

MYTHIC Challenge

PLAYERS: 2-8

OVERVIEW

Each game of Mythic Challenge is a series of rounds called *challenges*. Players take turns playing cards in their own field to increase their challenge score. When a player at the *start* of their turn has the highest challenge score, they win that challenge and collect all the played cards into their point area. When the game ends, the player with the most cards in their point area is the winner.

SETUP

1) CHOOSE NUMBER OF DECKS

2 Players

One deck

3-5 Players

Two decks & remove number cards 2-4

Teams (4,6,8 Players)

Two decks

3) DEAL CARDS

Put any removed cards out of play.

Shuffle and deal 10 cards to each player.

4) FIRST PLAYER

Player one is the person to the left of the dealer (rotate each game).

2) CHOOSE BASIC OR SPECIAL RULES

Basic Rules: Remove all Special (★) cards

Special Rules: Keep all Special (★) cards



HOW TO PLAY | BASIC RULES

The basic rules are a great way for new players to quickly get into the game. We recommend playing multiple games with the basic rules before adding the special rules.

ON YOUR TURN

First: Check to see if you have won the current challenge (see “Winning a Challenge” below).

Second: You must do one of the following:

Draw a card

If you draw a card and it is playable, you may immediately play it or put it in your hand.

-or-

Play a card

To play a card, the suit must:

- Be different from the suits in other players' fields
- Be the same suit as cards already in your own field

STARTING A CHALLENGE

A player starts a challenge by being the first player to play a card with a suit (♠♥♦♣).

Extra Fun: When starting a challenge, be creative. Say “The Mad Jack challenges you to a card eating contest” or “The Queen of Hearts challenges you to a game of blind checkers.” You can make up any challenge you want. Be humorous with your challenges to add fun to the game.

CARD CHALLENGE VALUES

Soldier Cards (2-10 number cards): 2-10 points

Royalty / Champions (AKQJ): 10 points

Jokers / Treasures / Wizards (★): 0 points

WINNING A CHALLENGE

If at the start of your turn, the total score of the cards in your field is higher than any other player's score, you win the challenge. It does not matter who started the challenge.

If you win a challenge you collect all played cards (from all fields) and put them in your point area.

EXAMPLE CHALLENGE | 2 PLAYER GAME

Katie (Player 1) leads the challenge with an 8♠ for a total of 8 points, challenging her opponent to a contest of synchronized yoga poses.

Jeff (Player 2) plays a K♥ for a total of 10 points.

Katie is not currently the winner, so she plays a 3♠ for a total of $8+3=11$ points.

Jeff is not currently the winner, so he plays a 4♥ for a total of $10+4=14$ points.

Katie does not have any more spades, so she draws a card.

At the start of Jeff's turn, he has the highest current score (14 to 11), so he wins the challenge and collects the played cards (from both fields) and puts them in his point area. He then continues with his turn by drawing or playing a card.



END OF GAME

The game ends when a player is unable to play a card and there is no card to draw. (If there are no cards to draw, a player must play a card if they are able to).

The player with the highest challenge score wins the final challenge. If the last challenge was a tie, set the played cards out of play. All cards left in players' hands should be set out of play. The cards left in your hand do not count against you. Then, start counting up your points using one of the scoring methods below. If you want to play multiple games, keep a running total of the points.

SCORING METHOD ONE | COUNT 'EM

The easiest way to determine the final score is by counting the number of cards in your point pile.

SCORING METHOD TWO | ADD 'EM UP

To add an extra level of strategy to the game, determine your final score by adding up the value of the cards in your point pile.

HOW TO PLAY | SPECIAL RULES

After playing with the basic rules you can introduce these rules, one or more at a time, to add even more fun to the game.

STANDARD CARDS

Some standard cards have special rules that trigger when they are played.

A

THE CHAMPION'S ARRIVAL

If an Ace is played, all other players' Soldier cards (number cards) flee in fear and return to their players' hands. Soldier cards CAN be played on later turns.

Q

THE QUEEN'S EDICT

After a Queen is played, only Soldiers, Queens and Special cards (★) may be played while the Queen is present in the challenge. This affects all players.

K

THE KING'S CHARGE

After you play a King, you may play up to two Soldier cards (number cards) during each of your next turns until the challenge is over.

J

THE JACK'S TRICK

Playing a Jack allows you to immediately take one Soldier card from any field and place that card in your point area.

2-10

THE SOLDIER'S TWIN

When playing a Soldier card, if you also have its identical twin (the suit and number match), you may also play the twin card and add it to your score. If you have previously played a King, it would be possible to end up playing two sets of twins (two sets of matching number cards).

SPECIAL CARDS

A Joker, Treasure, or Wizard card is not associated with any suit. It may be played by itself or simultaneously with other playable cards.



JOKER | THE FAIRY'S PROTECTION

Playing the Fairy (green joker) protects your cards from the negative effects of other special rules (the player chooses whether other special rules should affect them or not). You may continue to use the special abilities of the cards played in your field.



