

Mythic Mischief

VOL. II



Rules of Misconduct

Game Overview

Nestled within the enchanting grounds of Mythic Manor lies a mesmerizing hedgemaze. Outside of select class visits, access to the hedged garden is strictly off limits to the students of Mythic Manor.

This policy is diligently enforced by the mysterious Groundskeeper. This led to a new competition among the students: Who can hide in the hedgemaze without getting caught?

The Groundskeeper makes daily rounds in the S'ghoul Hedgemaze, but a copy of their task list has fallen into the students' possession. They know exactly where the Groundskeeper is headed and in what order. The only thing they can change is the path the Groundskeeper will take to get there. It's the perfect chance for the students of Mythic Manor to once again prove who is best in class.

Let the games begin.



For a "How to Play" video, visit: Mythicmischief.com/play



Fig. 1: The Groundskeeper

GAME PLAY

COMPONENTS



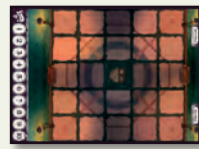
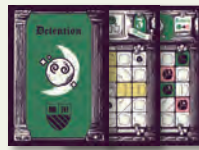
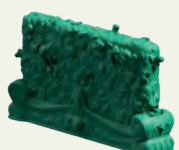
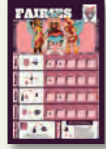
Fig. 2: Portrait of a Faction

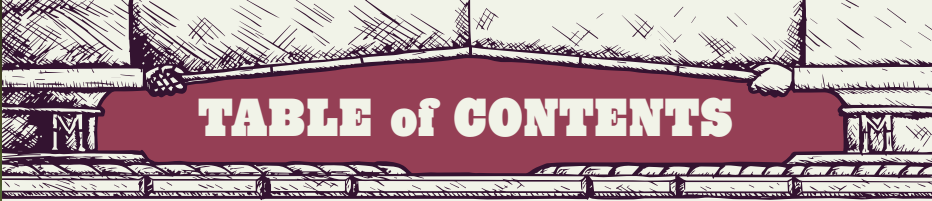
In Mythic Mischief you play as a Faction of Mythic Manor students competing to get as many of the other students caught by the Groundskeeper as you can without getting caught yourself.

Each Faction has its own unique set of abilities. You can move around the Hedgemaze board, move the other Factions into the path of the Groundskeeper, and even alter the course of the Groundskeeper by moving Hedges.

Players are able to upgrade their Faction's abilities throughout the game by collecting powerful Tomes from around the Hedgemaze.

The winner is the first team to score 10 Mischief Points or the team with the most Mischief Points when the Groundskeeper finishes all of their work after Dark!

		
1 Rulebook	1 Hedgemaze Board	10 Destination Cards
		
16 Solo Detention Cards	5 Reference Cards	10 Hedges
		
4 Clutter Tokens	3 Destination Tokens	4 Faction Boards (1 per faction)
		
40 Tomes (10 per faction)	13 Miniatures (3 per faction + 1 Groundskeeper)	20 Action Dice (5 per faction)
		
1 Stone Token	1 Full Moon	1 Fairy Ring



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Setup

Teams: If playing a 3 or 4 player game, decide who will be on what team. For info on the 3/4 player mode, see pg. 33.

Setup Steps

Mythic Faction Board

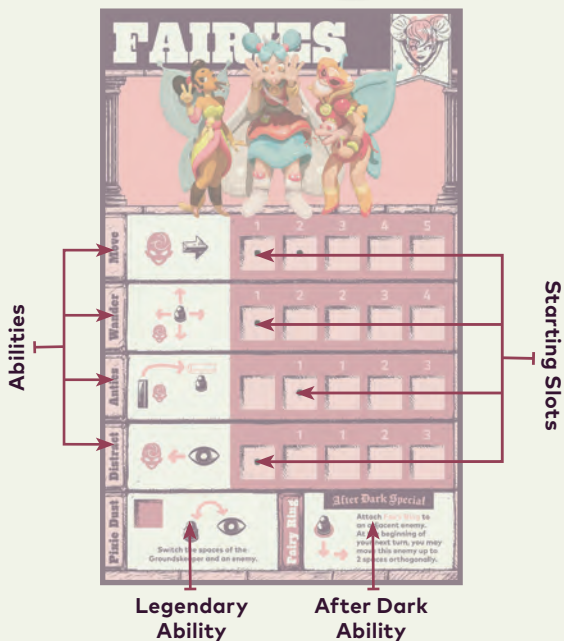
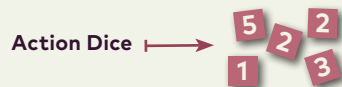


Fig. 3: The Anatomy of a Faction Board

SETUP STEPS

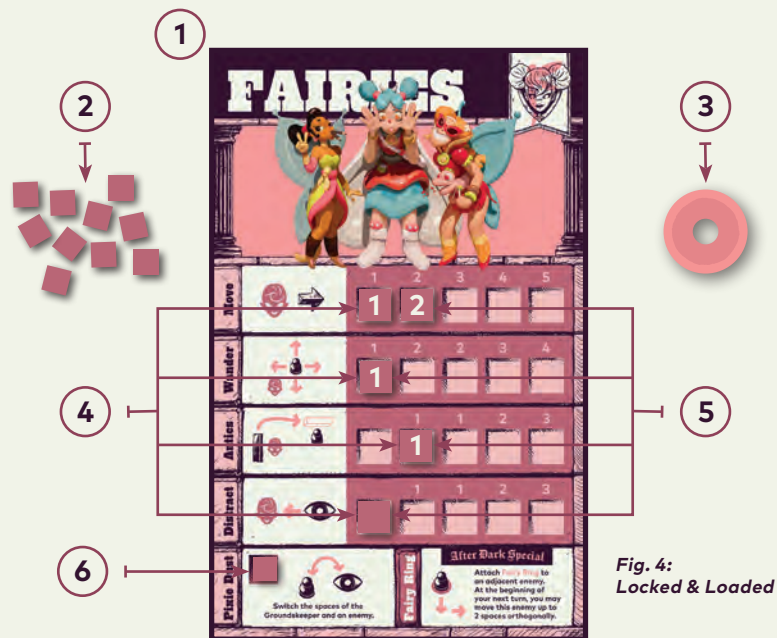


Fig. 4: Locked & Loaded

1. Each player chooses a Mythic Faction and places that Faction's board in front of them.
2. Take the Tomes that match your Faction color and place them beside your Faction board.
3. If your Faction has unique components, like tokens or snap-on bases, take those as well and place them next to your Faction board (see pg. 10).
4. Add your Faction's Action dice to their starting slots, which are marked with small dots at the center of the slots.
5. Orient the Action dice to show the number designated above the dice slot.
6. Place a Tome in your Legendary ability slot.

SETUP STEPS

SETUP STEPS

Unique Tokens	
Gargoyles - Stone x1	
Fairies - Fairy Ring x1	
Werewolves - Full Moon x1	

Hedgemaze Board

- 1 Place the Hedgemaze board in the middle of the table.
- 2 Place the Groundskeeper on the crest in the center square of the Hedgemaze board.
- 3 Shuffle and place one Before Dark card face up in its slot.
- 4 Shuffle and place one After Dark card face down in its slot.
- 5 Add 1 Tome per team to the Score Tracker.



Volume I, II, and Beyond

Every Volume of Mythic Mischief contains a variety of Mythics, walls, cards and "Keepers". These are all interchangeable between Volumes. For example a Volume I Mythic will be able to move Hedges as if they were bookcases. Mix and match to your liking!

