MYTH QUICK START RULES

For Players

During Myth events you'll play the role of a character you designed before you attended the event. You'll provide all the costuming and equipment for that character, play it the way you imagined, and spend the entire event in that role. Awesome!

For Cast

At Myth you'll play a variety of different characters throughout the event ranging from kind townspeople to horrific monsters. The game provides your costuming, equipment, and often even your food. Casting is challenging and a ton of fun.

The Rules of Combat

One of the most important aspects of Myth is understanding combat and spell casting as they both happen frequently.

Combat is performed using safe, foam weapons that you can make on your own or purchase from approved vendors. Each time you strike someone with your weapon, they take one (1) point of damage. If your target is wearing armor, they'll lose any armor points they have first. Once their armor points are used up, all damage goes to Vitality points.

Armor Points: These represent the number of times your protective armor can be struck before it has no protective value. Once it is gone, all damage goes to your Vitality.

Vitality: These represent the number of times your body can be struck before you fall unconscious.

- **Last Vitality**: Your last Vitality - the one that if you lose it you drop unconscious - is only lost if you take damage to your torso area. Remember that magic damage and the Crit skill goes right to the torso.

Should you reach zero Vitality, you must safely fall to the ground, close your eyes, and count to 300 (approximately 5 minutes) at a reasonable pace.

Reaching 300: If you aren't healed or bandaged before you reach your 300 count, you are struck with the Death effect (*Slay*, *Death* Spell, *Assassinate*), or the *Execute* Skill your character dies. Dead Cast characters return to Game Operations and Player characters become spirits and go to Fate. In either case, you should put your hand/weapon on your head, remain silent, and not interact with the "living," until you have reached your destination.

MAKING MELEE ATTACKS

It is important to remember when attacking that we are not trying to hurt our opponent in real life. We should follow these melee rules:

1. **Illegal Targets**: Do not intentionally hit anyone in the head, neck, hands, or feet as these could accidentally injure your opponent. Know that you WILL get hit in these areas. If you are consistently seeing the same person hitting illegal targets, please report it to the staff. Do not take matters into your own hands.

2. **Blocking with Illegal Targets**: Do not intentionally use illegal targets to block incoming attacks.

3. **Do not Retalitate**: If someone hits you in an illegal target area do not attack them back in anger to hurt them. Instead, report consistent illegal attacks to the staff. Retaliation will get you suspended from the game.

4. **Lightest Touch With Attacks**: Attack with the goal of gently hitting your opponent.

5. **Check Your Swings:** While our goal is lightest touch counts, expect that you'll be hit with enough force to feel it. Combat can get exciting so if someone is hitting you hard, please state, "Check you swings" to let them know they're swinging hard. If it keeps happening, report it vs. retaliating.

Called Attacks

Some skills allow you to deliver additional damage or effects with your weapon by stating the name of the skill before you swing your weapon at your opponent. For example, you might state, "Disarm!" and then attempt to hit your opponents weapon. If you are successful, they'll have to toss drop their weapon nearby for 5 seconds. If you swing Disarm and they state, "Resist!" you're skill is used up, but if you swing and miss you can try again.

Noncombatants

You must avoid combat with anyone wearing a yellow armband and they must avoid entering combat with you. If you wish to defeat someone who is wearing a yellow armband simply point your weapon or spell packet at them within striking distance and say, "I knock you unconscious - one minute." You may choose to Execute them once they are unconscious.

Important Safety Calls

For your safety, it is important you know these three calls:

- Caution: State this to someone to warn of a dangerous situation such as falling backward over something, backing into a tree, etc. This puts anyone involved with the Caution warning into a personal emergency call. Neither party can be attacked until the person who announced the Caution warning completes the "3, 2, 1 Play On!" announcement.
- Clarify: This skill is used to clear the lines of communication on the playing field. State, "Clarify" followed by a question. For example, "Clarify, what was that attack?" or "Clarify, does that

Destroy Undead attack damage me if I'm human?"

- Game Stop: Use this call sparingly. Shout, "Game Stop!" and remain standing. Everyone who hears this should repeat it as they take a knee allowing focus to go to you. Use ths for serious issues like injuries. The Game Stop caller resumes play for every-one by making the "3, 2, 1 Play On!" announcement.

