

Mythic Mischief



Rules of Misconduct

Game Overview

Within the hallowed halls of Mythic Manor is a repository of Tomes. While not off limits per se, these Tomes have been deemed either too valuable or too dangerous to be handled without supervision by a teacher.

Recently, students have been circumnavigating such restrictions, so a new teacher has been put in charge of the Tomes. The students not-so-lovingly refer to this teacher as the Tomekeeper.

The seriousness with which the Tomekeeper executes their duties has led to a new competition among the students: Who can hide in the repository of Tomes without getting caught?

The Tomekeeper is making their rounds in the S'ghoul Library, and a copy of the returned Tomes list has fallen into the students' possession. They know exactly where the Tomes need to be placed and in what order. The only thing they can change is the path the Tomekeeper will take to get there. It's the perfect chance for the students of Mythic Manor to finally prove once and for all who is best in class.

Let the games begin.



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



Fig. 1: The Tomekeeper

GAME PLAY

COMPONENTS

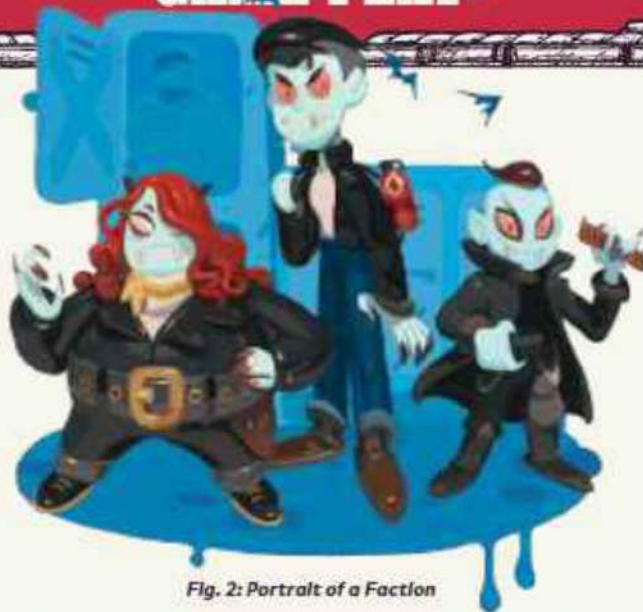


Fig. 2: Portrait of a Faction

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

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

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

The winner is the first team to score 10 Mischief Points or the team with the most Mischief Points when the Tomekeeper finishes returning all of their Tomes after lunch!

		
1 Rulebook	1 Library Board	26 Destination Cards
		
5 Reference Cards	10 Bookshelves	4 Clutter Tokens
		
3 Destination Tokens	4 Faction Boards (1 per faction)	20 Action Dice (5 per faction)
		
40 Tomes (10 per faction)	13 Miniatures (3 per faction + 1 Tomekeeper)	4 Blood Tokens
		
1 Trop Token	2 Portal Tokens	2 Decay Tokens



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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

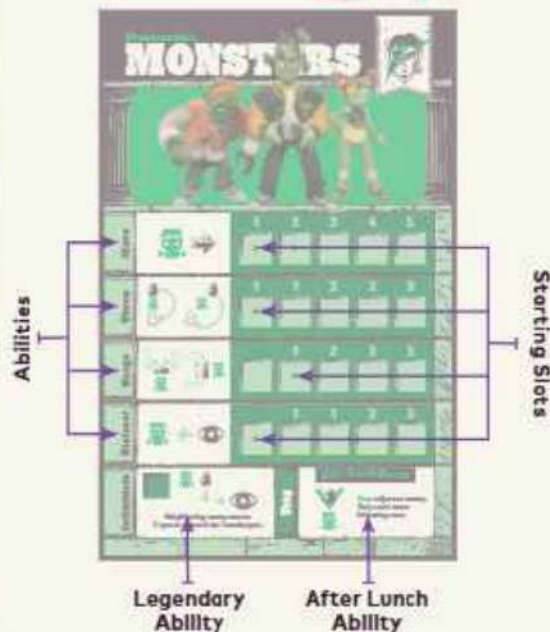
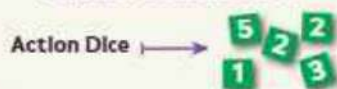


Fig. 3: The Anatomy of a Faction Board

SETUP STEPS

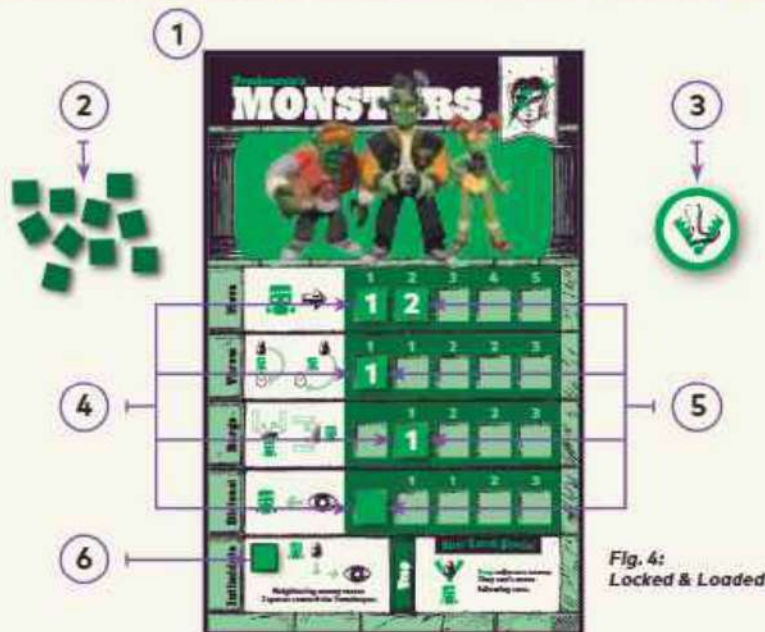


Fig. 4: Locked & Loaded

- 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 Bookshelves, 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	
Vampires - Blood x4	
Monsters - Trap x1	
Zombies - Decay x2	
Wizards - Portal x2	