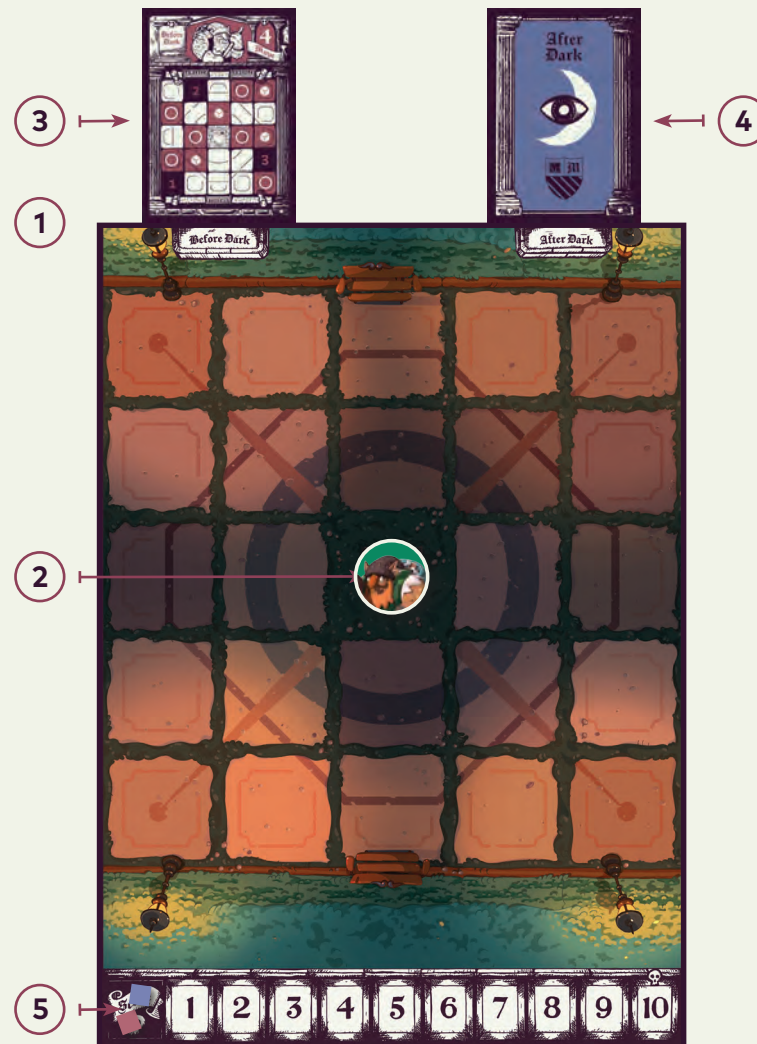


Fig. 5: Board and Destination Card Setup

SETUP

Before Dark Card

- 1 Place the Destination tokens on the Hedgemaze board, as shown on the Before Dark card.
- 2 Place 1 Tome per team on the Hedgemaze board on each Tome location as shown on the Before Dark card.

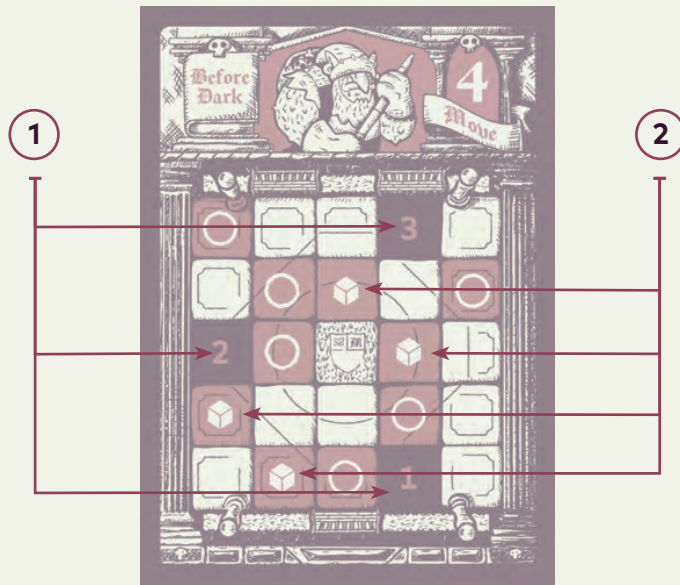


Fig. 6: A Typical Destination Card

First Team

Roll an Action die for each team. The team with a higher roll decides who goes first. In the event of a tie, roll again.

Each player on the team that goes second will gain 1 Tome to place before the start of the game. For more information on placing Tomes, see pg. 27.

SETUP

Placing Hedges and Clutter

Place the Hedges and Clutter on the Hedgemaze board following one of these default layouts:



Fig. 7: Layout 1

SETUP

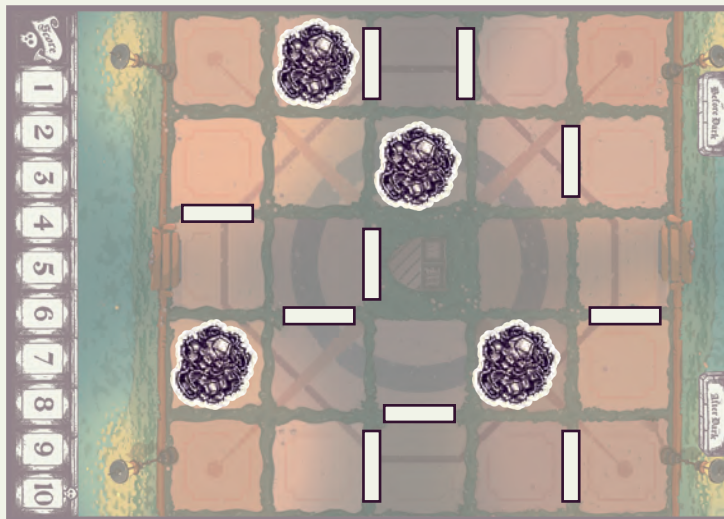


Fig. 8: Layout 2

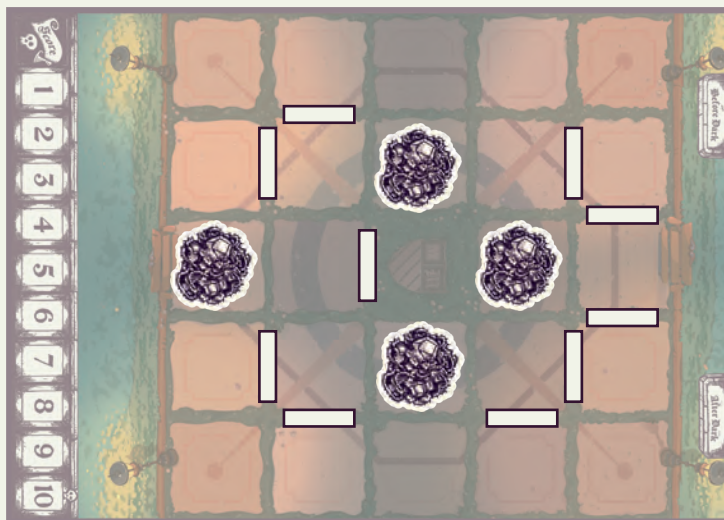


Fig. 9: Layout 3

SETUP

Drafting Setup

Alternatively, you can choose to draft the starting locations of Hedges and Clutter tokens, though this is not recommended for first-time play.

