

Myth Mashers: Let's Mash Some Myths

Sam Multer, Marcus Khoo, Emma Corcoran

Welcome to Myth Mashers, a collaborative card-based storytelling game designed to explore the hero's journey and other narrative structures through classic examples from Greek mythology. In this game, the players will roleplay as the Three Fates—the deities responsible for spinning the thread of destiny—weaving a cohesive tale about the life of their very own hero. Players may choose to divide up the roles of the fates (Clotho, who spins the thread of life, Lachesis, who adorns it, Atropos, who cuts the thread) or create their story collectively. When gameplay is complete, the fates share the tale of their hero's journey. This story can be told only among the fates themselves, but is best enjoyed with other trios or friends!

We want to provide a storytelling scaffold through which students can work together to build stories and worlds inspired by what they are learning in class. Our target audience is middle schoolers, both in terms of curriculum content and the complexity of our materials, though the game can easily be adapted or hacked for other age groups. The story elements we provide are thousands of years old, but the stories our players will tell are brand new; we want to give players a sense of agency to make their own myths, letting them reflect on ownership of that story. Myths exist for a reason—they are powerful tales whose fantastical elements tell us about our own world. Through Myth Mashers our players can breathe new life into stories that have been told and retold for millenia. Our hope is that players put a piece of themselves into their myth, making these ancient stories creative, inclusive, subversive, and truly their own.

Suggested number of players: 3-5

Duration: 25-35 minutes, adjustable as desired by players

Materials:

- Printable cards, rules, and gameboard
- Player note taking materials
- 1 or more dice (D6)

Gameplay Instructions

Phase 0 - Pre-Game (5-7 minutes)¹

Myth Mashers is a collaborative story-telling game revolving around Greek myths. Given the dynamic nature of play and the at times intense nature of the source material, it is important to discuss expectations at the table before delving into the story! Spend 5 minutes getting to know each other's expectations. Let each other know what you are and aren't okay with in terms of content explored in the game—consider writing these down. We recommend a small “X” card which players can touch if they ever feel uncomfortable with an aspect of the game. Also be sure to share what things you like in RPG settings too! Keep these in mind as you tell your story, and we recommend collecting stars (things you loved) and wishes (things you would love to see in future playthroughs) at the end.²

After this, **divide the cards into the following 9 separate piles:** (phase 1) Heroes, Initial Settings, Call to Actions, Fates (phase 2, or trial cards) Foes, Temptations, Environments, (phase 3) Virtuous Endings, Tragic Endings. **Decide** how you will write notes on your hero's journey—these will be crucial when telling your story at the end of the game. As you start your playthrough, get into character and embrace your knowledge of classical mythology—the more you tap into that knowledge, the richer your story will be!

Phase 1 - The Departure (7-10 minutes)

In this phase, you will draw cards that set up the first elements of a story: your hero, your initial setting, and a call to action. Look through the Hero and select one, or **create your own** with the blank template. Then, **draw 1 Initial Setting** and **draw 1 Call to Action**. **Place your cards next to Phase I** on the game board or **write what you draw** on your player cheat sheet. *See the game board diagram on page 7 for more detail.*

Take 10 minutes to build the world and set up your call as a group. Who is your hero? What is their role in this setting? What have they been up to prior to their call to action? Why and how do they take this call? Your goal is to make the story a cohesive narrative, which can mean blending

¹ All time suggestions are approximate. If you feel ready to move on before the time is up or need to take more time for a phase, please do!

² Additional safety materials can be found here: <https://goldenlassogames.com/tools>.

together seemingly contradictory story elements. How best to do that is up to you! Make sure to incorporate all three players into this setup. If you want more structure here, try having one person come up with references and another decide how to incorporate them. Try not to have one person make decisions unilaterally, and if you are ever unsure of what to do next, don't be afraid to ask the other players!

*After 7 minutes, roll 1d6. If your result is 1-2 draw a **Foe**, if 3-4 draw a **Temptation**, if 5-6 draw an **Environment**. Place your card next to **Phase 2** on the game board or write what you draw on your player cheat sheet. See the game board diagram on page 7 for more detail.* This card will be the Abyss of your hero's journey, or the ultimate trial. Think of this as the climactic conflict you will be building towards—it does not need to factor in immediately, but remember it must end up central to your story.