Library Board

- 1 Place the Library board in the middle of the table.
- 2 Place the Tomekeeper on the crest in the center square of the Library board.
- 3 Shuffle and place one Before Lunch card face up in its slot.
- 4 Shuffle and place one After Lunch 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. Mix and match to your liking!

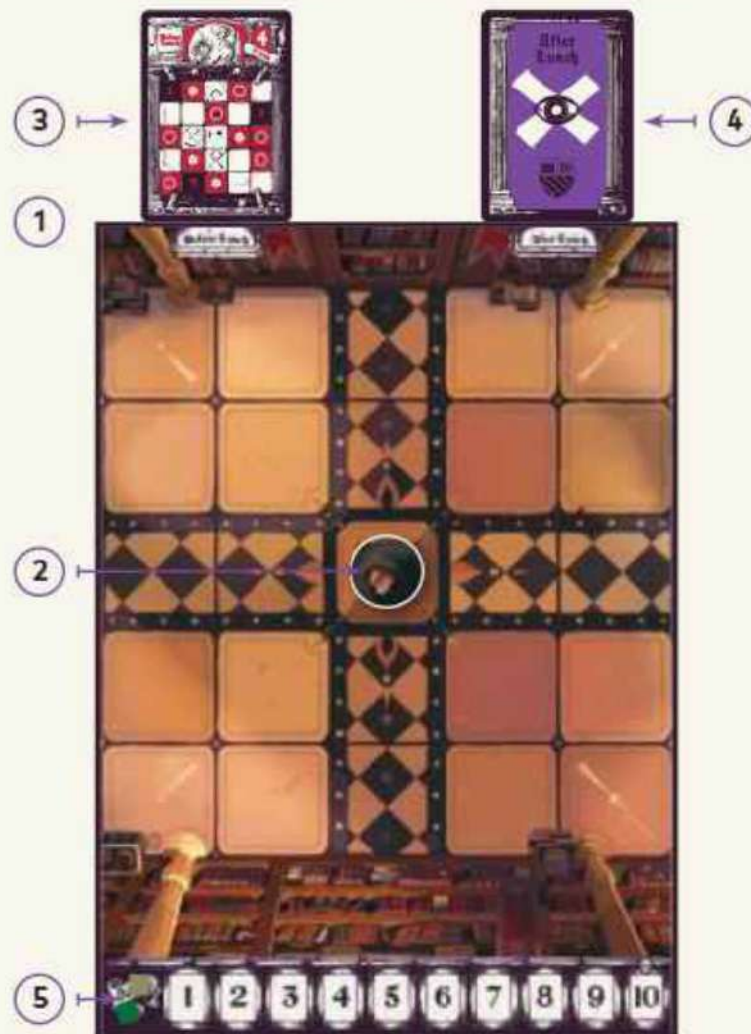


Fig. 5: Board and Destination Card Setup

SETUP

Before Lunch Card

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

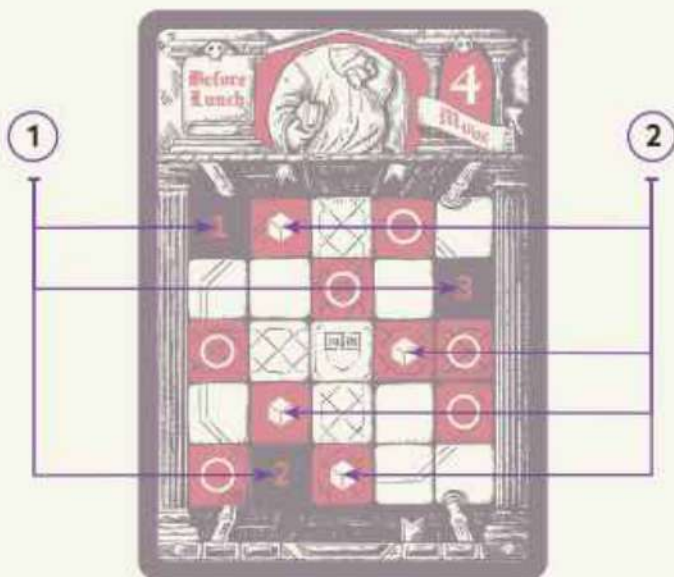


Fig. 6: A Typical Destination Card

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 Bookshelves and Clutter

Place the Bookshelves and Clutter on the Library board following one of these default layouts:

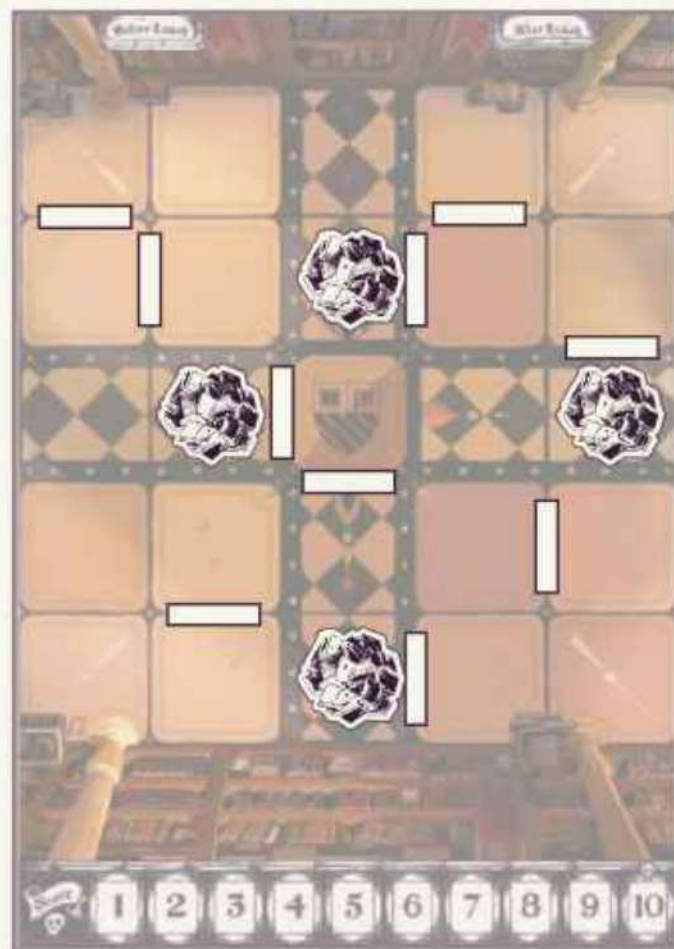


Fig. 7: Layout 1

SETUP

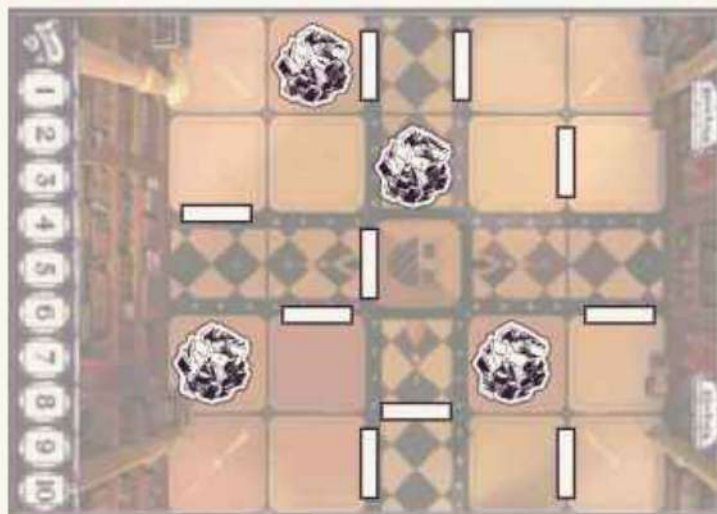


Fig. 8: Layout 2

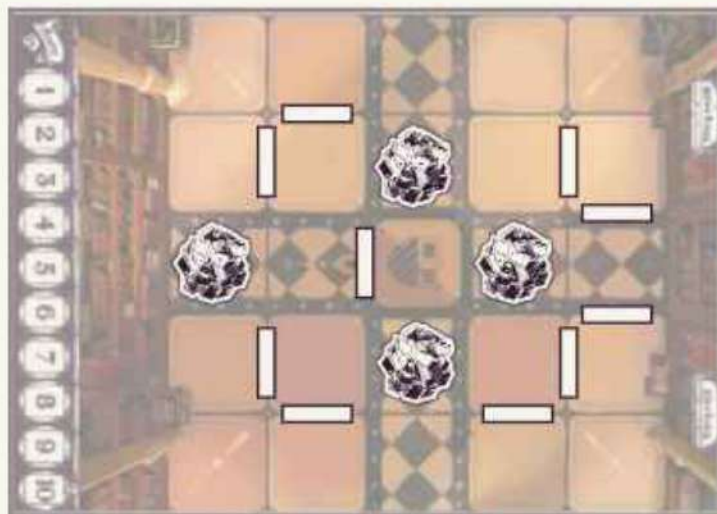


Fig. 9: Layout 3

SETUP

Drafting Setup

Alternatively, you can choose to draft the starting locations of Bookshelves 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 Library board, starting with the second player, until the following amounts have been placed.

10 Bookshelves

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



4 Clutter Tokens

These can be placed on any space in the library.



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 Library board should be at the center of the table with Clutter and Bookshelves placed upon it.
- ✓ The Tomekeeper should be at the center of the Library board with Destinations marked according to the Before Lunch card.
- ✓ Tomes should be placed on the Library board following the Before Lunch 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 Lunch card is completed.