To use the Drafting setup, each player takes turns choosing and placing obstacles on the Hedgemaze board, starting with the second player, until the following amounts have been placed.

10 Hedges

These cannot be placed on the outer edge of the Hedgemaze or completely block off a section of the Hedgemaze board.



4 Clutter Tokens

These can be placed on any space in the Hedgemaze.

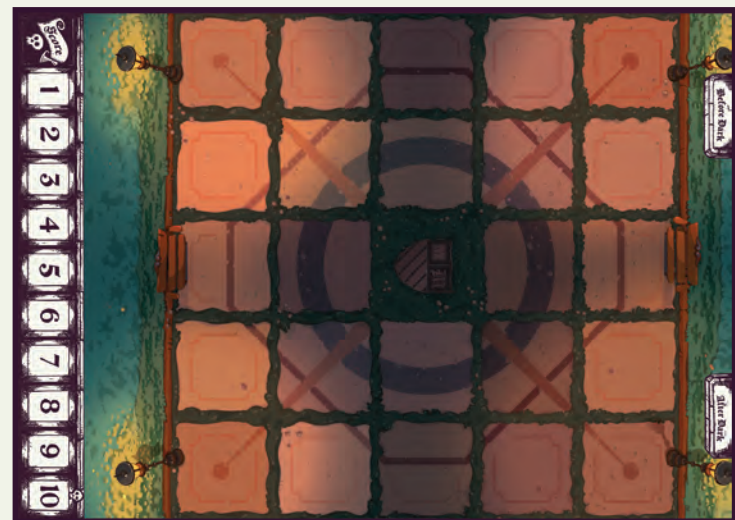
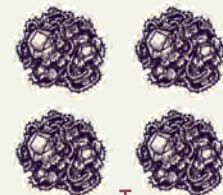


Fig. 10: Drafting Requires a Steady Hand and Taking Turns

Setup Checklist

- ✓ All players should now have a Mythic Faction with all of their Action dice slotted on their board.
- ✓ The Hedgemaze board should be at the center of the table with Clutter and Hedges placed upon it.
- ✓ The Groundskeeper should be at the center of the Hedgemaze board with Destinations marked according to the Before Dark card.
- ✓ Tomes should be placed on the Hedgemaze board following the Before Dark card.
- ✓ Each team has placed a Tome on their Legendary Ability slot at the bottom left of their boards.
- ✓ The team that won the dice toss should have decided which team would be going first.
- ✓ The team going second should have placed their Tome on their Faction board in the track space of their choice.

You are ready to play!

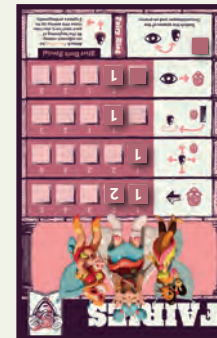
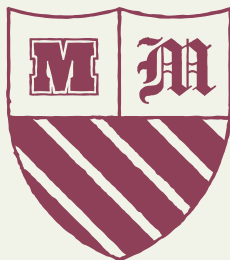


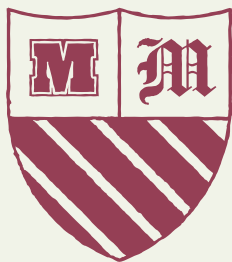
Fig. 11: The second player gets an extra Tome to slot at the beginning of the game.



Fig. 12: A typical 1v1 match setup

Playing the Game

The goal of the game is to reach 10 Mischief Points or to have the most Mischief Points when the After Dark card is completed.



Section II

GROUNDSCKEEPER

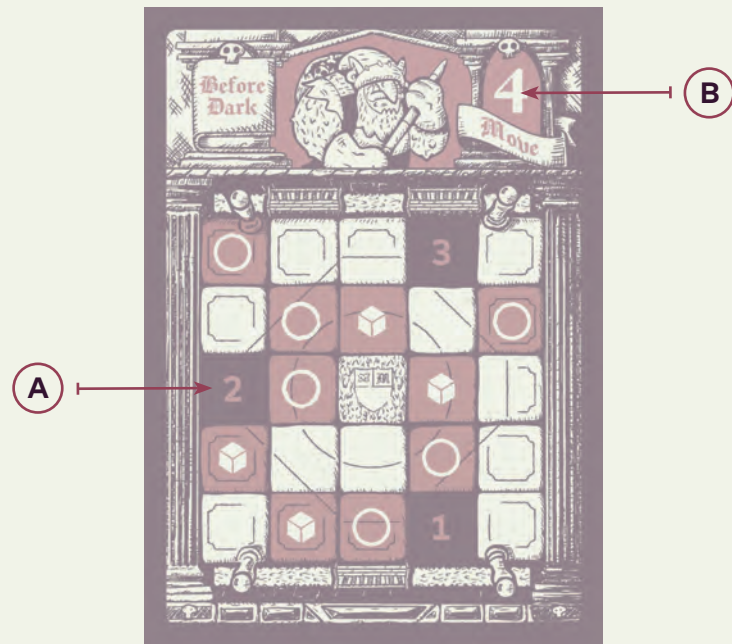


Fig. 13: The Groundskeeper has moves.

- A** The numbers show the path the Groundskeeper will take. They will move to 1, and then to 2, and lastly to Destination 3.
- B** This shows the amount the Groundskeeper will move per turn.

The Groundskeeper will catch any student in their path during their move and the student will be removed from the Hedgemaze board.

The Groundskeeper will always take the quickest path while headed to its next Destination, which means the path with the least amount of movement points needed to arrive. The active player will choose their preferred path if there are multiple "quickest paths."

Cluttered spaces take 1 additional movement point to enter. If the quickest path involves entering a Cluttered space, but the Groundskeeper only has one movement left, they will stop before entering the Cluttered space.



Fig. 14: This example only has one quickest path



Fig. 15: This example has 2 quickest paths, so the player who just did their Mythic phase chooses which he will take.

The 1st team places each of their Mythics on any space in the Hedgemaze not currently occupied by another Mythic, the Groundskeeper, or a Tome. The 2nd team then places each of their Mythics following the same rules.

- In a 3 or 4 player game, you will need to follow special setup rules on pg. 33.
- If you're the 2nd team, the Groundskeeper will move before you take a turn. Place your Mythics defensively, keeping them out of the path of the Groundskeeper.

The 1st team then begins play. Make sure the 2nd team has placed their Tomes before you begin!

- If you're unsure of where to put your first Tome, Move is a great Ability to upgrade first! See pg. 27 for more info on placing a Tome.

Key Terms

		Adjacent Any unobstructed space orthogonally connected to the space your Mythic is in. Hedges and the Groundskeeper obstruct spaces orthogonally.
		Neighboring Any unobstructed space diagonally or orthogonally connected to the space your Mythic is in. Multiple Hedges and the Groundskeeper can obstruct spaces orthogonally and diagonally. Spaces that are connected diagonally at their corners are only obstructed by enclosing walls.

ON YOUR TURN

Each team's turn consists of 3 phases:

1. Mythic Phase
2. Groundskeeper Phase
3. Cleanup Phase

Mythic Phase

At the start of the Mythic Phase, place any of your previously caught Mythics onto any of the unoccupied secret entrances shown on the Before/After Dark card, depending on the current face up card.

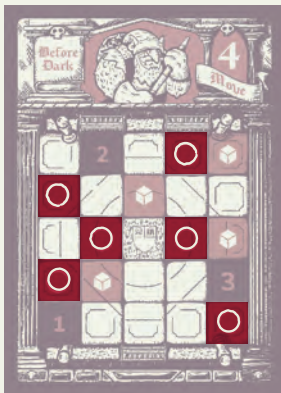


Fig. 16: Back from Detention with Mischief on the Mind

Secret's out!

