standard layout for a Mythik TCG player. For friendly matches, you can customize your layout depending on your personal preferences however competitive matches will utilize the above layout.

Main Deck: This is where your facedown main deck will reside. You will be drawing cards from this pile. Main Decks must be a minimum of 50 cards.

Champion Slots: This is where Champions and Mythik cards are deployed on the field. Cards deployed in Champion Slots are always considered champions.

Magic/Fortifier Slots: This is where you can deploy Magic or Fortifier cards on the field. Magic cards can be deployed faceup or facedown. Fortifier cards must be first deployed facedown.

General Slot: This is where you can deploy one General card faceup.

Mythik Slot: This is where your Mythik Deck will reside facedown. You deploy Mythik cards from this pile. Mythik cards in this slot are not considered on the Field.

Grave: Cards that have been eliminated or used Magic and/or Fortifiers will go to this slot. Cards in the Grave are not considered to be on the Field.

CHAMPIONS, SPIRITS, & MYTHIKS

Champions are the core cards that are used during a battle. Champions can attack enemy champions (or Mythiks) and deal damage to your opponents and can also defend your Heartbeats from opposing champions or Mythiks. Every champion also has a unique power that can either help you or hurt your opponents. Champion powers can be activated when the champion is faceup on the field.

In most cases, champions enter the field by the owner paying Action Points equal to the champion's level. This is called a standard deployment. Sometimes, other cards can deploy champions on the field in special ways without paying Action Points.

Spirits are the equivalent of tokens in other TCGs. Spirits can be deployed by certain card powers and are treated as champions while on the field.



Mythiks are special fighting champions that do not reside in the Main Deck and instead reside in the Mythik Slot. Each player can only have 10 Mythik cards in their Mythik Slot. Although Mythiks do not reside in the Main Deck, they are treated as champions while on the field, and are deployed in the Champion Slots. You can only control one of a specific Mythik on the field at a time.

Unlike champions who have a level which determines their deployment cost, Mythiks do not have a level. All Mythiks have a special deployment condition stated in their Power or can be deployed by Powers of other cards. Generally, you want to find powerful card combinations that allow you to gather the cards necessary to deploy your best Mythiks.



MAGIC CARDS

Magic cards are support cards that always have some impact on the game. They are generally played with no cost and can be deployed either faceup or facedown. If a magic card is deployed faceup, its power activates immediately. Magic card powers provide a wide variety of support in ways such as buffing champions, deploying other champions in special ways, or gaining Action Points or Heartbeats.

There are two types of magic cards:

Normal: Normal magic card powers activate immediately when they are deployed faceup. When the power of a normal magic card resolves, that card is sent to the grave.

Enduring: Enduring magic card powers are active for as long as the card remains on the field and they do not send themselves to the grave after a power is activated and/or resolved.



FORTIFIERS

Fortifier cards are support cards that can be activated on any player's turn. However, fortifiers cannot be deployed faceup and cannot be activated the same turn they are deployed facedown. Many fortifiers have special conditions that must be met for them to be activated.

There are two types of fortifier cards:

Normal: Normal fortifier powers activate and resolve once, then that fortifier is sent to the grave.

Enduring: Enduring fortifier powers are active for as long as the card remains on the field and they do not send themselves to the grave after a power is activated and/or resolved.



GENERALS

Each player has one General Slot on their field. This means each player can only control one general at a time. Players can deploy general cards without cost, but only one general can be deployed each turn.

Generals have all types of powers. Some powers are activated powers which can be used each turn. Other generals have powers that are enduring as long as the general is on the field. Some generals have powers that automatically activate upon deployment of that general.

Generals are a powerful addition to your deck because they do not have a cost to deploy and often have effective powers for your cards or dangerous powers for your opponents. However, keep in mind you can only have two of a single general card in your competition deck.



GAME SETUP

1. Shake hands and introduce yourself to your opponents.
2. Set all Action Points counters to 0 and set Heartbeats scoreboard to 25,000. You can use dice to keep track of AP.
3. Each player removes their Mythik cards from their deck and places them facedown in the Mythik Slot.
4. Each player shuffles their deck facedown and allows the other player to cut their deck. Then players place their decks facedown in the Main Deck Slot.
5. Each player rolls the dice to determine turn order. Player with the highest roll gets to choose which player goes first.
6. Once turn order is established, begin the game with each player drawing 6 cards from the top of their deck.
7. Before the match begins, each player has the opportunity to shuffle their entire hand into the deck, shuffle their deck, and draw a new hand. This can only be done once per match.

DUEL: TURN OVERVIEW

Draw Phase

Draw one card from your deck (Each player starts the game with 6 cards in their hand). Gain 4 Action Points. AP can carry over each turn to a max of 10. Use dice to keep track of AP.

Action Phase

Use Action Points to deploy champions - pay AP equal to the champion's LVL. You can also deploy generals, magics, fortifiers, and Mythiks. You can change champions' battle position.