JOKER | THE IMP'S CANCELATION

Playing the Imp (purple joker) cancels all special rules for the rest of the current challenge, unless a second Imp is played which cancels only the effect of the first Imp. The Imp does not cancel the Fairy's protection.



TREASURE | THE BLESSED TREASURE

Immediately after playing the Nature Chest, draw three cards from the Draw Pile. You may immediately play any valid cards drawn. Put any cards you do not play directly into your Point pile.



TREASURE | THE CURSED TREASURE

Playing the Magic Chest changes the points won in the current challenge to negative points. After the challenge is won, the unfortunate winner places the cards in a separate Point pile with the magic chest on top to indicate that they are negative points.



WIZARD | THE WIZARD'S MIXER

All suits become wild for all players until the end of the challenge (the suit does not matter when playing cards). If someone plays an Imp later in the challenge, the special rules are canceled, but a player can continue to follow the suit of any previously played card in their field.



WIZARD | THE WIZARD'S TWIST

Move all played cards clockwise to the next field (including the played Wizard card). If someone has played a Fairy, they may choose to have the rotation skip their field.

HOW TO PLAY | TEAM RULES

Playing as teams can allow more players and more interaction each turn. Players sit across from each other (rotation A,B,C,A,B,C for 6 players or A,B,C,D,A,B,C,D for 8 players).

Team Fields: After a team member has played a card, their team member(s) must follow suit and play their cards in the field in front of the team member who first played a card.

Special Rules: Special rules apply to the team as a whole.

Aces: If an Ace is played, soldier cards are returned to the hand of the player that is controlling their team's challenge pile.

Winning a Challenge: The challenge can only be won by a player who is controlling their team's field of played cards. Points are shared by the team.

EXAMPLE 4-PLAYER TEAM GAME | TEAM A: ANN & ALF TEAM B: BOB & BREE

Turn 1: Ann (Player 1) challenges the other team to aggressive sneezing with an 8♠.

Turn 2: Bob (Player 2) accepts the challenge by playing a 5♥.

Turn 3: Alf (Player 3) is unable to play a card, but draws a K♠ and plays it in the field in front of Ann.
A team score = 18, B team score = 5

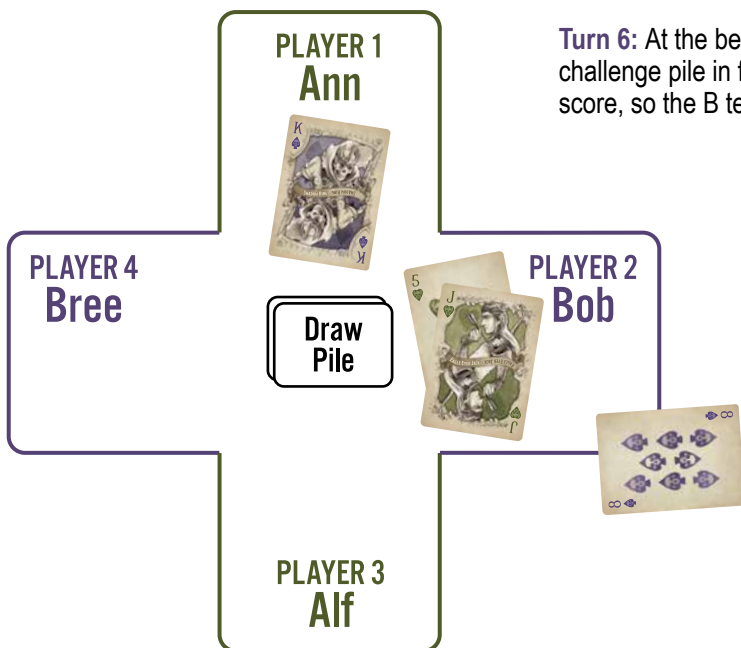
Turn 4: Bree (Player 4) knows that her team needs at least 13 points to continue, so plays a J♥, taking the A team's 8♠ and adding it to her point area.

A team score = 10, B team score = 15

Turn 5: Ann is unable to play a card, so she draws a card.

A team score = 10, B team score = 15

Turn 6: At the beginning of **Bob's** turn, the challenge pile in front of him has the highest score, so the B team wins the challenge.



FAQ

Do we have to use all the special rules?

No. You can choose as a group which rules to introduce to the game.

What should we do if special rules conflict?

Read the rules carefully and apply them as best you can. If that doesn't help, the player with the lowest score decides how to resolve the conflict.

Can I draw a card even if I have a card to play in my hand?

Yes

Can I play a card even if I drew a card on my previous turn?

Yes

What if I start a challenge and nobody else plays a card?

You win the challenge unless your score is 0. Refer to the section "Winning a Challenge."

Does the order I play cards matter?

No. Strategy may cause you to want to play cards in a certain order, but you only need to make sure the suit matches your existing played cards. For example, you could play a 2 and then a Jack and then a 5 and then a King.

Can I play a card I just drew?

Yes, if it is playable. If you choose to draw a card, you may not play other cards from your hand.

If I no longer have any suit cards in play, can I play a card of a different suit?

Yes, as long as the suit is different from the suits in other players' fields.



CREDITS

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

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