If there is no secret entrance available, use any space in the Hedgemaze not currently occupied by another Mythic, the Groundskeeper, or a Tome.

During this phase, you will use the actions described on the next page. Your actions differ depending on the Mythic Faction you have chosen, detailed starting on pg. 42.

Tracking your remaining actions is described on pg. 24.



Tomes

On your turn, if your Mythics start in or enter a space that has a Tome on it, take that Tome and place it by your Faction board. These are used during your Cleanup Phase to upgrade your abilities or gain a Legendary Ability.

ON YOUR TURN

All Mythics have the following types of actions:

Move



Spend 1 to move into an adjacent space
Spend 2 to move into an adjacent Cluttered space

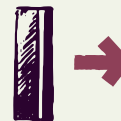
- You may move through enemies and allies, but cannot stop on their space, nor can you perform actions in their space. You may pick up Tomes in occupied spaces.
- You may not move through the Groundskeeper.
- You may not move through Hedges.

Move Mythics



- Each Mythic has a unique way to move other allies & enemies around the Hedgemaze board. Refer to your Mythic's Faction board section starting on pg. 42.
- You cannot move a Mythic into the Groundskeeper's space, over or through a Hedge, or other Mythics space.

Move Hedges



- Each Mythic has a unique way to move Hedges around the Hedgemaze board. Refer to your Mythic's Faction board section starting on pg. 42.
- A section of the Hedgemaze board can never be completely cut off from the rest of the play area and any Hedge action that would cause this cannot be taken.
- A Hedge cannot be placed on the outside border of the Hedgemaze board or on another Hedge.

Distract



Move the Groundskeeper one space toward any one of your Mythics per point of Distract used.

- Move the Groundskeeper one space for each action spent, ignoring the Cluttered spaces movement penalty.
- If the Groundskeeper catches an enemy Mythic during a Distract, the active team gains 1 point.
- If the Groundskeeper catches your Mythic during a Distract, the active team loses 1 point.
- The Groundskeeper will take the quickest path toward any of your Mythics.

ON YOUR TURN

ON YOUR TURN

All Mythics have unique Legendary Abilities and Specials:

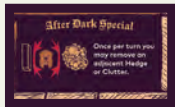
Legendary Ability



Each faction has a **Legendary Ability** at the bottom left corner of their board.

- To use it, remove the Tome slotted there and perform the written ability.
- You may slot another collected Tome there during your Cleanup Phase in order to use this ability again.

After Dark Special



Every Faction's has an **After Dark Special Ability** at the bottom right corner of their board.

- You may use this ability as stated after the Before Dark card has been completed by the Groundskeeper and the After Dark Phase has begun.
- Each Faction's After Dark Special is described in its Mythic Faction's board section starting on page 42.

Action Tracking Overview

Mythic Mischief uses a dice-and-cube (Tome) system to track actions each turn.

The number on each die is the number of available actions you have. As you take actions, you will rotate each die down a number to show your remaining actions of that type.

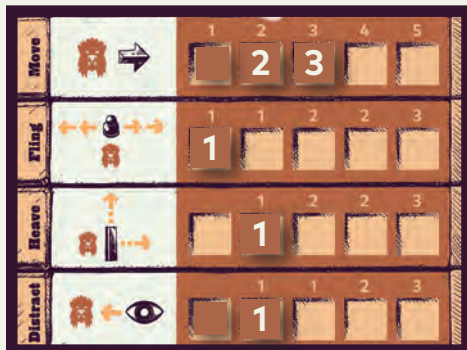


Fig. 17: The dice are only used to track available actions during gameplay. Movement dice values are added together for total movement available.

Fig. 18: The player moves a wizard 2 spaces.

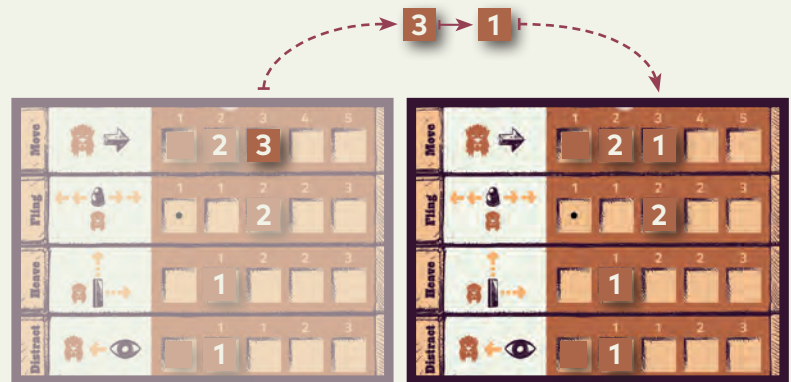


Fig. 19: The dice are updated. Three movement left!

Actions can be spent on any of your Mythics at any time. There is no order of operations or limit on which Mythic can do what other than the available number of actions.

You may end your turn at any time, but if you cannot perform any more actions, your Mythic phase is over.

Resetting and upgrading these abilities is described in the Cleanup Phase on pg. 27.

ON YOUR TURN

Groundskeeper Phase

Move the Groundskeeper along the quickest path toward their next Destination. If multiple paths are quickest, then the active player chooses which one the Groundskeeper will take.

The amount the Groundskeeper can move depends on the number shown on the current face up Before/After Dark card.

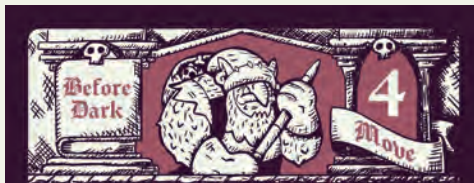


Fig. 20: Groundskeeper move number

It takes the Groundskeeper 2 moves to step onto a Cluttered space. This increases the total distance of that path when deciding on the Groundskeeper's quickest path.



Fig. 21: No one is immune to Clutter

If the Groundskeeper reaches its 3rd Destination but still has movement left, they will use its remaining movement to move toward the crest at the middle of the Hedgemaze board.

✗ If the Groundskeeper enters the space of an enemy Mythic, the active player **gains 1 point**.

✗ If the Groundskeeper enters the space of your Mythic, the active player **loses 1 point**.

Any caught Mythics are removed from the Hedgemaze board.

ON YOUR TURN

Cleanup Phase

1 All used Action dice (partially or fully) are moved to the leftmost empty slot in each ability track.

2 Slot Tomes collected during your turn

- A Tome can be placed in any track on your Faction board to upgrade an ability. Place it on the slot furthest to the left that is not already occupied by a Tome. If an Action die currently occupies a space that a Tome is placed in, the die will move one space to the right.
- A Tome can also be placed on the Legendary Ability slot of your Faction board. When used, you may activate that ability, then the Tome will be removed from the game. We recommend not using this ability during your first game.

Note: If you are on a team, whoever's Mythic grabs the Tome is the one that places it on their Faction board.

3 Boost 2 Abilities

- To Boost an ability, move one die one space to the right on its track.
- If you Boost the move ability, only move one die per Boost.
- You may choose to Boost the same ability twice.
- In a 3-player game, the person alone on a team gets 2 Boosts, and other players each get 1 Boost.
- In a 4-player game, each player gets 1 Boost.