Battle Phase

You can attack with all your champions and/or Mythiks that are in attack stance (deployed vertically). Champions in attack stance always use  even if defending.

End Phase

This is the end of your turn. Any powers that resolve at the end of the turn resolve. After this phase, your opponent begins their turn with their Draw Phase.

- The player who goes first does not draw on their first turn and cannot battle on their first turn. Each player starts with 25,000 Heartbeats (HB).
- In battle, champions in attack stance (vertical) always use  even when defending. Champions in defense stance always use .
- Mythiks are considered champions while on the field.
- Fortifiers must be deployed facedown and cannot activate until the next turn.
- You can only deploy one general per turn.

DUEL: PLAYING A TURN

Draw Phase

This phase is considered the start of a turn. During the Draw Phase, the turn player can choose one of the following actions to complete:

- Draw one card.
- Gain 4 Action Points
- The player who goes first does not draw on their first turn

DUEL: PLAYING A TURN

Action Phase

During the Action Phase, the turn player can complete the following actions in any order:

- Deploy magic cards faceup, thus activating their powers.
- Deploy fortifier cards facedown.
- Deploy champions by spending Action Points equal to the champion's LVL. Champions can be deployed faceup in attack stance (vertical), or either faceup or facedown in defense stance horizontal). You can only deploy one champion in faceup defense stance per turn. Champions deployed facedown must still pay the Action Points cost.
- Deploy general cards to your General Slot. If deploying a general to replace a general who already resides in the General Slot, the replaced general is sent to the grave. You can only deploy a general once per turn.
- Change the stance of champions and/or Mythiks on the field. You can only change the stance of champions/Mythiks that have not been deployed that turn.
- Activate card powers. Always declare the card and its power that you are activating.
- Each time a power is activated or a card is deployed, opponents have a chance to activate powers in response to the original activation or deployment. Powers that can be activated in response to other card powers or deployments include fortifiers or cards with powers that specifically say they can be used on any player's turn. If multiple opponents activate powers in response to a turn player's power activation or deployment, the opponents' powers resolve in reverse order of when they were activated. For instance, the most recently activated power resolves first.

DUEL: PLAYING A TURN

Battle Phase

During the Battle Phase, the turn player can complete the following actions:

- Declare attacks with your champions and/or Mythiks in attack stance and calculate Battle Damage. See “Attacking” section for further details on how to attack.
- Each time an attack is declared, opponents have a chance to activate powers in response to the attack. Powers that can be activated in response to attacks include fortifiers or cards with powers that specifically say they can be used on any player’s turn. If multiple opponents activate powers in response to an attack, the opponents’ powers resolve in clockwise order from the turn player.
- The player who goes first cannot attack on their first turn.

End Phase

This phase is considered the end of a turn. Any powers that activate at the end of the turn resolve. At the end of this phase, your opponent begins their turn with the Draw Phase.

ATTACKING

Each champion in attack stance (vertical) can attack once each turn. If you attack an opponent who controls a champion, you must attack that champion. If you attack an opponent who controls multiple champions, you can choose which champion to attack. If your opponent has no champions, you can attack their Heartbeats directly, and your opponent takes damage to their Heartbeats equal to the attacker's .

Attacking a champion in attack stance (vertical):

Compare both card's . If your  is higher, the defender is eliminated (goes to the grave) and its owner takes damage equal to the difference between the two . If the defender's  is higher, the attacker is eliminated (goes to the grave) and its owner takes damage equal to the difference. If both champions have the same , they are both eliminated and nobody takes damage.

Attacking a champion in defense stance (horizontal):

Compare the attacker's  and the defender's . If the attacker's  is higher, the defender is eliminated (goes to the grave) but its owner takes no damage. If the defender's  is higher, both survive but the attacking player takes damage equal to the difference in  and . If the attacker's  equals the defender's , they both survive and nobody takes damage.

CARD KEYWORDS

- **Battle damage:** Any loss of Heartbeats taken as a result of two or more champions battling each other or as a result of a direct attack.
- **Eliminate:** When a card is sent to the grave as a result of losing a battle or using a card power.
- **Heartbeats (HB):** The number of points a player has to allow them to continue the game. When a player's Heartbeats are reduced to zero, that player becomes a soul and is no longer an active player. The last player with Heartbeats remaining wins the match.
- **Immortal:** A card with the Immortal trait cannot be eliminated in battle but can still take battle damage.
- **Power:** Every card has a unique power which has some type of impact on the match.
- **Power damage:** Some card powers inflict direct damage to enemy Heartbeats. This is known as power damage.
- **Sacrifice:** Players can sometimes send their own cards to the grave as a result of a card power. This is known as sacrificing. Sacrificing is NOT considered an elimination.
- **Spirit:** Some card powers deploy spirits that are treated as champions on the field. Equivalent of tokens in other tabletop games.