Think creatively about the background information included on the card (and your knowledge of mythology)! Will you slay a monster? Will you charm your way out of the Underworld? This challenge does not necessarily have to be antagonistic, nor do you have to take them at face value; our very first playtesters created a rom-com with Orpheus and Medusa after drawing her card as “foe!” Spend your remaining time scaffolding how you will incorporate the challenge into your story (this may be subject to change as your story unfolds), then move to **Phase 2** when you feel ready. Moving on should be a unanimous decision.

Phase 2 - The Initiation (15 minutes)

In this phase, your hero embarks on their journey and enters the “Unknown” world. Fill up your “Road of Trials” by rolling 2d6. If your result is 1-2 draw a **Foe**, if 3-4 draw a **Temptation**, if 5-6 draw an **Environment**. Place your cards next to **Phase 2** on the game board or write what you draw on your player cheat sheet. See the game board diagram on page 7 for more detail.

These two cards will represent two other trials your hero must face. *Take 5 minutes to set up these trials.* Why does your hero have to face them? What is at stake? What is the peril? How can you overcome these trials? What will the hero try to do? Feel free to blend and integrate these trials together! Think of these trials as supporting challenges (rising/falling action), they can occur in any order you choose but should lead up to your main Abyss trial.

When you are ready to confront a trial, **roll 1d6 per trial**, this will determine your success. Consult the table below to see what happens! In the context of this game, a success means you benefit from this trial and a failure means it works against you.

Dice Result	Game Impact	Ending Points
1	Failure	-2
2-3	Failure with a silver lining	-1
4-5	Success with complicating development	+1
6	Success	+2

For your Abyss trial, double the corresponding ending points (i.e. d6=1, -4 instead of -2)

Spend your remaining time weaving all 3 trials and their consequences into your myth. It is up to you to **describe** each trial. How does your hero encounter the trial? In what way(s) does it challenge them? How will they attempt to overcome it? **Based on your roll**, what happens when they attempt to do so? The dice determine the outcome of the challenge, but you narrate how that comes to be—failures can be beautiful opportunities for recollection and storytelling.

When you have confronted each trial and feel ready to conclude your myth, begin **Phase 3**. Moving on should be a unanimous decision.

Phase 3 - The Return (7-10 minutes)

After the road of trials, your hero returns to the known world. Your success with the trials is what determines which ending you will be guided by. The trial which served as your Abyss is weighted twice as much as the other trials (see above table). **If your ending score is negative, draw 2 Tragic Endings. If your score is positive, draw 2 Virtuous Ending cards. In the case of a 0, draw 1 of each. Among the 2, choose 1. Place your selected card next to Phase 3 on the game board or write what you choose on your player cheat sheet. See the game board diagram on page 7 for more detail.**

Use this final card to determine the ending of your myth. How does the hero return having overcome/failed the trials? How is this received by those around them? How does the world change as a result of the hero's journey? How has the hero changed after their journey? It is up to you to decide together how this ending fits into your story—look back over your notes on the player cheat sheet and consider the questions above.

Now that your story is complete, it's time to tell your tale and weave together all the elements you have! Use your notes and each other's memory, **recount your hero's journey step by step as a cohesive narrative**. Feel free to select one main storyteller from your group, or trade off amongst each other piece by piece. This is your chance to celebrate having mashed your very own myth!

Congratulations, and thank you for playing Myth Mashers!

Notes and Variations

Confronting Challenges and Scoring: You may find that your narrative has grown too complex for only 3 dice rolls, as some of our playtesters did. In this case feel free to add an additional roll to help resolve any other challenges that may arise during **Phase 2**, scoring them accordingly. If you do so, we recommend counting your trials as double and your Abyss as triple when tallying your points for **Phase 3**.

Notes of Variations: The following are variations to mix up the game even further. Feel free to incorporate them into your myth and gameplay as you see fit!

Hero Variations: **Create a custom hero** using the template card OR create your myth with a group of heroes by **drawing multiple hero cards** or **creating several characters**. Why are they together on this adventure? How might they interact with one another? Feel free for specific players to have more agency over a specific character!

