



Mythwind

RULEBOOK



*“If we do not
work together,
Mythwind cannot
prosper.”*

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Overview

Mythwind is an open-ended cooperative game where players control unique characters to help establish a new town in a whimsical fantasy world.

Mythwind is a game that has no distinct end, so you can play for as long as you like over as many sessions as you want. Your town will develop and grow organically and reflect the members of the community. Throughout your time in Mythwind, you will be given goals to work towards, navigate relationships with the mysterious sprites who inhabit the valley, and have opportunities to adventure far and wide - all the while developing your own character's unique role.

This rulebook has been designed to walk you through “how-to-play” as you *first experience* the game. Each character's journal follows along with the main tutorial. You must complete the tutorial before going further.

If you have already completed the tutorial, skip ahead to “Appendix”.

Tutorial


On an inconspicuous day, a chance encounter with magical sprites has led to an invitation to come to their valley. Their home has fallen into disrepair and they need outside help to restore balance. The sprites hope that you are the thoughtful settlers they need to help the valley thrive.


Welcome to Mythwind's tutorial. In the tutorial you will learn how to complete the setup and follow along with the actions of your character.

Perform the steps as you read them.

During the tutorial, when you are instructed to go to a location in town, all characters who are currently playing take the same action.

SETUP

1. Place the 2 town boards in the middle of the table.
2. Set the card tray to the side. The weather deck, event deck, and adventure deck come ordered for the tutorial. Remove the packaging, but **DO NOT SHUFFLE** the cards. Once you are through the tutorial you will be instructed to shuffle the deck as you add cards to them.
3. Place the Spring season tile on the designated spot on the town board.
4. Choose a character.
5.  Have a look now at the journal for the character you are choosing to play. Follow your character's tutorial setup in that journal. Continue here after completing the character setup.


Each time you see , set down the rulebook tutorial and pick up character's journal to learn more about your role.



YOUR FIRST DAY


Each turn of play in Mythwind takes place over 1 in-game day. The day is divided into 3 phases: dawn, daytime, and dusk.

Dawn Phase

1. Draw 1 weather card for the day.
 - a. Only 1 weather card is drawn each day, no many characters are playing.
 - b. The 1st weather card you draw will give you description of each of its elements. Place weather card to the side of the board faceup. At the start of every day when you draw a weather card, they'll be placed so that you can see the weather card beneath it.
2. Resolve weather card effects.
 - a. Because this weather card has the event icon , draw and read the top event card.
 - b. After resolving the events of the event card, you are finished the dawn phase! Move onto the daytime phase.




Daytime Phase

1. Town Action
 - a. Each character begins the daytime phase by performing a town action. During the tutorial this town action will be dictated by the event cards. *The town actions will be used by all players during the tutorial unless otherwise noted.*
2. Character Action
 - After performing the town action, each character will take a unique character action .

Players perform town actions and Character actions at the same time. If there is a conflict between when an action performs, the player with the least amount of gold goes first.

Dusk Phase

1. Collect your player miniature from town and perform any character upkeep .



You can now complete the tutorial by following your character journal. You will learn about all of the major actions in town as your progress through the first days in Mythwind. After completing the tutorial, feel free to take a look at the remainder of the rulebook for a more detailed explanation of each of the phases and actions. Good luck!

Rules Reference

SETUP

1. Place the 2 town board's in the middle of the table.
2. Set the card tray to the side. Shuffle the weather, season, and event decks.
3. Place the season tile on the designated spot on the town board.
4. Choose a character.

Each turn of play takes place over 1 in-game day. The day is divided into 3 phases: dawn, daytime, and dusk.





Adventure Deck



Event Deck

Spring Season Tile



Weather Deck



Coins

Dawn Phase

1. Draw and flip faceup 1 weather card and place on top of the previously drawn weather card so that the weather of each day is showing.
2. Resolve any weather card effects.
3. Resolve any season tile effects.

WEATHER CARDS

Weather Card Effect





Weather

Weather

Each player role interacts with the weather in a unique way. As the weather cards are drawn and placed on top of one another, the weather may chain together certain conditions as outlined by the Season tile.