4 Reset all Action dice to the number above the space they're in after placing your Tomes and Boosting your dice.

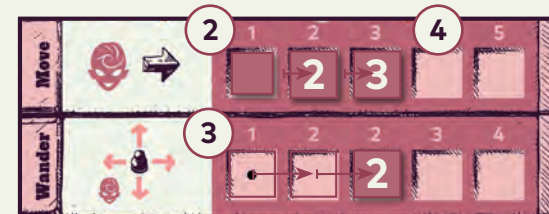


Fig. 22: You're Boosted!

ON YOUR TURN

Werewolves vs Gnomes

- 1 A Werewolf has just been caught by the Groundskeeper, and now it's the Werewolves turn to seek their revenge.
- 2 At the Werewolves' disposal for this turn is 5 Move, 1 Fling, 1 Heave, and 1 Distract.
- 3 The Groundskeeper is heading to Destination 2.

Fig. 23: The Board



- 4 The previously caught Werewolf gets placed back on the Hedgemaze board in a secret entrance denoted on the Destination Card.
- 5 The same Werewolf uses 2 Move to get into position: 1 Cluttered space to the right.
- 6 That same Werewolf uses a Fling to send the Gnome flying two spaces away.

Fig. 24: Back on the board, moved into place, then a Fling to move a Gnome.



Fig. 25: There are no more Fling actions available.



Turn Example

ON YOUR TURN

Werewolves vs Gnomes

- 7 A Werewolf moves up 1 space, and then Heaves a Bookshelf behind them. This alters the path of the Groundskeeper.

Fig. 26: A well placed hedge makes all the bit of difference.



- 8 A Werewolf uses 1 Distract, enabling the Groundskeeper to catch two Gnomes in its path.

Fig. 26: A Tome grab by a Werewolf!



- 9 Lastly, that same Werewolf uses 1 move to grab a Tome.

Turn Example

ON YOUR TURN

AFTER DARK

Turn Example Cont.

Fig. 27: The Werewolves make their point.

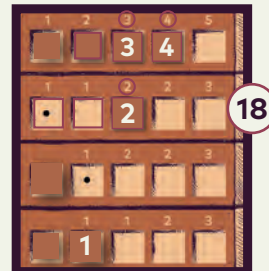


- 12 The Werewolves end their Mythic phase, and the Groundskeeper phase begins.
- 13 The Groundskeeper takes 4 Move toward Destination 2.
- 14 The Groundskeeper catches 2 Gnomes in it's path, scoring the Werewolves 2 points.

Fig. 28: ...and then clean up.



- 15 In the Cleanup phase, the Werewolves move all used Action dice to the left.
- 16 Then, they choose to slot their newly found Tome into the Move action, pushing the 2 Move Action dice forward.
- 17 Then, they choose to Boost the Fling Action dice 2 spaces.
- 18 Finally, they reset all the Action dice to show the correct number based on their current slot.



Once the Groundskeeper reaches the 3rd Destination on the Before Dark card, they will use their remaining movement to move towards the crest at the center of the Hedgemaze board, and then the After Dark phase begins.

- Remove any uncollected Tomes from the Hedgemaze board.
- Flip the Before Dark card face down and the After Dark card face up.
- Place the Destination tokens on the Hedgemaze board, as shown on the After Dark card.
- Add the new Tomes to the Hedgemaze board, as shown on the After Dark card.

Note: Secret entrances may be in new locations.

After Dark Specials for your Mythics are now available to use. We recommend not using them during your first game. (Each Mythic's abilities are outlined in pages 42-49)

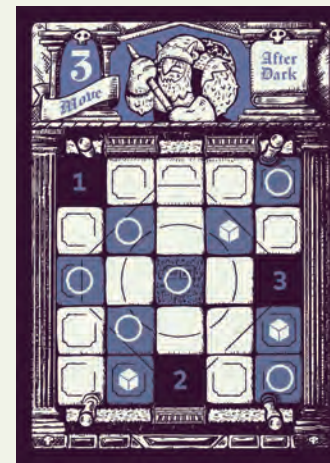


Fig. 29: After Dark Card



Fig. 30: After Dark Special Examples

The game is over when either:

- 1 One team reaches 10 Mischief Points, or
- 2 The Groundskeeper reaches Destination 3 on the After Dark card.
 - After reaching Destination 3, the Groundskeeper will use their remaining movement to move towards the crest at the center of the Hedgemaze board.

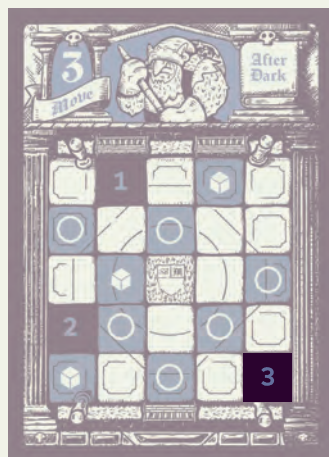


Fig. 31 & 32: Game over man, game over.

Tie Game:

If the game is tied after the Groundskeeper completes the After Dark Card, the team with the least amount of Tomes on their Faction board wins the game. If both teams have an equal amount Tomes, the team whose turn is next wins.

First Time Play

It is recommended that you ignore the Legendary Ability and After Dark Special for your first play. This will help you learn the basics before tackling some of the advanced strategies for each Mythic Faction.

Team Mode

For the players on a team in all modes:

- All players choose their own faction and set it up according to the main rules.
- Players on a team take their actions simultaneously, working together to catch the most opposing Mythics.
- After all team members have either run out of actions or decided to save them for future rounds, the Groundskeeper phase will proceed as normal.
- Instead of Boosting two actions in your cleanup phase, each player will only Boost one action.
- Only one Tome color is placed on the Hedgemaze board for the entire team, and the team member who picks up the Tome will be the one to place it on their Faction board during the Cleanup phase.

3 player mode:

- In this mode, 2 players will be on a team playing against the third player.
- The solo player will use all 3 of their Mythics while the team of players will each place only 2 of their Mythics.

4 player mode:

- In this mode, players will break into 2 teams of 2. Each player will place only 2 of their Mythics.

Game Variants

Tournament

We encourage taking your game night to the next level by hosting your own tournaments! If you own multiple copies or Volumes of Mythic Mischief, it is easy to run 2 games at the same time. Make a bracket, set a prize, and let the games commence!

Blitz

Blitz is a more intense version of Mythic Mischief. You will need to use a timer (not included) to keep track of turns. Each team only has 120 seconds to execute their plan! Then, instead of Mythics returning to the board after getting caught, they are eliminated from the game. Players play with all 3 of their Mythics.

The game is either played with Before or After Destination cards only. Choose "Before" for more strategy and "After" for more chaos. If the Keeper completes one, a new Before or After card is drawn. Players do not start with a Tome slotted in their Legendary ability.

In both 2- and 4-player modes, once the opposing team has finished their Cleanup phase, the timer restarts and the next turn begins. Once the timer ends, the active player cannot take any more actions and is forced into the Keeper and Cleanup phases.

BLITZ

Blitz Cont.

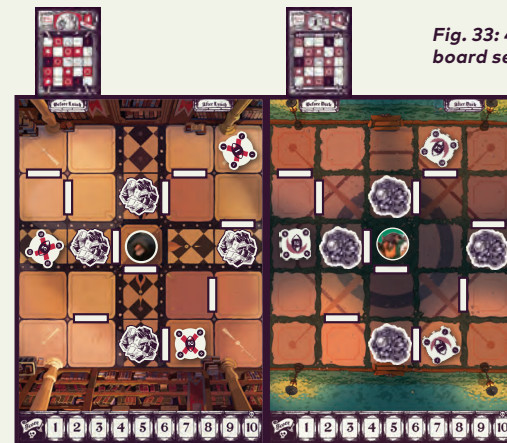


Fig. 33: 4 Player Blitz board setup example.