Fate Specific Roles: Have each player represent a Fate that come with their unique in game story-telling responsibilities. Clotho, the spinner, can **introduce new characters** (who are not the hero). Lachesis, the allotter, **can draw an additional card to choose from at any time once per game**. Atropos, the unturnable, **can eliminate existing characters** (who are not the hero).

Inspiration Points: Did someone incorporate something learnt in class? Did they add something that was particularly in character? Whatever it is, with either the presence of a game master or as a collective, reward story-telling decisions with abilities to further develop and grow the story. For example, the ability to draw another card at certain phases and choosing between them, the ability to roll multiple dice and use the higher/lower roll (depending on the tone of the group's story), etc. If using Inspiration Points, **set clear rules for them during Phase 0**.

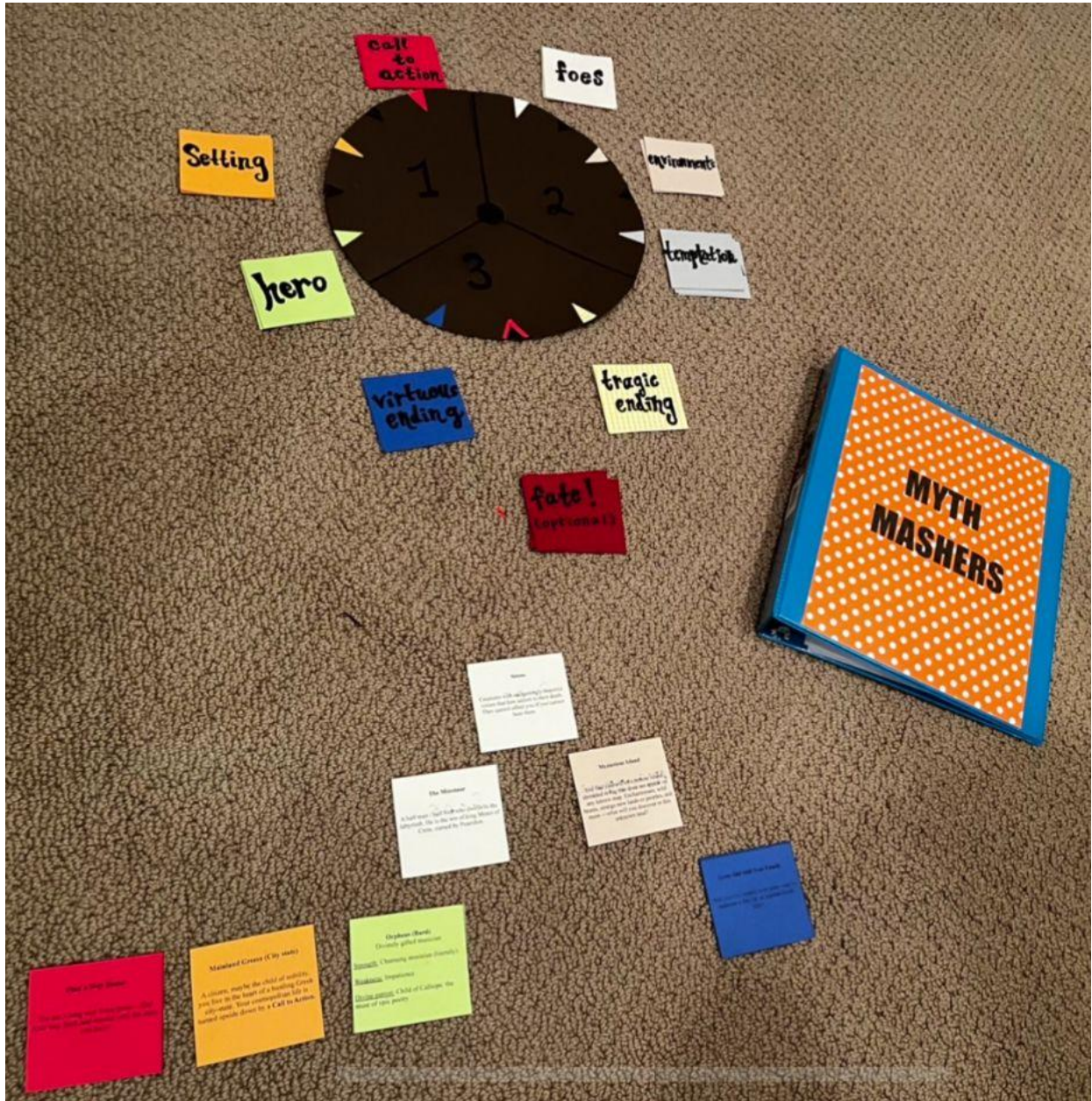
Achievements: Recognise and celebrate stories that chart informative/unique narrative pathways. For example, an achievement for a story that involves vanquishing 3 Foes can be Monster Slayer. Achievements can be anything you want them to be and can be decided by the instructor/the group based on play and learning objectives of the setting!