CALLED ATTACKS & EFFECTS
During game play you may hear the following underlined skills called. It is important to understand what they do so game play goes smoothly. If you forget something, use Clarify.

Acid ◎: Whether from wretching bile or nefarious trap, acid damages whoever it comes in contact with. State, "Acid. Damage 1" and throw a packet at your target. The amount of damage may vary by the monster you encounter. Sometimes acid is delivered with a squirt gun versus a packet. In any event, acid is non-magical and can be blocked by a shield. Any splatter that hits you or someone else should be taken as acid damage.

Curse Words: Some creatures have the ability to make certain skills last forever. This curse will roll over from event to event until removed by a Remove Curse spell or ability. Dispel Magic will not remove a curse. Here are some curse examples:

- **Curse Maim** ◎: If you are struck by "Curse Maim" that maim cannot be healed until the curse is removed.
- Curse Damage ◎: If you are struck by "Curse, Damage 1" you will permanently lose that Vitality. Curse Damage will not take effect on your last Vitality point.

Note: A paladin's aura that protects you from paralysis (for example) allows you to resist the paralysis skill and the curse.

Damage ◎: If someone states, "Damage" followed by a number, you take that number of damage if you are struck.

Death: This skill can be delivered by weapons or spells that have the word "Death" in them. If you are hit with the Death effect you must safely fall to the ground and begin your death count to 300 (even though you're dead this gives people 5 minutes to search you before you head to Fate).

Disarm: If their weapon hits your weapon, drop your weapon safely nearby for 5 seconds.

Disease: You cannot be bandaged or healed until the disease is cured. Cheat Death will not work, either.

Disengage : If you hear this, you must step away from the person called it by the number of paces they specify.

Dispel Magic: The very nature of some creatures negates magic around them. State, "I dispel all magic upon you" and strike your target with a packet or weapon. This spell will remove any positive or negative spells affecting someone. It will not remove curses.

Drain ◎: If someone states, "Drain" followed by a number, you take that number of damage directly to your Vitality points if you are struck. Yikes!

Enslave: There are creatures so powerful that with a word they can make you their mindless puppet. Once enslaved you will do whatever your new master commands. State, "Through Darkness, I enslave you to do my bidding. 10 minutes."

Note: You must obey your master's in-game commands even if they ask you to do something you wouldn't normally do in the game (attack your friends, kill yourself, etc). You will never do anything that could end up hurting you in real life or going against your real-world behavior.

Explosion ◎: Some creatures are like mobile fireworks shows, packed with explosives that will change the way you see the night. State, "Through Aether, Explosion. Damage 5!" and throw a single scattering of packets around. Anyone hit by one or more packets would take 5 damage. This magical attack can be resisted with a spell shield.

Flat ◎: You take no damage from this training attack.

Final Death: There are monsters who can call upon the darkest of spells to disrupt your very existence. If you are struck by this skill in melee or spell form, your character is dead. Restore Life will not bring you back.

Freeze Limb ◎: If you are struck on the arm or leg you can't use it for the amount of time specified.

Maim ◎: You are unable to use that limb to fight or hld things until it is bandaged or healed.

Paralyze ◎: The ability to paralyze your body is often reserved for ghouls and spiders who seek to feast upon you while you're still fresh. State, "I paralyze you. 1 minute" and strike your opponent anywhere. The duration of this ability can change based on the strength of the monster.

Paralyze Limb ◎: Some creatures can paralyze parts of your body, rendering them useless for a time. State, "Paralyze Limb. 1 minute" and strike your opponent on an arm or leg. The duration of this ability changes based on the monster.

Shatter: You are unable to use called attacks with a shattered weapon until it is repaired, but can attack/defend normally otherwise.

Sleep ◎: This skill puts you instantly to sleep for the duration of the skill. "Sleep. 1 minute." Only the awaken spell will revive you before the duration is over.

Stun ◎: The skill represents a hard strike leaving you unable to use skills or spells for its duration. State, "Stun. 1 minute" and strike your opponent anywhere.

Subdue ◎: If you are struck in the torso by a beanbag, you must stumble backward for the number of paces specified in the attack before you can attack or defend.