ARCHETYPES

Many cards within Mythik TCG are split into certain archetypes, or themes, that allow them to work well together. The archetypes are usually based on mythological or historical legends while some are fictional. You may notice that groups of cards have the same word in their title. For example, you may see multiple cards that have “SPQR” in their title or “Heavenly” in their title. This means they belong to that archetype. A card with “SPQR” in its title is considered an SPQR card. Some cards may say in their power that they are considered a member of a certain archetype even if the archetype name is not included in the title. This still means they are a member of that archetype. For example, if a card said in its power: “This card is always considered an SPQR card” that card would be considered an SPQR card even though it may not have “SPQR” in its title.

This is especially important when it comes to card powers. Many card powers mention specific archetypes that must be a part of the power. If a card power states: “When this card is deployed, you can add one SPQR general from your deck to your hand” this means you can only add a general that has SPQR in its title or a general card that states “This card is always considered an SPQR card.” As of 2023, new cards have their archetypes specifically labelled.

Here are some examples of archetype-specific cards that are detailed on the following page:



ARCHETYPES



This card has “Mongol” in its title which means it is considered a Mongol card. If a power was activated that stated you could add a Mongol card from your deck to your hand, you could add this card because it is Mongol. Its power also requires a Mongol card to be on the field. That card on the field would also need to have “Mongol” in its title or its power would need to explicitly state that it is considered a Mongol card.



This card does not have “Mongol” in its title, however, it explicitly states “This card is always considered a Mongol card” which means this card is considered a Mongol card despite the fact that the title does not include “Mongol.”



This card does not have “Olympian” in its title and its power does not explicitly state that it is considered an Olympian card. Therefore, this card is not considered an Olympian card even though it mentions Olympian cards in its power.

DECK BUILDING

Building your deck is one of the most fun and important parts of Mythik TCG. However, it can also be the most challenging aspect of the game. To build a competitive deck, you want to make it as versatile and resilient as possible while ensuring the odds you draw helpful cards are as high as they can be. The following tips are some suggestions as you start to build your own deck:

1. First, consider what your goal of the deck is. Do you want it to be highly competitive in matches? Or are you looking to simply deploy fun cards from your favorite archetype and mess around with your friends?
2. Once you have your goal in mind, consider the type of playstyle you want your deck to have. Do you want your deck to be able to deploy the strongest Mythiks? Or do you want your deck to be defensive, constantly disrupting enemy moves?
3. Each deck must have a minimum of 50 cards. You can only have a maximum of 3 of each card, and a maximum 2 of each general. Your Mythik Slot can only have 2 or less of each Mythik up to 10 total Mythiks. Think about your deck breakdown in relation to probability of drawing a helpful card. For example, if you have 20 generals in your 50-card deck, your hands will likely consist of too many generals and not enough champions which would leave your field empty. On the other hand, if you have too many champions, you might not have a very large chance at getting any defensive cards in your hand to protect your champions.
4. Make sure not to have too many high level champions in your deck since their cost to play is high and you will often not have enough Action Points to deploy them. The last thing you want is a bunch of high level champions stuck in your hand since you can't play them.
5. Always read all the card powers in your deck and consider all the ways they can work together with other cards in your deck.
6. The most important piece of advice for Mythik players is to test your deck builds with a friend. See how your card combos work together and determine if you are consistently getting good or bad hands. Experiment with different strategies and different deck builds until you are winning more often than not!

SPECIAL DUELS: 2V2 TEAM DUEL

A Team Duel is a match between 2 teams, each with 2 players. Teamates sit next to each other and share 6 Champion Slots, 6 Magic/Fortifier Slots, one General Slot, and one grave. Each team begins with 25,000 Heartbeats. Each individual player has their own 50-card deck and 10-card Mythik deck.

Team Duel rules are identical to Standard Duel rules shown above with the following exceptions.

Turn Protocol: Each player is designated to be either A or B on each team. Whichever player rolls the highest dice roll chooses which team to go first. Player A on the chosen team goes first. The first player who can attack is the player who goes fourth.

Turn Order:

1. Team 1 Player A
2. Team 2 Player A
3. Team 1 Player B
4. Team 2 Player B

Action Phase: The turn player can deploy cards anywhere on their team's field. The turn player can also use any cards and card powers already on their team's field, even cards that player does not own. Players cannot deploy cards from their teammate's deck or Mythik deck.

If a power returns a card from the field, grave, etc. to the hand or deck, the card is returned to its original owner's hand or deck.

If a power would deploy from the deck or add a card from the deck to the hand, the turn player executes the power using their own deck, even if the turn player is not the original owner of the card.

Attacking: The turn player can attack with all champions in attack stance on their team's field, even cards the turn player does not own.

The game is won when the opposing team's Heartbeats are reduced to zero.

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Special Thanks To:

Samantha C.
Kyle St. James
Colton Rogers
Our amazing supporters

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