Notes for Instructors

Rewarding Curricular Integration: This game is meant to teach and cement content knowledge! Reward your students for incorporating specific information covered in class with the ability to change gameplay. See inspiration point variation below for more information. Feel free to reward players with achievements if their stories meet certain criteria. See achievements variation above for more information.

Presenting Your Myths: It is one thing to create a story, and another to share it with others. Encourage your students to share and express their creations depending on what is suitable for your classroom! If you want groups of students to present their creations, frame the sharing as the Fates presenting an alternate myth at a drama festival in the form of quick skits.

Game Board Diagram (with Cards laid out):



PLAYER CHEAT SHEET

Phase 0

Discuss table norms and expectations. Introduce safety mechanisms as needed. Set up the card piles, board, and notetaking method.

Phase 1

At the start of the phase, **choose 1 card from the Hero Cards** (or design a custom hero), **1 card from the Initial Setting Cards**, and **1 card from the Call to Action Cards**. If using a custom hero, create one now by consulting the template.

Spend some time building the world. When you are ready, **roll 1d6** to determine which trial will be your hero's Abyss. If you roll 1-2 **draw** 1 one Foe. If you roll a 3-4 **draw** 1 Temptation. If you roll a 5-6 **draw** one Environmental Hazard card.

Spend *10 minutes* building the world in which your myth will take place!

Phase 2

At the start of this phase, **roll 2d6 and draw 2 more trial cards** based on your roll. These will serve as your other trials. When you have determined how the story proceeds and are ready, **roll 1d6 for each trial to determine your success**.

Dice Result	Game Impact	Ending Points
1	Failure	-2
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For your Abyss trial, double the corresponding ending points (i.e. d6=1, -4 instead of -2).

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Take *10 minutes* to conclude your myth and be ready to share your tale!

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Phase 1 - The Departure:

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Phase 2 - The Initiation:

Phase 3 - The Return:

PRINTABLE CARDS

Hero Cards: Cut these out and write “H” on the back of them

<p style="text-align: center;">Odysseus (Strategist) King of Ithaca, hero of the Odyssey</p> <p><u>Strength:</u> Cleverness, a cunning tactician</p> <p><u>Weakness:</u> Selfishness</p> <p><u>Divine patron:</u> Athena</p>	<p style="text-align: center;">Heracles (Champion) Warrior of superhuman strength</p> <p><u>Strength:</u> Physical strength</p> <p><u>Weakness:</u> Anger management or Depression</p> <p><u>Divine patron:</u> Child of Zeus</p>
<p style="text-align: center;">Orpheus (Bard) Divinely gifted musician</p> <p><u>Strength:</u> Charming musician (literally)</p> <p><u>Weakness:</u> Impatience</p> <p><u>Divine patron:</u> Child of Calliope, the muse of epic poetry</p>	<p style="text-align: center;">Hippolyta (Warrior Queen) Queen of the Amazons</p> <p><u>Strength:</u> Skilled warrior</p> <p><u>Weakness:</u> Unwavering duty to her royal subjects and their homeland</p> <p><u>Divine patron:</u> Ares</p>
<p style="text-align: center;">Ariadne (Princess) Princess of Crete, helped Theseus slay the Minotaur</p> <p><u>Strength:</u> Smart, resourceful, and compassionate</p> <p><u>Weakness:</u> Misplaced trust</p> <p><u>Divine patron:</u> Dionysis</p>	<p style="text-align: center;">Hero Template:</p> <p><u>Strength:</u> _____</p> <p><u>Weakness:</u> _____</p> <p><u>Divine patron:</u> _____</p>

