

MYTHIC Quests

THE CARD GAME



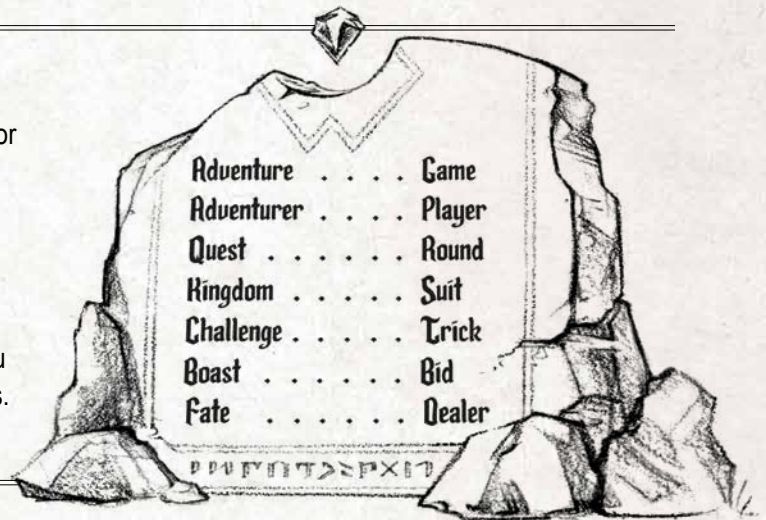
PLAYERS: 2-4

GAME TYPE: TRICK TAKING

OVERVIEW

Mythic Quests is a trick-taking game for 2-5 players that is similar to the game *Spades*, but with a fantasy theme and some unique rules designed for the TMK cards.

This translation stone might help if you have played similar trick-taking games.



RESOURCES



download

Printable Score Sheet
boardgaming.com/mythic-quests



THE OBJECTIVE

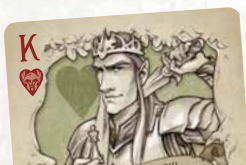


“This isn’t a soul-searching adventure. We’re here for the treasure, lad!” –Axe King

Be the first adventurer to collect 500g, or 200g for a shorter game with more players.

Aces are high followed by K,Q,J,10,9,8,7,6,5,4,3,2. Jokers have special rules. Each adventure (game) is played as a series of quests (rounds). Each quest uses a single deck of cards and involves a series of challenges (tricks). Gold coins (points) are collected at the end of each quest and tallied on the *Mythic Quests* score sheet.

GAME SETUP THE FATE



“At each turn, an adventurer must decide whether the battle is one she must win or carefully avoid.” –High King

At the start of the adventure, the first Fate is chosen by a spin of a card (there is a spinner arrow in the center of the card backs). The Fate shuffles the deck and deals one card at a time face-down to each adventurer starting with the adventurer on the left until all cards are dealt and each has an equal number of cards. Left-over cards are placed out of play either face-up or face-down, depending on the whim of the Fate. After each quest, the player to the left of the Fate becomes the new Fate.

After the cards are dealt, each adventurer may look at their cards, and count them. The number of cards in each hand is the number of individual challenges for this quest. For each challenge, the adventurer will play only one card.

GAME SETUP | 4 PLAYER GAME



THE TRUMP



“One of the kingdoms clearly has an advantage.”
—Queen of Hearts

The trump kingdom for the quest is based on the realm (the color of the back of the cards) chosen by the fate. You may use a different deck for each quest or use the same deck for the entire adventure. Green=Elves/Hearts (Nature realm), Orange=Dwarves/Diamonds (Dungeon realm), Purple=Undead/Spades (Magic realm), Blue=Orcs/Clubs (Mountain realm).

THE BOAST



“Hah! You call that a weapon?!”
—Laughing Jack

After the fate deals the cards, each adventurer will boast about how many challenges they think they can win during this quest. Starting with the adventurer to the left of the fate and proceeding clockwise, each adventurer must declare their boast for this quest. The gold keeper records the boasts on the Quests score sheet. The adventurer with the largest boast (or the first adventurer to make that boast in the event of a tie) leads the first challenge.