TOMEKEEPER

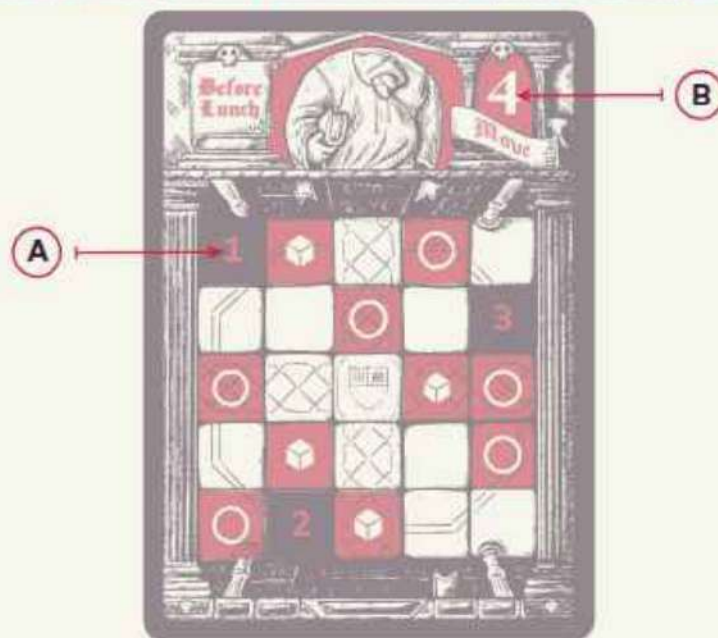


Fig. 13: The Tomekeeper has moves.

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

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

The Tomekeeper 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 Tomekeeper only has one movement left, they will stop before entering the Cluttered space.

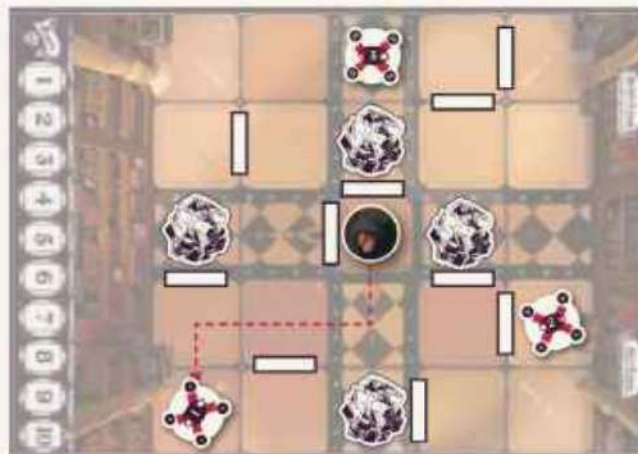


Fig. 14: This example has only one quickest path



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

The 1st team places each of their Mythics on any space in the library not currently occupied by another Mythic, the Tomekeeper, 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 Tomekeeper will move before you take a turn. Place your Mythics defensively, keeping them out of the path of the Tomekeeper.

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. Bookshelves and the Tomekeeper obstruct spaces orthogonally.
		Neighboring Any unobstructed space diagonally or orthogonally connected to the space your Mythic is in. Multiple Bookshelves and the Tomekeeper 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. Tomekeeper 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 Lunch 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 Library not currently occupied by another Mythic, the Tomekeeper, 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 Tomekeeper.
- You may not move through Bookshelves.

Move Mythics



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

Move Shelves



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

Distract



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

- Move the Tomekeeper one space for each action spent, ignoring the Cluttered spaces movement penalty.
- If the Tomekeeper catches an enemy Mythic during a Distract, the active team gains 1 point.
- If the Tomekeeper catches your Mythic during a Distract, the opposing team gains 1 point.
- The Tomekeeper 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 Lunch Special



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

- You may use this ability as stated after the Before Lunch card has been completed by the Tomekeeper and the After Lunch Phase has begun.
- Each Faction's After Lunch 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.

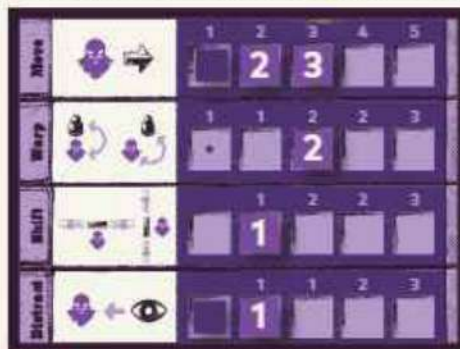


Fig. 17: The dice are only used to track available actions during gameplay. Movement dice values are added together for total movement available.

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

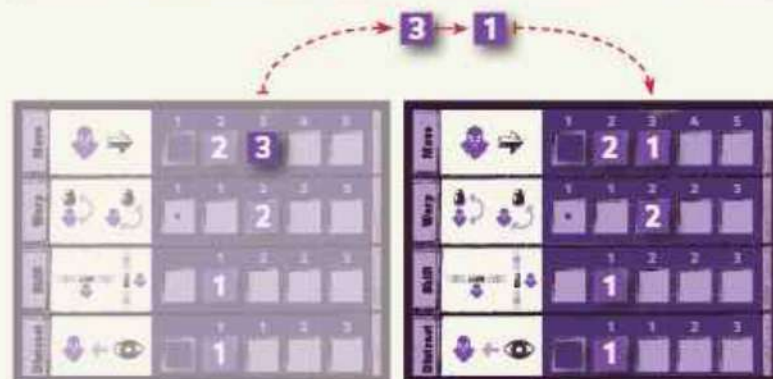
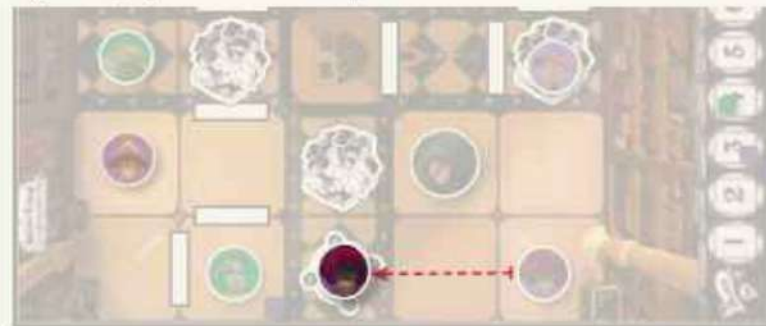


Fig. 19: The dice are updated. Three movement left.