Initial Setting Cards: Cut these out and write “**IS**” on the back of them.
 (The last card is an additional **Hero Template** for future playthroughs)

<p style="text-align: center;">Troy (Trojan War)</p> <p>You are present at the siege of Troy when you receive your Call to Action. In this gathering of Greece’s greatest heroes you set off on your personal journey.</p>	<p style="text-align: center;">Mainland Greece (City state)</p> <p>A citizen, maybe the child of nobility, you live in the heart of a bustling Greek city-state. Your cosmopolitan life is turned upside down by a Call to Action.</p>
<p style="text-align: center;">Mainland Greece (remote farmland)</p> <p>From a simple family of farmers, your Call to Action brings you to discover an adventure far greater than you ever expected.</p>	<p style="text-align: center;">Island kingdom</p> <p>Your family rules a small island kingdom. It is time for you to come of age as a leader, and what better way to do so than a Call to Action.</p>
<p style="text-align: center;">Remote Island</p> <p>Your peaceful life on a remote, beautiful island in the Grecian sea is abruptly interrupted when you receive your Call to Action.</p>	<p style="text-align: center;">Hero Template:</p> <p><u>Strength:</u> _____</p> <p><u>Weakness:</u> _____</p> <p><u>Divine patron:</u> _____</p>

Call to Action Cards: Cut these out and write “CA” on the back of them

<p style="text-align: center;">Save a Loved One</p> <p>Your loved one is in danger and you must save them!</p>	<p style="text-align: center;">Defeat the Monster</p> <p>A monster of legend casts a shadow of fear on the land! Slay the monster or otherwise free the people of their fear!</p>
<p style="text-align: center;">Find a Way Home</p> <p>You are a long way from home—find your way back and reunite with the ones you love!</p>	<p style="text-align: center;">Confront Your Fate</p> <p>You have been told your fate! Run from it or embrace it, it will never turn out quite how you expect!</p>
<p style="text-align: center;">Discover Your History</p> <p>You may think you know yourself, but the deeper you look the more you will find! Go on a mythic journey of self discovery!</p>	<p style="text-align: center;">Save Someone’s Child</p> <p>A local lord or even simple farmer has asked you to save their imperiled child!</p>

Foes Cards: Cut these out and write “F” on the back of them

<p style="text-align: center;">Medusa</p> <p>A woman with hair of snakes whose gaze turns those who meet it to stone. Lonely and wronged by the Gods.</p>	<p style="text-align: center;">Sphinx</p> <p>A creature with a lion’s body, bird’s wings, and woman’s head. Stops travelers to make them answer riddles. If you answer the riddles it may let you pass.</p>
<p style="text-align: center;">The Minotaur</p> <p>A half man / half bull who dwells in the labyrinth. He is the son of king Minos of Crete, cursed by Poseidon.</p>	<p style="text-align: center;">Polyphemus</p> <p>A cyclops (a one eyed giant), a shepard on a remote island who cares deeply for his flock. A favored son of Poseidon, he may call upon his father’s wrath.</p>
<p style="text-align: center;">Scylla and Charybdis</p> <p>A pair of seafaring monsters on either side of a narrow pass. Scylla’s many heads bite down from cliffs and snatch sailors away while Charybdis’s whirlpool will drag ships to a watery death.</p>	<p style="text-align: center;">Sirens</p> <p>Creatures with enchantingly beautiful voices that lure sailors to their death. They cannot affect you if you cannot hear them.</p>

Temptations Cards: Cut these out and write a “T” on the back of them
 (The last card is an additional **Hero Template** for future playthroughs)