2 Player Blitz:

- This mode uses only one Library board and plays very similar to the base game. The major change is player elimination and only having 2 minutes to take your turn.

4 Player Blitz

- If you own multiple games of Mythic Mischief, you can play 4 player Blitz by placing 2 boards together side by side. Each board gets its own Keeper and Destination cards. Each follows their own Destination card, but the Mythics and Keepers may move between the two boards.
- Both Keepers move after each team's turn. Both players on a team will take their turns simultaneously, just like in the 4 player rules.
- If the Destination card is complete, draw and place a new one. Do not place tomes for subsequent Destination cards.

Once all of a team's Mythics have been caught, the game ends and the team with remaining Mythics wins! If both teams lose their last Mythic on the same turn, the team who just took their Mythic phase loses, and the other team claims victory!



For a 2-minute video timer, visit: Mythicmischief.com/play

SOLO MODE

Detention!

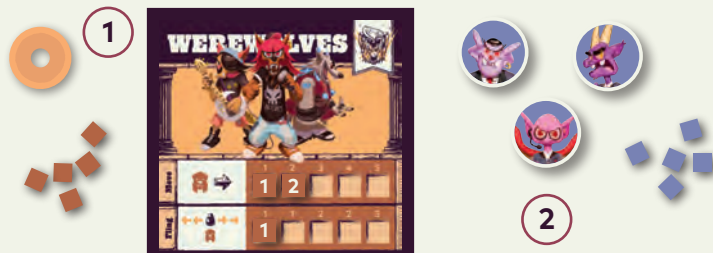
Day 4 of Detention. You almost got away, but the Groundskeeper caught you trying to sneak back into the Hedgemaze last week. Your wrist hurts as you write,

"I will not sneak into the Hedgemaze" for the 1,239th time.

The sudden sound of running feet in the hall breaks through the daze of watching the clock. "Stay here," the Groundskeeper says, opening the door and plodding back toward the Hedgemaze. You already have detention for the next few weeks, what's a few more days? You follow them to find pandemonium in the Hedgemaze as students are STEALING forbidden Tomes. This goes way beyond the normal student mischief, and you are shocked until you get a look at their eyes — they're black as night. Someone has taken control of them!

Goal

In the solo mode, you are attempting to stop Enchanted students from stealing Tomes, while not getting caught by the Groundskeeper yourself. On their turn, the Enchanted will attempt to steal a Tome, get you caught by the Groundskeeper, or run away, depending on the options available to them. The Hedgemaze also has some additional after-hours security you will need to look out for on Detention cards. Reach 10 Mischief Points or have more than the Enchanted by the end of the game.



Setup

- 1 Set up your own Faction board and components as usual.
- 2 Take three Mythics and all Tomes of another Faction. These are the Enchanted students.
- 3 Set up the Hedgemaze board as a standard game, but do not place Tomes for the Enchanted except for one of their color on the score tracker.

SOLO MODE



Fig. 34: Solo setup

Setup Cont.

- 4 Shuffle the Detention cards together into a face down Detention draw deck.
- 5 Draw 3 of the cards from the top of the Detention deck and place them face up in a row next to the deck.
- 6 Pick one side of the Detention Return card and place it near the board.
- 7 The Enchanted place all their Mythics on the Hedgemaze board first (even though they go second in turn order).
 - A Their first Mythic goes on the Destination 2
 - B Their second Mythic goes on the Destination 3
 - C Their final Mythic goes in the furthest empty corner space from the Destination 1 (This may be right next to Location 1).
- 8 Finally, place all your own Mythics on the Hedgemaze board in your chosen spaces.

Detention & Return Cards

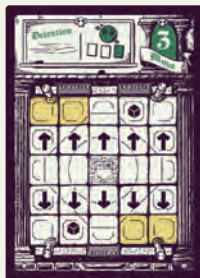


Fig. 35: Detention Card and activation icon.



Fig. 36: Return Card

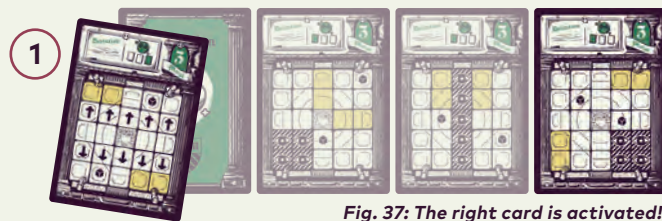


Fig. 37: The right card is activated!

Detention Cards

- 1 After both you and the Enchanted have had a turn, you will draw a new Detention card. This new card will activate one of the three faceup Detention Cards.
- 2 The icons on the top of the card indicate which of the 3 existing face up cards will be chosen this turn.
- 3 Initiate the grid effects of the activated card, then discard it.
- 4 Move the remaining face up Detention Cards in the lineup to the left to fill any gap, and place the newly revealed card in the right-most space.
- 5 During your turn, you should keep in mind what spaces are at risk on the board and how likely each are to happen.

Meta

Not sure which Detention card will be revealed? Check out the card distribution to the right!



7/15 Cards



5/15 Cards



3/15 Cards

A Detention Card initiates the following effects in order:



Pushed

If any of your Mythics are in this space, the Enchanted shove them in the direction indicated. If your move is obstructed by a Hedge or other Mythic, you do not move.



Caught in the Act

If any of your Mythics are in this space, the Groundskeeper will catch you and the Enchanted gain a Mischief Point. The Groundskeeper does not move to this space to catch you.



Tripped Up

If any of your Mythics are in this space, the Enchanted trip your Mythics up. Put the affected Mythics on their side, indicating they have fallen over. They cannot move next turn, but can still do any other ability.



Enchanted Tomes

Place new Tomes for the Enchanted on the Hedgemaze board according to the Detention Card. For this mode, **Tomes are removed at the end of the before Dark phase.**

Return Cards

When an Enchanted is caught and removed, they reappear in the Hedgemaze according to their return card after any Groundskeeper phase. Roll an unused action die, and they return on the number indicated in green. If that location is occupied, use the blue location. If both are occupied roll again.

Return

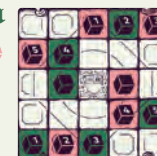


Fig. 38: Rolling dice?!

Solo Gameplay

Your Turn

You play your turn as normal, trying to get as many of the Enchanted into the path of the Groundskeeper, followed by a Groundskeeper phase, and a Cleanup phase.

Solo Gameplay Cont.

Player Groundskeeper Phase

The Groundskeeper then takes their phase as stated on pg. 26.

Enchanted Phase

Players resolve each Enchanted Mythic's action in order by position on the board from the bottom left to the top right. (see ref. card)



- 1 Each Enchanted will always try to get an Enchanted Tome by moving up to 3 spaces. If there are multiple Enchanted Tomes that can be reached, they will move and steal the one closest to the bottom of the board first. If two Tomes are equal at that point, you choose.
 - A If they enter a space with a Tome of their color, they will stop moving, remove that Tome from the board, and gain 1 point.
- 2 If there are no Tomes in range, they will move (up to) 3 spaces into one of your Mythics and move that Mythic to an adjacent space closer to the Groundskeeper. Enchanted choose which Mythic to move the same way they choose Enchanted Tomes above.
- 3 If none of your Mythics are within 3 spaces, they will instead move (up to) 3 spaces away from the Groundskeeper. If they are already as far from the Groundskeeper as they can get, they will not move.