Weather Card Effect

Listed on the weather card may be one of the following effects:

-  Event - Draw and resolve an event card.
-  Construction - Advance all buildings on the building queue one spot. (Building will be explained under Town actions: Build on page xx)



EVENT CARDS

When a weather card has the event effect icon, draw the top event card. Read the front side of the card and then make a choice if prompted. Players must collectively agree on the choice. After choosing, flip the card over and read the section which corresponds to your choice.



SEASON TILE

Season tiles let you know what **season event** happens when there has been a specific series of weather cards. This could mean a drought from too much sun, or the perfect combo of weather for ideal working conditions.

Check to see if the season event triggers once you have completed all of the weather card effects.



Daytime Phase

1. Town Action
2. Character Action

TOWN ACTION

The town has several actions all roles can use. To activate town actions, players discuss and decide amongst themselves what actions to place their characters on. Players perform town actions and Character actions at the same time. If there is a conflict between when an action performs, the player with the least amount of gold goes first. The town actions consist of the following:



Adventure (1 Character)



Town Improvement (Unlimited Characters)



Construction (1 Character)



Use Building (Unlimited Characters)



Hire (Unlimited Characters)

ADVENTURE

Players can leave the town and venture further into Mythwind valley where there are mysteries to be unravelled!

After a player places their character on the adventure action slot, they draw the top card from the adventure deck. The player resolves the adventure themselves, choosing how to engage with the mysteries of

the forest. Be careful! The decisions you make as you adventure will affect all residents of the town!

If the Adventure deck is empty, the bottom card will allow for you to do a dice roll to see what experience you have.



TOWN IMPROVEMENT

To begin constructing buildings in Mythwind, players need to spend town resources to pay for the cost. There are 4 town resources: Income, Production, Food, and Culture. Players increase the town resources by using the town improvement action on the town board.

Each role has a different gold cost to increase each the town resources. These individual costs are listed on the player board.

Town Resources

Town resources are impacted by other in game effects as well.

1. Income
2. Food
3. Culture
4. Production



- If there is a cost that requires town resources (such as constructing a building) you must have the required town resources in order to do the action.
- If you receive a benefit or demerit to your town resources (such as from event cards for example) than you can neither exceed 5 nor have less than 0 resources.

BUILD

Players place their character on the build action slot in town to build a building. Players can choose to build any building as long as they can pay the construction cost and that the prerequisites are met. After meeting prerequisites and paying the construction cost, place the building on the building queue spot listed



Construction Cost

All buildings cost a combination of town resources. Players reduce the town corresponding town improvement track according to the cost of the building they are wishing to construct. If the town does not have adequate town resources to pay the building cost, that building cannot be built.





Prerequisites

Some buildings have prerequisite buildings listed on the back of the building tile. The prerequisite buildings must have already been built and are currently in the town before beginning construction on the new building.

If the pre-requisite building shows a replacement icon, then the new building will replace that one.

Construction Queue

Each building has a building queue spot shown on the back of the building tile. Place the building into this queue location when built. If the building queue location is already filled, place the building tile into the next higher queue. Building tiles cannot be placed above queue 4. If there are no available spots in the queue for a building, it can not be built!

When a build icon is shown on the flipped weather card, advance all building tiles 1 position. (4 moves to 3, 3 moves to 2, and so on). If a building tile is in queue location 1 and a build icon is shown on the flipped weather card, this building tile flips over and is placed anywhere in town and is now built!

Building Benefits

Many buildings have benefits as soon as they are constructed listed on the back of the tile. Some potential benefits are:

• Population or Sprite die

- Add the indicated die to the tower.
Don't forget to roll them first.

• Town improvement

- Add the appropriate town resource



USE BUILDING

Players can place their character onto any building that has an active action slot to perform that building's action (as opposed to a passive building action.) There are many types of actions that buildings can perform.