<p style="text-align: center;">Hubris</p> <p>Your self pride/confidence blinds you in confronting a challenge. Will your ego get the better of your judgment?</p> <p style="text-align: center;">(e.g. Icarus)</p>	<p style="text-align: center;">Forbidden Knowledge</p> <p>You encounter an opportunity to learn/experience something that you are forbidden from. Can you turn down the opportunity or escape the consequences?</p> <p style="text-align: center;">(e.g. Siren’s Song)</p>
<p style="text-align: center;">Hedonistic Heathens</p> <p>You or your companions get sucked into a world of revelry. Will you have the state of mind and mental fortitude to escape?</p> <p style="text-align: center;">(e.g. Lotus Eaters)</p>	<p style="text-align: center;">Hidden Treasure</p> <p>You find a route to an unexpected boon that may distract you away from your main quest. Will your greed keep you from completing your quest?</p> <p style="text-align: center;">(e.g. King Midas)</p>
<p style="text-align: center;">Seducer’s Island</p> <p>Someone entices you to stay somewhere longer than you really ought to. Will they come before your duties?</p> <p style="text-align: center;">(e.g. Calypso’s Island)</p>	<p style="text-align: center;">Hero Template:</p> <p><u>Strength:</u> _____</p> <p><u>Weakness:</u> _____</p> <p><u>Divine patron:</u> _____</p>

Environments Cards: Cut these out and write “E” on the back of them

<p style="text-align: center;">The Labyrinth</p> <p>A winding maze, nearly impossible to navigate. Designed by King Minos to hold the minotaur (or whatever you choose to be hidden there). You must find your way through its hidden perils.</p>	<p style="text-align: center;">The Underworld</p> <p>The realm of Hades and home of the dead, filled with riches. Charon ferries the dead across the river Styx and Cerberus guards the entrance, though some heroes have found other paths. You must find your own way in and/or out.</p>
<p style="text-align: center;">The Open Sea</p> <p>Most ancient Greek city states were seafaring, and many heroes traveled by sea, where tales both wondrous and terrible took place. You must navigate these waters and all the challenges they hold.</p>	<p style="text-align: center;">The Oracle of Delphi</p> <p>The site of a temple with a powerful oracle who gives out cryptic prophecies. You must confront the weight of prophecy.</p>
<p style="text-align: center;">Mount Olympus</p> <p>The home of the Gods, it is said that no mortal may set foot on Mount Olympus. You must contend with the wrath of the Gods.</p>	<p style="text-align: center;">Mysterious Island</p> <p>You find yourself on a remote island shrouded in fog that does not appear on any known map. Enchantresses, wild beasts, strange new lands or peoples, and more —what will you discover in this unknown land?</p>

Virtuous Ending Cards: Cut these out and write “**VE**” on the back of them

<p style="text-align: center;">Glorious Death</p> <p>You die a glorious hero’s death, falling in righteous battle/conflict!</p>	<p style="text-align: center;">Become a Monarch</p> <p>After successfully completing your quest, your greatness is recognized and you are crowned as royalty!</p>
<p style="text-align: center;">Marriage</p> <p>In your journey you found not only adventure, but love! This part of your story ends with a joyous wedding!</p>	<p style="text-align: center;">Grow Old with Your Family</p> <p>And you live happily ever after—not so common a fate for an ancient Greek hero!</p>
<p style="text-align: center;">Ascend to Olympus</p> <p>Though you may have suffered and struggled in your life, the Gods have seen your virtue and reward you with ascension to Godhood on Olympus!</p>	<p style="text-align: center;">Fields of Elysium</p> <p>After death you are judged and found virtuous. You spend eternity in the Fields of Elysium.</p>