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

Tomekeeper Phase

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

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



Fig. 20: Tomekeeper move number

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

Fig. 21: No one is immune to Clutter



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

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

✗ If the Tomekeeper enters the space of your Mythic, the **opposing** player gains 1 point.

Any caught Mythics are removed from the Library 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.

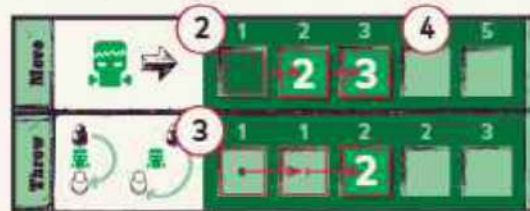


Fig. 22: You're Boosted!

ON YOUR TURN

Wizards vs Franks

- 1 A Wizard has just been caught by the Tomekeeper, and now it's the Wizards turn to seek their revenge.
- 2 At the Wizard's disposal for this turn is 5 Move, 2 Warps, 1 Shift, and 1 Distract.
- 3 The Tomekeeper is heading to Destination 2.

Fig. 23: The Board



- 4 The previously caught Wizard gets placed back on the Library board in a secret entrance denoted on the Destination Card.
- 5 Another Wizard uses 4 Move to get into position: 2 spaces to the left and 1 Cluttered space up.
- 6 That same Wizard uses a Warp to switch places with the Frank, claiming a Tome from their new space.

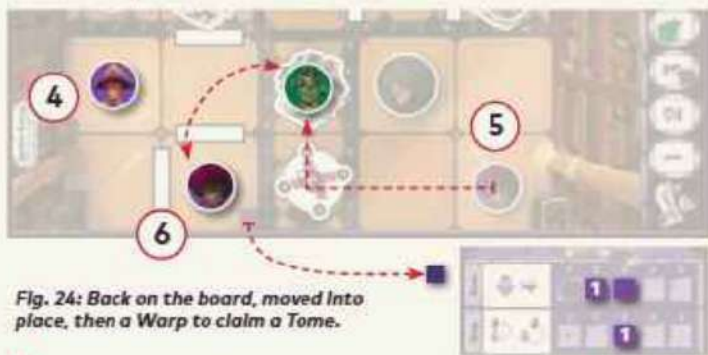


Fig. 24: Back on the board, moved into place, then a Warp to claim a Tome.

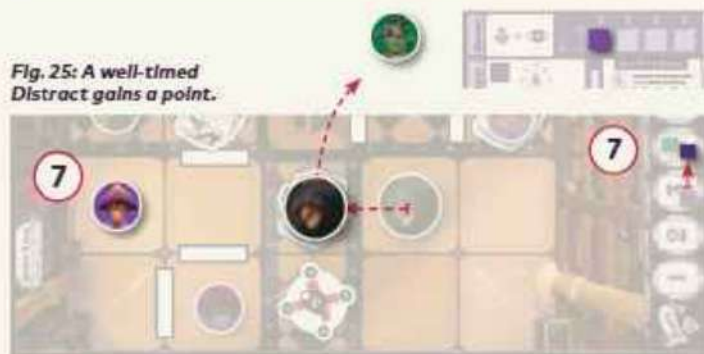
Turn Example

ON YOUR TURN

Wizards vs Franks

- 7 A Wizard uses 1 Distract to bring the Tomekeeper 1 space toward them, catching a Frankenstein's Monster, and gaining the Wizards one point.

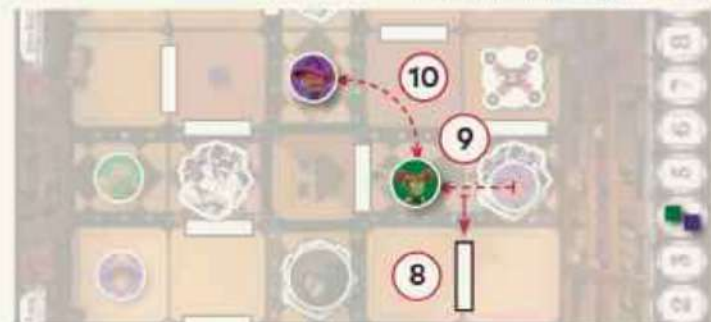
Fig. 25: A well-timed Distract gains a point.



- 8 A Wizard uses 1 Shift to slide the Bookshelf down one space.
- 9 A Wizard uses 1 Move to go 1 space to the left.
- 10 That same Wizard uses 1 Warp to switch places with a Frank, leaving them right in the path of the Tomekeeper.
- 11 The Wizards now have no actions remaining.



Fig. 26: Another Move, Warp play



Turn Example

ON YOUR TURN

AFTER LUNCH

Turn Example Cont.

Fig. 27: The Wizards make their point.

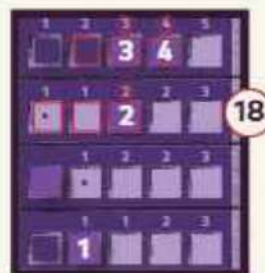


- 12 The Wizards end their Mythic phase, and the Tomekeeper phase begins.
- 13 The Tomekeeper takes 4 Move toward Destination 2.
- 14 Given there are 2 possible shortest paths, the Wizards decided to take the path that will catch the Frank, scoring them 1 point.