If at any point while moving they enter the space of another Enchanted or one of your Mythics, they will move:

- A Mythics to an adjacent space closer to the Groundskeeper
- B Enchanted to an adjacent space further from the Groundskeeper

In the rare case there is not an obvious space, the player decides.

Enchanted Groundskeeper Phase

The Groundskeeper then takes their phase like normal and if an Enchanted is caught they lose one point or if you are caught they gain one point.

Reveal new Detention Card

- 1 Reveal a card from the top of the Detention Card draw deck.
- 2 Initiate the grid effects of one of the three faceup Detention Cards according to the highlighted box at the top of the drawn card. Then remove the activated card from the lineup to a discard pile.
- 3 Move the remaining face up Detention Cards in the lineup to the left to fill any gap, and place the newly revealed card in the right-most space.

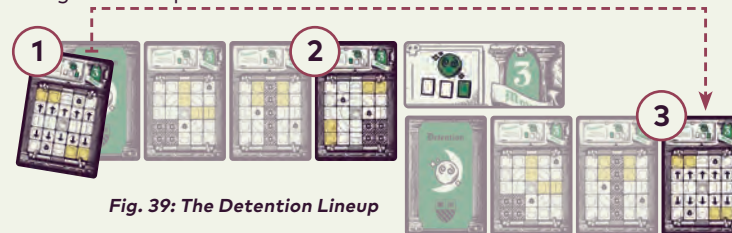


Fig. 39: The Detention Lineup

After following Detention grid effects, it is now the player's turn again and you repeat the previous steps explained until the game ends.

End Game

The player and Enchanted continue taking turns until the game ends by one of them reaching 10 Mischief Points, the Groundskeeper reaching the 3rd Destination on the After Dark card, or when the Detention deck runs out. Either way the team with the most Mischief Points wins, with a tie going to the Enchanted.

Adjusting Difficulty

Pick one or more of the following options to adjust the difficulty of the solo games:

Easier game:

- You start on 2 Mischief Points, Enchanted on 0 Mischief Points.
- Enchanted which do not move towards Tomes, don't move at all.
- Each Enchanted moves 2 space instead of 3 during their Enchanted phase.

Harder game:

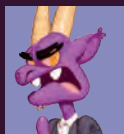
- Enchanted tomes are not removed from the board at the end of the Before Dark phase.
- During setup, draw a Detention card and place Enchanted tomes on the board. Shuffle the card back into the deck.
- Each Enchanted moves 4 spaces instead of 3 during their Enchanted phase.

GARGOYLES

ABILITIES



In a strange chemistry class mishap, the phrase "Uhhh...Actually..." possessed the school's statues, and thus the Mythic Middle Debate Team was born. They watch the world from the towering turrets of Mythic Middle, waiting for the next unfortunate soul to wander into the hallowed halls of debate! (For anyone interested it's the cafeteria after 6th period. If you arrive earlier than that the tables are still up from lunch. More parents still needed as volunteer judges).



Mortimer

Mortimer is the captain of the debate team and the mod for several elite online chat-glooms. This rhetorician might as well be a mortician, because if you go up against him in a debate, you're dead! Mortimer isn't really violent though, but if words could kill he'd be America's most haunted!



Alice

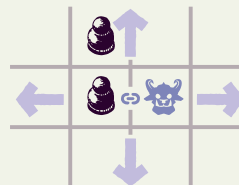
Alice speaks in non-verbal screeches. You might think it would make debate hard for her, but that just means you've never tried arguing with an airhorn. this winged-wordsmith can screech her way through just about any argument you toss at her! Ask her what her favorite topic is and she'll proudly tell you it's "EEEEK, SKREEEE EEEK SKRREEEEEEEEEEEEEEEEEEE!"



Patrice

This Stone-faced brainiac has a glare that peers right into your soul, which gives them a real leg up when debating! But Patrice isn't just brains and beauty, they've got some real physical strength as well! Knowledge may be power, but power is power too! Just make sure to get all your nerves out should you go toe-to-toe with the oratory foe, because Patrice will school even the wittiest of ghouls!

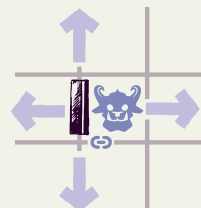
Glide



Move your Mythic and a neighboring enemy or ally in any orthogonal direction.

- Glide does not require Move Actions.
- You can Glide onto a Cluttered space.
- You cannot Glide through Hedges.
- Can be used simultaneously with Perch.

Perch



Move your Mythic and an adjacent Hedge any orthogonal direction.

- Perch does not require Move Actions.
- You cannot block off a section of the Hedgemaze completely.
- You cannot place a Hedge onto the outer edge of the Hedgemaze or another Hedge.
- Can be used simultaneously with Glide.

Legendary: Stone



Drop Stone under your Mythic. Nothing can move or pass through that Mythic until your next turn.

- Remove Stone at the start of your following turn.
- You cannot block off a section of the Hedgemaze.
- Stone cannot be placed on a Destination token.

After Dark Special: Rubble



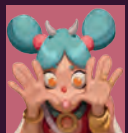
It takes 1 additional movement point for an enemy to enter the space of any of your Mythics.

- If the space has Clutter it will cost a total of 3 movement points to enter that space.

FAIRIES

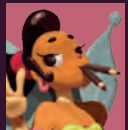


We all know high school is one big uncomfortable popularity contest, so why take any of it seriously? With a little fairy magic, these glittery goofballs will turn your frown upside down! Just make sure to get them to turn it back to normal before Lunch because it's so much harder to swallow with an upside down mouth.



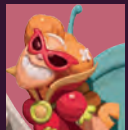
Tippy

Tippy loves performing, which is an absolute nightmare for teachers, but pretty entertaining in the lead roll of Mythic Middle's a Mid-summer Fright's Scream! While not your typical theatre kid, Tippy will do just about anything for attention.



Tawny

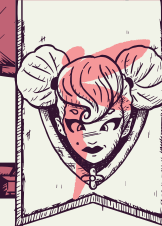
What's got two thumbs and the worst jokes known to monster-kind? THIS GUY! Tawny is a lovable dweeb with a shameless sense of slapstick humor. This farcical-fairy learned that comedy doesn't always have to be good, half of a joke is just in the...(*2)



Twinkle

Twinkle is a musical menace with an array of sampled fart sounds and springy bounces she'll have you boppin' to to some "Boi-oi-oi-ng" and that "Da-doy-oi-oi-oi-ing"! It's rally hard to tell if she's being silly or sincere, but either way you'll have her tunes stuck in your head. It's also unclear if that means they are catchy or she's using fairy magic...

ABILITIES



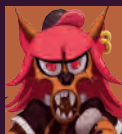
Wander	Move an ally or enemy from a diagonal space to any orthogonal space of that ally or enemy. - You can Wander onto a Cluttered space. - You cannot Wander over Hedges.
Antics	Take a Hedge from the Hedgemaze that is adjacent to a Fairy and place it adjacent to an enemy. - You cannot block off a section of the Hedgemaze completely. - You cannot place a Hedge onto the outer edge of the Hedgemaze or another Hedge.
Legendary: Pixie Dust	Switch the spaces of the Groundskeeper and an enemy. If the Groundskeeper is switched to its current Destination token, it is immediately removed.
After Dark Special: Fairy Ring	Attach Fairy Ring to an adjacent enemy. At the beginning of your next turn, You may move this enemy up to 2 spaces orthogonally. - Once this enemy is caught by the Groundskeeper, Fairy Ring is removed and returned. - Fairy Ring may be attached to an enemy once per turn. - You may not move an enemy on the same turn you attached the Fairy Ring.