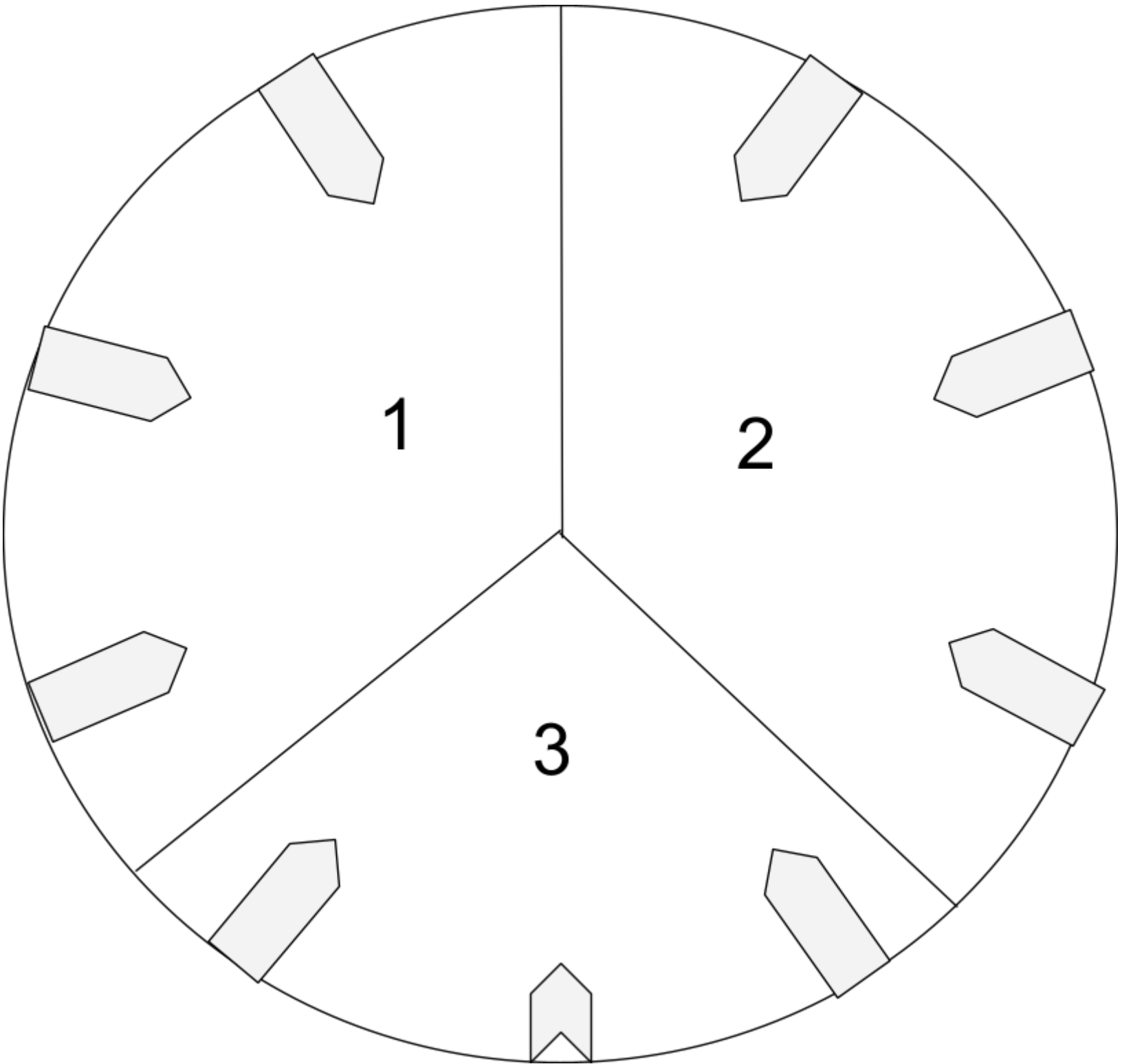
Tragic Ending Cards: Cut these out and write “**TE**” on the back of them

<p style="text-align: center;">A Painful Death</p> <p>Your trials and valiant deeds have all led you here—a tragic and painful death.</p>	<p style="text-align: center;">Destitution</p> <p>Whatever you had before your adventure, you lose it and end up destitute and alone.</p>
<p style="text-align: center;">Fate Catches Up With You</p> <p>Try as you might, you cannot outrun the thread of fate. Some heroes have tried, like Oedipus, but their fate caught up with them anyway.</p>	<p style="text-align: center;">Cursed by the Gods</p> <p>You end up cursed to stay in the mortal world, but transformed by the Gods. Narcissus became a flower, Arachne became a spider, Medusa became a gorgon—what will you become?</p>
<p style="text-align: center;">Fields of Punishment</p> <p>After death you are judged and found wicked. You spend eternity in the Fields of Punishment.</p>	<p style="text-align: center;">Your Family Suffers</p> <p>The judgment of the Gods is often harsh—those you love are made to suffer as punishment for your actions.</p>

Fate Cards: Cut these out and write “**FATE**” on the back of them. These cards are optional.
(The last card is an additional **Hero Template** for future playthroughs)