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



- 15 In the Cleanup phase, the Wizards 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 Warp Action dice 2 spaces.
- 18 Finally, they reset all the Action dice to show the correct number based on their current slot.



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

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

Note: Secret entrances may be in new locations.

After Lunch 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 Lunch Card



Fig. 30: After Lunch Special Examples

The game is over when either:

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

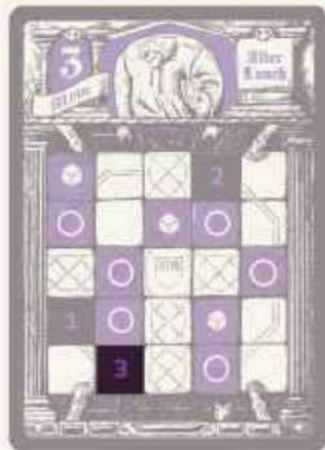


Fig. 31 & 32: Game over man, game over.

Tie Game:

If the game is tied after the Tomekeeper completes the After Lunch 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 Lunch 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 Tomekeeper 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 Library 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.

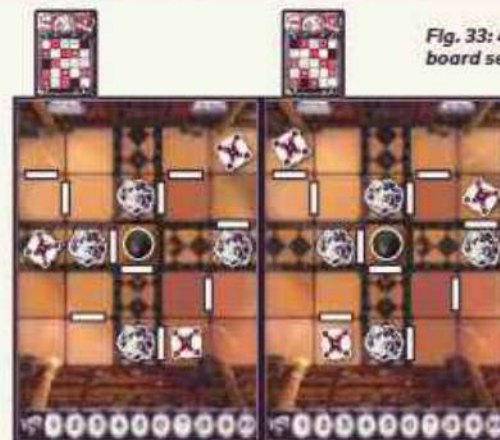


Fig. 33: 4 Player Blitz board setup example.

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. Keepers may move through each others spaces.
- 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!

Time's Up! For a 2-minute video timer, visit: mythicmischief.com/play

Detention!

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

"I will not sneak into the library" 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 Tomekeeper says, opening the door and plodding back toward the library. You already have detention for the next few weeks, what's a few more days? You follow them to find pandemonium in the library 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 Tomekeeper yourself. On their turn, the Enchanted will attempt to steal a Tome, get you caught by the Tomekeeper, or run away, depending on the options available to them. The Library 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 Library board as a standard game, but do not place Tomes for the Enchanted except for one of their color on the score tracker.



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 Library 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 Library board in your chosen spaces.

Detention & Return Cards



Fig. 35:
Detention Card
and activation icon.



Fig. 36: Return Card

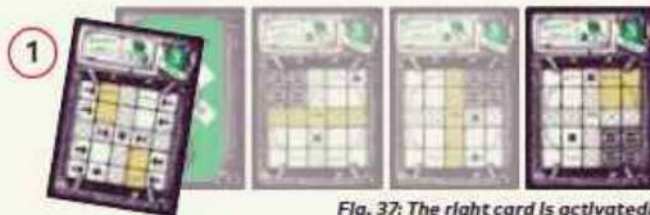


Fig. 37: The right card is activated!

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:



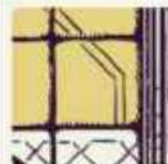
Pushed

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



Caught In the Act

If any of your Mythics are in this space, the Tomekeeper will catch you and the Enchanted gain a Mischief Point. The Tomekeeper 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 Library board according to the Detention Card. For this mode, Tomes are removed at the end of the before lunch phase.

Return Cards

When an Enchanted is caught and removed, they reappear in the library according to their return card after any Tomekeeper 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

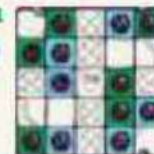


Fig. 38: Rolling dice!

Solo Gameplay

Your Turn

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

Solo Gameplay Cont.

Player Tomekeeper Phase

The Tomekeeper 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 Tomekeeper. 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 Tomekeeper. If they are already as far from the Tomekeeper 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 Tomekeeper
- B Enchanted to an adjacent space further from the Tomekeeper

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

Enchanted Tomekeeper Phase

The Tomekeeper 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.

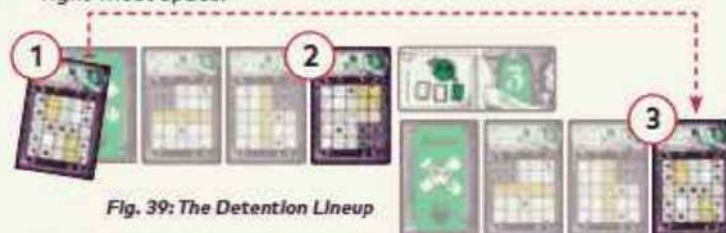


Fig. 39: The Detention Lineup

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 Tomekeeper reaching the 3rd Destination on the After Lunch 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 Lunch 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.

VAMPIRES

ABILITIES



You thought you were cool in high school? Guess again, little fool. This gang's too ghoul for school! Decked out in dark leather and greased up in gel, mousse, and adolescent "sheen," this trio is the epitome of bad atti...err — BAT-attitude!



Spike

Spike is a first-generation vampire. His parents decided to bite the silver bullet and get him into a good school. Spike is cool on another level, and not just because of his low body temps due to lack of blood... but it probably helps. This toothpick-toting terror is actually super smart, and he's also rarely in class.