Benefit of doing the building action

Cost of doing the action

Rock texture denotes 'active' and parchment denotes 'passive'



HIRE

The hire action allows players to spend gold in order to hire workers and sprites to their playerboards. Workers and sprites are represented by blue and green dice respectively. Each dice is numbered from 1-3. Each character uses hired workers and sprites in different ways. If a worker or sprite dice is ever reduced below 1, re-roll the die and place it into the tower area.



Using workers and sprites

The worker and sprite dies can offer extra benefits to each of the characters by utilizing extra actions for that character role. Workers and sprites can only use 1 pip per game day!

CHARACTER ACTION

After each town action, there will be a corresponding character action. Your character board (and journal) will let you know which character action corresponds with which town action. The character is optional, so you may forfeit it.

Skill Upgrades

These are acquired at the longhouse. The cost of getting these, as well as their impact will be unique to every role.



Dusk Phase

1. Each player collects their character from town.
2. Pay 1 gold for every sprite and/or worker die that you want to reactivate. Re-roll the ones you don't re-activate and return them to the tower in town.
3. Character Upkeep (*Refer to your character's journal.*)

END OF SEASON UPKEEP

If you have gone through your entire weather deck, then at Dusk of that final day you have reached the end of season. At the end of a season the upkeep involves:

- Check for building and character passive abilities. For ex. the Bakery will provide 1 food at the end of every season
- Check goals to see if you have accomplished them. Every goal will have a varying outcome depending on whether you fulfilled the outcome or not.
 - Your success or failure towards the goal will determine which is the next goal you shuffle into the deck.
- Draw a new goal for the next season.
- Shuffle the weather deck so that it is ready for the next season.
- Remove the current season tile for the next one in order. (ex. Summer follows Spring.)



Buildings

- ☞ Chapel - Spend 2 worker die to gain 1 culture.
- ☞ Quarry - Spend 2 worker die to gain 1 production.
- ☞ Post Office - Spend 2 sprite die to gain 1 culture.
- ☞ Fishing Ground - Spend 2 sprite die to gain 1 food.
- ☞ Tavern - Spend 1 coin to boost (raise the value by 1) a worker or sprite die anywhere on the board.
- ☞ Trading Post - Spend 1 coin to trade 1 town resource for another. For example, turn 1 income into 1 production.
- ☞ General Store - Spend 1 coin to take only 2 character actions. The character action tied to 'Use Building' does not have to be one of them.
- ☞ Longhouse - Acquire a skill upgrade.
- ☞ Inn - Spend 2 coins to boost two worker and/or sprite die.
- ☞ Butcher's Shop - Spend 2 worker die to gain 1 food.

Buildings that have a passive ability will trigger at the end of the weather. Here are some examples:

- ☞ School - Whenever an active skill upgrade is acquired, that player may trigger it immediately.
- ☞ Chapel - At the end of season, gain 1 culture.
- ☞ Bank - At the end of season, gain 1 income.
- ☞ Monument - At the end of season, gain 1 culture.
- ☞ Lumber Yard - At the end of season, gain 1 production.
- ☞ Bakery - At the end of season, gain 1 food.
- ☞ Lumber Mill - At the end of season, gain 2 production.