<p style="text-align: center;">Clotho</p> <p style="text-align: center;">Spins the thread of destiny</p>	<p style="text-align: center;">Lachesis</p> <p style="text-align: center;">Adorns the thread of destiny</p>
<p style="text-align: center;">Atropos</p> <p style="text-align: center;">Cuts the thread of destiny</p>	<p style="text-align: center;">Hero Template:</p> <p><u>Strength:</u> _____</p> <p><u>Weakness:</u> _____</p> <p><u>Divine patron:</u> _____</p>

PRINTABLE BOARD



Myth Mashers Rule Video Script (TO READ ALONG IF PLAYER WISHES)

Welcome to Myth Mashers, a collaborative card-based storytelling game designed to explore the hero's journey and other narrative structures through classic examples from Greek mythology. In this game, the players will roleplay as the Three Fates—the deities responsible for spinning the thread of destiny—weaving a cohesive tale about the life of their very own hero.

We recommend playing with at least 3 players for around 30 minutes, but go with whatever makes the most sense for your group!

Each set of Myth Mashers comes with the following materials:
49 printable cards, a set of rules, 3 player "cheat sheets," and a game board. You'll also need some common materials like writing utensils for players, and some six-sided dice.

To start, divide your cards into piles by category: Heroes, Initial Settings, Call to Action, Foes, Temptations, Environments, Virtuous Endings, Tragic Endings, and Fates. There should be 9 piles, including the optional fate cards. Place these piles near their corresponding phases on the game board as shown here.

Make sure to go over table expectations before getting started. The source material can be intense and roleplay can be a very immersive experience, so we want to make sure everyone feels comfortable while playing. Check out our rules for more details on how you can implement some safety measures beforehand.

Now, you're ready to mash some myths! Remember to keep track of the story you're creating using the cheat sheet, as you'll be sharing your stories at the very end.

The game starts at phase 1, where as a group you'll choose 1 hero and draw 1 initial setting, and 1 call to action. If you want to use a custom hero, feel free to check out our rules on how to do so! After this take 10 minutes to build the world and set up your call as a group. Who is your hero? What is their role in this setting? What have they been up to prior to their call to action? Why and how do they take this call?

After 7 minutes or whenever you're ready, **roll 1d6** to determine the **Abyss** of your hero's journey, or the ultimate trial. **If a 1 or 2 draw a Foe, if a 3 or 4 draw a Temptation, and if a 5 or 6 draw an Environment.** Think of this as the climactic conflict you'll be building towards—it doesn't need to factor in immediately, but remember that it must end up central to your story.

After you've integrated your cards into the start of a myth, you're ready for phase 2, the initiation! Here you'll encounter a road of trials including the abyss trial you drew earlier!

Fill up your "Road of Trials" on the game board by **rolling 2d6**. For each die roll, follow the same rules as before: if a 1-2 draw a Foe, if a 3-4 draw a Temptation, if a 5-6 draw an Environment.

These two cards will represent two other trials your hero must face. *Take 5 minutes to set up these trials, following these questions: Why does your hero have to face them? What is at stake? What is the peril? How can you overcome these trials? What will the hero try to do? Feel free to blend and integrate these trials together! Think of these trials as supporting challenges—the rising or falling action. They can occur in any order you choose but should lead up to your main Abyss trial.*

When you are ready to confront a trial, **roll 1d6 for that trial**. Consult the table in the rules or on your cheat sheet to interpret your results and weave the consequences into your tale. The success of these trials will also correspond to an overall ending point score that determines if you draw a virtuous or tragic ending.

You are now ready to conclude your myth in phase 3, or the return. Calculate your total ending points using the cheat sheet—bear in mind that your score

on the Abyss trial counts for double. If your total ending score is negative, draw 2 Tragic Endings. If your total score is positive, draw 2 Virtuous Endings. In the case of a 0, draw 1 of each. From these 2 cards you draw, choose 1.

Use this final card to determine the ending of your myth. How does the hero return having overcome or failed the trials? How is this received by those around them? How does the world change as a result of the hero's journey?

How has the hero changed after their journey?

Congratulations, you have now mashed your very own myth! Celebrate your story by sharing it with others! If you're looking to spice the game up, check out our variations for ways to change up and add elements to the base game.

Thank you for listening and enjoy playing Myth Mashers!