Lockjaw

Lockjaw is a fast-talking, sharp-tongued terror. Some say her bark is worse than her bite, but she is a vampire, so really neither is preferable. With perfectly parted hair and a leather jacket sporting hundreds of patches you'd believe she'd been dead for thousands of years. This vampire, however, just turned 104, which means she has only another 300 years of puberty to go.



Batrude

Batrude is aloof. She always has her head in the clouds... feet in clouds too, you know, because she can turn into a bat. Like, a "vampire bat"... because she's a vampire. Her father, the Count, wants Batrude to follow in his footsteps, but Batrude would rather focus on scoring a slot for her band's original song "Fangs for Nothing" at prom.



Lure

Move an ally or enemy 1 space orthogonally or diagonally directly toward you.

- You can Lure players from any unobstructed distance. See pg. 21.
- You can Lure onto a Cluttered space.



Conceal

Rotate a Bookshelf around your space.

- You cannot block off a section of the Library completely.
- You cannot place a Bookshelf onto the outer edge of the Library or another Bookshelf.



Legendary: Trance

All neighboring enemies will move 2 spaces in any one direction.

- Trance ignores Cluttered space movement penalties.
- They will move 2 spaces or stop when movement is interrupted by a Bookshelf, edge of the Library board, Mythic, or Tomekeeper.

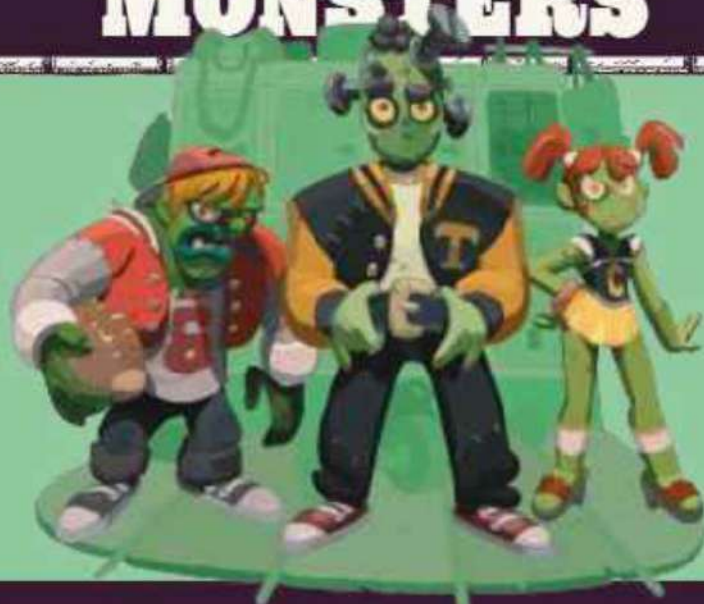
After Lunch Special: Blood



Starting After Lunch, Collect 1 Blood by moving one of your Mythics through an enemy's space during your turn.

- At the end of your turn, for every Blood you spend, Boost 1 additional Action dice.
- Blood may be saved and spent on future turns.
- You can only have up to 4 Blood at one time.
- Blood cannot be used to activate Legendary Abilities.

Frankenstein's MONSTERS



Bolt, Bash, and Beast are an all-star, bad-dream scream-team. This Varsity crew of cadavers reeks of body odor, rigor mortis, and deodorant spray. Hall monitors beware — these monsters do not scare, and these three sporty spooks are dying for something to do!



Bolt

Bolt is the team captain and a real leather head. This hollow-headed himbo relies on his looks and sense of humor to get by. The thing is, he's better at hearing a joke than telling one. The worst puns leave this half-wit horror in stitches.



Bash

Bash is the head fearleader, so she's no stranger to competition. She earned her accolade by perfecting the terrible tumble, and no one in the school will ever forget it... not for lack of trying. Bash has a great head on her shoulders and 32 neck stitches to keep it that way!



Beast

Beast is the team's heavy, and altogether terrifying, guy. He's actually pretty soft once you get to know him. He has his father's eyes, but they still work really well for their age. Hand-me-downs can be embarrassing in high school, so it's best not to bring it up.

ABILITIES



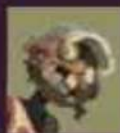
Throw	Move an ally or enemy from a neighboring space to the exact opposite neighboring space. - You can Throw onto a Cluttered space. - You cannot Throw over Bookshelves.
Barge	Rotate a Bookshelf into the opposing adjacent space. - You cannot block off a section of the Library completely. - You cannot place a Bookshelf onto the outer edge of the Library or another Bookshelf.
Legendary: Intimidate	Neighboring enemy will move 2 spaces toward the Tomekeeper. - They will not enter the Tomekeeper's space. - Intimidate ignores Cluttered space movement penalties. - They stop if adjacent to the Tomekeeper.
After Lunch Special: Trap	Starting After Lunch, you may drop a Trap token on an adjacent enemy once per turn. - An enemy that is trapped can't Move off of a trap for 1 turn. - They can be moved off by actions other than Move.

ZOMBIES

ABILITIES



And you thought that kid in your class smelled bad... These care-free carcasses shred through the hallways like they own the place. But it's not just grind-rails and graffiti for these ghouls, they also love a good practical joke. Teachers and monsters alike beware, these undead pranksters are rot-to-trot.