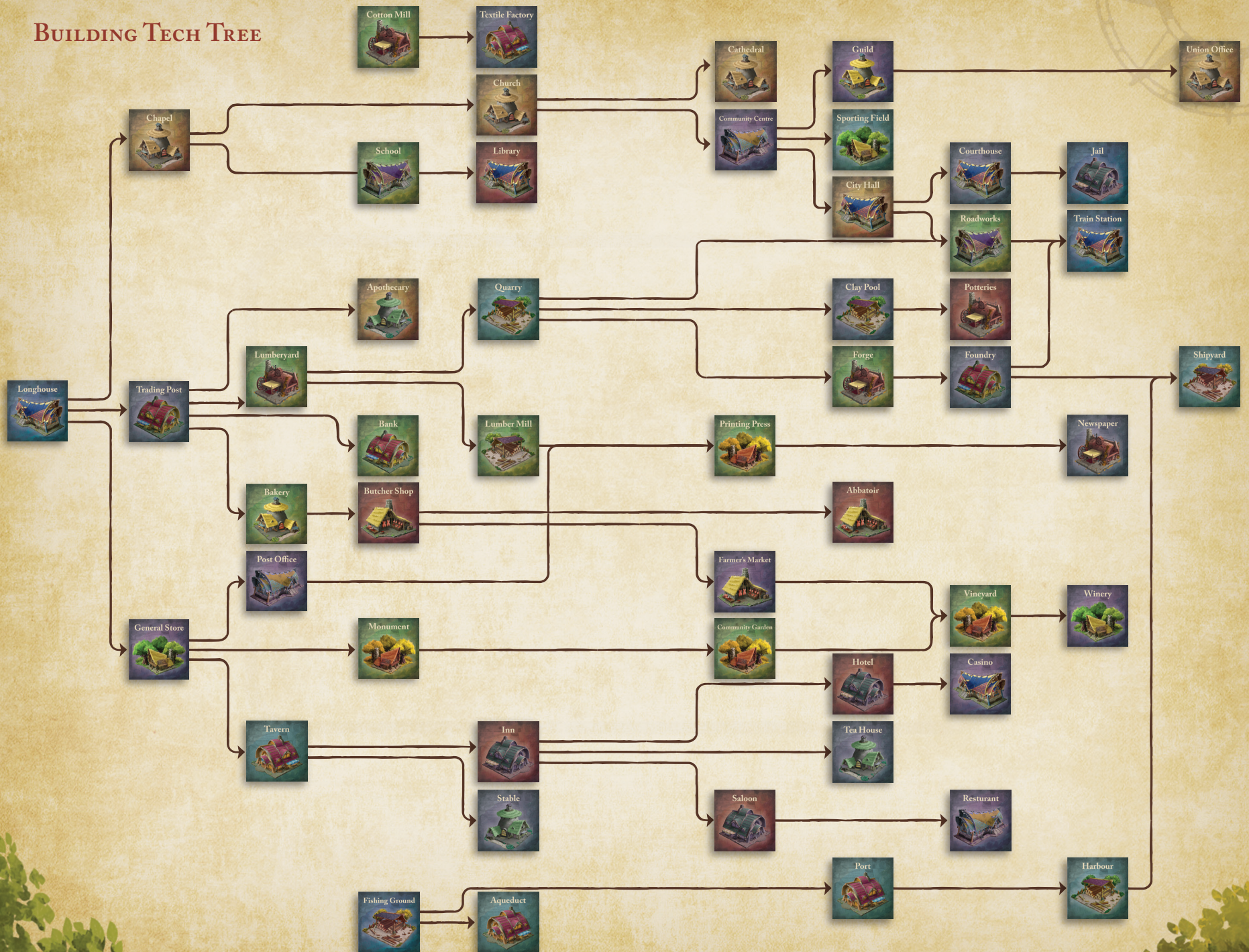


Achievements

NAME	DATE	NAME	DATE
Growing City - Have 8 workers in town.			
Magical Creatures - Have 8 sprites in town.			
Constructor - Fill every building spot.			
Business Tycoon - Have 5 production at the end of a season.			
New Seasons - Have 5 culture at the end of a season.			
Plentiful - Have 5 food at the end of a season.			
Abundance - Have 5 income at the end of a season.			
Blue Sky - Trigger 3 weather events in 1 season.			
Walking Stick - Go on 10 Adventures in 1 season.			



BUILDING TECH TREE





THE TOWN

 Coins	 Sprite Die
 Production	 Add Sprite Die
 Income	  Increase/Decrease Sprite Die
 Culture	 Worker Die
 Food	 Add Worker Die
 Any Resource	  Increase/Decrease Worker Die
 Adventure	 Worker or Sprite
 Town Improvement	 Trade
 Hire	 Skill Upgrade
 Build	 Character Action
 Use Building	 Dawn
 Build Queue Position	 Day
 Advance	 Dusk
	 End of Season

Mythwind

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