THE CHALLENGE



“Not all challenges use brute strength, but that works for me.” —Monarch

Each card represents a single noble (J,Q,K), champion (Ace), or group of soldiers (number cards) that will compete in a challenge. The leader of the first challenge plays any card, then each other adventurer in clockwise order must play a card of that lead kingdom, or a Joker. If they do not have a card of that kingdom, they may play any card in hand. After each adventurer has played a single card, the challenge is over and the highest card wins the challenge. The highest card is the highest trump card, or the highest of the lead kingdom if no trump is played. The winner of the challenge leads the next challenge. This continues until all cards have been played, at which point the quest is over and the scores are tallied.

When you win a challenge, gather the played cards and place them in front of you. This will help you keep track of the total challenges you win during the quest.

Example: Tom plays a 10 of Hearts, so the lead suit is Hearts. Serena only has one Heart card so is forced to play her 5 of Hearts. Kate has no Hearts, and chooses to play the 10 of Spades, and Spades is the trump suit. Koran realizes it's impossible to win the round, so plays a 3 of Diamonds because he doesn't have any Hearts. Kate wins the trick with the 10 of Spades, takes the cards she won and puts them on the table in front of her, then leads the next trick.

THE ALLY JOKERS



The Dragon and Treasure Jokers are unique (see below). The "ally" Joker (Leprechaun, Rogue, Fairy, or Imp) is played as a wild card of any kingdom and value you choose. For example, you could say it is the Ace of Spades or 5 of Hearts. In the event of a tie due to a copy of an already played card, the copy played last is considered higher in value.

Any Joker (including the Dragon or Treasure) may be played even if you have cards of the lead kingdom. If the lead adventurer starts a challenge with a Joker, the first played non-Joker card determines the lead kingdom for the challenge.

**"You are not without allies, even if you know them not."
—Gandalf the White, The Two Towers**

THE SCORE



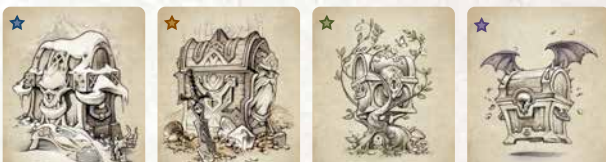
"Although treasure is the ultimate prize, there's plenty of loot to find along the way. Don't forget to smash the barrels and crates!" —One Eyed Jack

At the end of each quest, you get 10g for each challenge you won, up to the amount of your boast. For extra wins above your boast, you do not collect extra gold, but you earn Threat. If you exactly match your boast, you collect an extra 20g. If you win fewer challenges than your boast, you collect 0g. The goal should be to exactly match your boast.

Examples: If you boast 4 and win 4, you get 40g for your wins and 20g for matching your boast for a total of 60g. If you boast 0 and win 0, you collect 20g. If you boast 1 and win 3, you collect 10g.



THE TREASURE JOKERS



The Treasure card cannot win a challenge, but it gives a bonus 50g at the end of the quest to the adventurer who wins it. Lest you think this is an easy win, wait until you learn about the Dragon.

THE THREAT



“I like a braggart because they’re either really that good, or nothing to worry about. The real threat is the ringer.” —Diamond Queen

Be careful how low you boast, because you earn 1 Threat for each extra challenge won above your boast, and Threats accumulates from quest to quest.

Example: If your boast was 5, and you win 7, then you collect 70g for your wins and earn 2 Threat. The gold keeper records your winnings and tracks your threat using the Mythic Quests Score Sheet.

Threat is not good! Each time your threat gets too high, you’re in for a stiff penalty as you catch too much heat for stealing the other adventurers’ possible wins. After any quest where your threat is greater than or equal to 10, you lose 100g and your threat returns to 0.

THE DRAGON JOKERS



The Dragon card cannot win a challenge. At the end of the challenge, the winner does not collect the played cards, but turns them over and sets them aside. The winner does not get to count that challenge when scoring (it does not count toward their boast). It’s a hard won battle, but with a steep cost! If the Treasure is included in that challenge, the Dragon essentially steals it away and nobody gets to claim it.

In a 2-player game, if both the Dragon and Treasure are played, the lead in the next challenge is the adventurer who played the Dragon.

“Dragons steal gold and jewels, you know, from men and elves and dwarves, wherever they can find them; and they guard their plunder as long as they live (which is practically forever, unless they are killed), and never enjoy a brass ring of it.” —Thorin Oakenshield, The Hobbit

CREDITS

Game Designer: Jon Wittwer | Artist: Greg Swearingen | Graphic Designer: Jim Wittwer

Mythic Quests: The Card Game | Official Rules | Updated 8/7/2025 | © 2025 BoardGaming.com