WEREWOLVES

ABILITIES

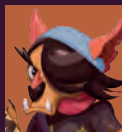


Friends to all outcasts, kings of rebellion, these preteen-pups put the 'shock' in shock collar! The canine-camaraderie is strong in this wolf pack, and in a place like this you need some good dogs who've got your back! Grounds keepers better be on high alert, these dogs sit, but they won't stay!



FeFe

This sharp-tooth teen wolf is all bark AND all bite! He's been 'student of the month' in detention for the duration of his school years. With attitude to spare, this yappy youngster is actually a were-coyote! Like most werewolves he is house trained, but that doesn't mean he won't trash a classroom...



Blister

A wolf of few words, Blister would rather let his rockin' do the talkin'. You won't catch him without his signature B.C. Witch half-moon slayer! They say when dogs lick it means they're nervous, but this puppy's licks are anything but! Or so we have to assume... some of Blister's solos are played at a really high frequency that only dogs can hear.



Fuzzmerelda

Perhaps the most frightening howl-monitor you'll ever encounter. If you're thinking about cutting class, you better bring along a bone! It's almost as easy to bribe Fuzzmerelda as it is to get her worked up into a blind rage. On second thought, maybe just don't skip class...

Fling 	Move an adjacent ally or enemy 2 spaces to the right or left, perpendicular to your Mythic. - You can Fling onto a Cluttered space. - If it cannot go 2 spaces, it will go 1 space. - You cannot Fling over Hedges unless the Full Moon ring is attached to the Mythic using Fling. - You can Fling over other Mythics.
Heave 	Move an adjacent Hedge in any orthogonal direction as far as it can go. - You cannot block off a section of the Hedgemaze completely. - You cannot place a Hedge onto the outer edge of the Hedgemaze or another Hedge. - Hedges will move as far as possible without breaking Hedgemaze blocking rules. - You can Heave over other Mythics.
Legendary: Full Moon 	Attach Full Moon to your Mythic. That Mythic can Fling over Hedges and the Groundskeeper. Once this Mythic is caught by the Groundskeeper, Full Moon is removed.
After Dark Special: Shredder 	Once per turn you may remove an adjacent Hedge or Clutter. - You cannot remove Clutter in your Mythics space. - The Shredded Hedge or Clutter should be removed from the play area.

GNOMES

ABILITIES



This crew is easy goin' and slow growin', gnome-body does it quite like these Gnomes! One with nature and one with self, there's always 'shroom for more love! Though they seem as old as time they're actually pretty young! Most Gnomes don't graduate until they turn 4000!



Nuzzle

This too-cool toad stool waddles through the halls of Mythic Middle seemingly headed no where at all. Nuzzle can never remember where his home-shroom is, but Professor Portabella doesn't mind, being that Nuzzle is such a fungi and all. Nuzzle is honestly so chill you forget he's even there, but he prefers it that way.



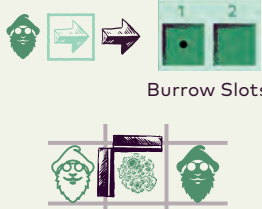
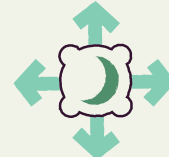
Nudge

Nudge is a common garden Gnome, and consequently really loves flowers. He has a real penchant for pansies, but anything with petals makes this Gnome feel right at home! Don't let his delicate hobbies fool you, Nudge is a crafty little sneak with surprisingly swift reflexes!



Knox

Knox is quiet, but if you get her going there's no knowing where this Gnome may roam! Knox has been taking Philosophy 101 and it just really makes you think, man! When she's not deep in an existential crisis, Knox like to talk to trees, she says it helps her stay rooted...

Burrow 	Spend 1 Burrow to move your Mythic two spaces in any orthogonal direction. - Your Mythic ignores everything in the first space. - You can Burrow onto a Cluttered space and under Hedges or the Groundskeeper. - Burrow resets to the furthest left Burrow slot during cleanup, unless it is filled with a tome.
Shifty 	Move an adjacent ally or enemy to another adjacent space of your Mythic. - You can Shifty onto a Cluttered space. - You cannot Shifty over a Hedge.
Illusion 	Move an adjacent Hedge to another adjacent space of your Mythic. - You cannot block off a section of the Hedgemaze completely. - You cannot place a Hedge onto the outer edge of the Hedgemaze or another Hedge.
Legendary: Potion 	Reset any 1 of your Action Dice. That Action Dice will reset to the number above its current slot.
After Dark Special: Uproot 	Once per turn, move 1 Destination token up to 1 space orthogonally. - Movement ignores Clutter and Hedges. - If you move the current Destination to the Groundskeeper's space, remove that Destination immediately. - You cannot move a Destination onto another Destination.

Glossary

Moving Hedges

A Mythic ability that moves a Hedge from its original position to a position not on the outer edges of the Hedgemaze board. Refer to each Faction section for movement details, starting on pg. 42.

Moving Mythics

Each Mythic has a unique way to move other allies/enemies around the Hedgemaze board. You cannot move a Mythic into the Groundskeeper's space. Refer to your Mythic's Faction board section starting on pg. 42.

Enemy

Any Mythic that is not part of your own faction or team.

Adjacent

Any unobstructed space orthogonally connected to the space your Mythic is in.

Neighboring

Any unobstructed space diagonally or orthogonally connected to the space your Mythic is in.

Orthogonal

A direction that passes through spaces at their sides.

Diagonal

An angled direction that passes through spaces that only connect at a corner.

Directly Away

Moving a Mythic or Groundskeeper in a direct line away from your Mythic. This can be diagonal or orthogonal depending on your position with the target.

Enclosing Wall

Two Hedges that are connected by corners in a line or perpendicularly. This causes a diagonal obstruction.



FAQ

Frequently Asked Questions

When is Clutter's movement penalty considered?

When a Move Action is being taken by a Mythic or the Groundskeeper is moving during their Groundskeeper phase.

Can I push opponents into the Groundskeeper?

No.

What happens to uncollected Tomes on the Hedgemaze board when Before Dark ends?

They are removed from the board.

Can one Boost slide both Move action dice?

A Movement dice Boost only moves one dice one space, so you should always boost the rightmost dice first.

When do I slot Tomes I've gathered?

During your Cleanup phase.

Can I move through Mythics and the Groundskeeper?

You can move through Mythics, but not the Groundskeeper.

What do I do with a partially-used ability after my turn?

It slides all the way to the left.

Can I take an action while moving through a Mythic?

No, and you also may not drop any tokens.

Can I save Tomes between my turns?

Yes, but we do not recommend it as you waste abilities.

What do I do when there are no secret entrances available to place my Mythic?

Place in any open spot without a Tome.

Does the Groundskeeper consider Clutter when distracted?

Each Distract action moves the Groundskeeper one space, ignoring Clutter, but it will still consider the quickest path.

When do you slot the Tome you get for going second?

Before the first player takes their turn.

What happens when a Groundskeeper is Distracted onto it's next destination?

The token is removed from the board. Then, during the Groundskeeper phase, the Groundskeeper will move towards their next destination. If there are no destination tokens left on the board, they will move towards the center square.



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Mythicmischief.com

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