Slip

Slip is the king of unsolicited wall art. This paint-preoccupied pre-teen has got a lot going on in his leaky brain. Even though he's just your average high schooler, he hopes his art evokes a sense of truer self. The after-life is deeper than six feet, bruh!



Trip

Trip is the glue that keeps this crew from falling apart... as friends (no guarantee they don't just fall apart, being zombies and all). If she can pass the driver's dead-ucation corpse, her dad is going to give her his old hearse. You can fit like 4 bodies in that thing! If you take the coffin out of the back, that is.



Tumble

Tumble is one clumsy cadaver. His mom always tells him to wear a helmet when he skates, but a little vert never hurt a growing Zomboy. As if that's not bad enough, his parents keep telling him about his "changing body." You know, mold growing in places that used to have hair, all that gross stuff.

Infect



Move an adjacent ally or enemy diagonally one space.

- You can Infect onto a Cluttered space.

Toss



Move a Bookshelf to the other side of your space or the opposing space.

- You cannot block off a section of the Library completely.
- You cannot place a Bookshelf onto the outer edge of the Library or another Bookshelf.

Legendary: Stench



Neighboring Tomekeeper will move 1 space directly away from you orthogonally or diagonally.

- Stench ignores Cluttered space movement penalties.

After Lunch Special: Decay

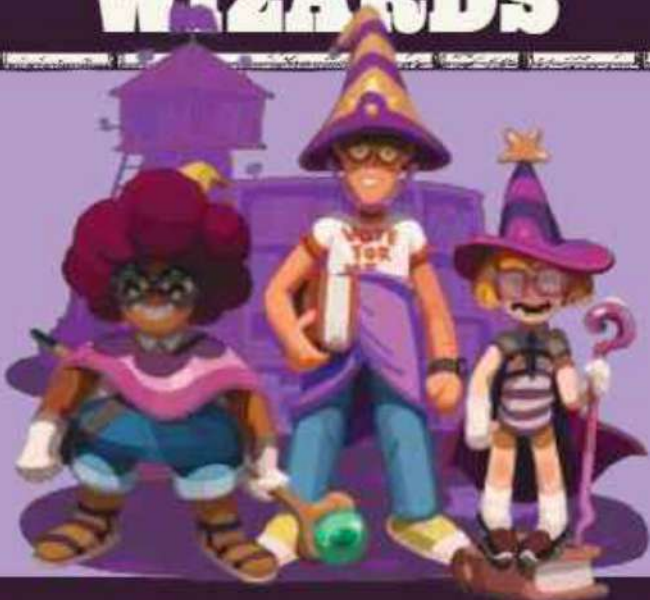


Starting After Lunch, you may drop a Decay token under a Zombie once per turn.

- Whenever an enemy enters a space with Decay, you may move them into an empty adjacent space.
- You can move them onto Clutter.
- The Decay is removed only when it is used.

WIZARDS

ABILITIES



At first glance, this crew looks harmless. A second glance will reveal that they still look harmless, but don't underestimate them — these portal-popping punks are here one second and gone the next! It's like all the greatest wizards (and biggest nerds) say: "Less sun on the skin, more power within!"



Mervin "The Great"

Mervin is the self-declared class president, three years running. If his perfect attendance doesn't impress you, then neither will his "moustache." Lp fuzz or not, he boasts a pretty powerful compendium of spells and once turned himself into a calculator just so he could say, "There's power in numbers."



Frazzle

Little known fact: Frazzle used to run with the witches but she felt like her powers were being stifled by their incompetence (and her sister Frizzle begged their mom to make her stop following her everywhere). Frazzle's bedazzled spellbook looks more like a "spell-ING book" because the darn thing is so chock-full of long words!



Spark

Spark is a supreme portal pusher. In the blink of an eye, they can be anywhere... they just don't always know where until they get there. Spark's mom started writing their name on their underwear just in case they get lost, but it's more embarrassing than helpful.

Warp	Switch places with a neighboring ally or enemy. You can Warp onto a Cluttered space.
Shift	Slide an adjacent Bookshelf 1 space along its current orientation. - You cannot block off a section of the Library completely. - You cannot place a Bookshelf onto the outer edge of the Library or another Bookshelf.
Legendary: Teleport	Move a Wizard to an available space in the Library. - You can Teleport onto Clutter. - You cannot Teleport onto another Mythic or Tomekeeper.
After Lunch Special: Portals	Starting After Lunch, you may drop a Portal token on a Wizard's space once per turn. - Portals are considered adjacent to each other for movement for you and your allies. - If both Portals are on the board at the start of your turn, you may move one of the portals to a Wizard's space once per turn. - You may Warp with an ally/enemy on the other side of a portal.

Glossary

Moving Bookshelves

A Mythic ability that moves a Bookshelf from its original position to a position not on the outer edges of the Library 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 Library board. You cannot move a Mythic into the Tomekeeper'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 Tomekeeper in a direct line away from your mythic. This can be diagonal or orthogonal depending on your position with the target.

Enclosing Wall

Two Bookshelves 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 Tomekeeper is moving during their Tomekeeper phase.

Can I push opponents into the Tomekeeper?

No.

What happens to uncollected Tomes on the Library board when Before Lunch 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 Tomekeeper?

You can move through Mythics, but not the Tomekeeper.

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 Tomekeeper consider Clutter when distracted?

Each Distract action moves the Tomekeeper 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 Tomekeeper is Distracted onto its next destination?

The token is removed from the board. Then, during the Tomekeeper phase, the Tomekeeper 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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