Venom ◎: Venom is a poison variant that deals an effect versus damage. It can be resisted like a poison or blocked by a shield. Venom durations can vary based on the monster using them.

- Paralyze Venom: State, "Paralyze Venom. 1 Minute" and strike your opponent. If they are hit they are unable to move for 1 minute.
- Sleep Venom: State, "Sleep Venom. 1 Minute" and strike your opponent. If they are hit they fall asleep for 1 minute.
- Weakness Venom: State, "Weakness Venom. 1 Minute" and strike your opponent. If they are unable to use any skills or spells for 1 minute. They can also move no faster than a normal walking pace.

Waylay ◎: If you are struck in the back (torso) you fall instantly unconscious for the amount of time specified. This skill does not work if your target is wearing a helmet.

MAGIC & HEALING

If you're playing a spell caster and need a quick primer on how to cast spells, ask another caster with experience or someone on the Myth staff. It is your responsibility to make sure you are obeying the spell casting rules and stopping your incants should you fail to cast correctly or are interrupted. Magic spells in Myth are cast by:

- **Incant:** Stating a spell incantation that describes what the spell does. An example is, "Through Nature, I bind your amrs to your side. 5 minutes!
- **Throw:** Once the incantation is complete, the spell caster then throws a beanbag (spell packet) filled with birdseed at the intended target. If the beanbag misses, the target has "saved" against the spell by dodging it. If it hits, the spell takes effect and the target must act out what was said in the spell's incantation.
- **Illegal Targets**: Unlike melee attacks, spell attacks take effect if they hit your hands or feet. They still don't count if they hit you in the head/neck. Spells that cause damage or negative effects also take effect if they hit anything attached to you such as a sword, backpack, cloak or even another person if you are carrying them.
- **Throw to Hit Not Hurt**: Like melee attacks, our goal is not to hurt the person with our attack. Throw your beanbag at a reasonable speed.
- **Clarify**: If you don't understand what is happening with an incantation or didn't hear it right, please ask the cast to "clarify"

- **Caster's Word**: If a spell caster says their spell packet hit you please take them at their word as they may have seen something you couldn't. If a particular cast seems to call a hit you believe missed often, please let staff know.

If you are only able to cast Tier 1 – 3 spells the following rules apply to you:

- Moving: You may not walk while casting a spell. This means both feet should be firmly planted on the ground before you start your incantation. If you are moving at any time during your incantation your spell is interrupted and fails.
- Free Hands: Both of your hands must have nothing in them other than spell packets in order to cast a spell. If one of your arms is bound, maimed, or has something in it, your spell is interrupted and fails.

If you are able to cast Tier 4 – 6 spells naturally (without the aid of a magic item) the following rules apply to you:

- Moving: You may move no faster than a walk while casting a spell.
- If You're Attacked: Being struck by weapons or spells does not interrupt your casting. This does not apply to Bards, who must stop performing when they are struck by a weapon or spell (unless the song protects them from attack).
- Free Hands: You must have at least one free hand with nothing in it other than spell packets in order to cast a spell. Your other hand can be holding something.

USING POTIONS

To use a potion, you must:

- **Open the Bottle:** Unscrew the cap (please put it back on when done),
- **Drink Up:** Act like you're drinking the potion,
- **Read the Tag:** Pull out the paper inside and read it (Don't let anyone read the potion tag with you. It is exclusive to you),
- **Act it Out:** Act out what you've read.
- **Getting Hit:** If you are struck at any time during steps 1 through 3, the potion is "dropped" and no longer helpful.

POISON

Poison can be delivered via weapon (blade poison), on an object (contact poison), or when you drink a potion (ingestive poison).

- Blade Poison: To deliver poison via a weapon you must first apply the poison to the weapon to be used by adding a green sticker the striking portion. The first attack you make with that weapon must be the poison call. For example, "Poison - 60 seconds!" The potency of the poison varies and is reflected in the number of seconds you declare with the attack. If you forget to make the poison attack on the first swing, the poison is lost.
- Ingestive Poison: Ingestive Poison can only be administered through potions. For the sake of game mechanics, poison is never

found in food. The potion tag will inform you how potent the poison is and how fast it works.

- Contact Poison: We represent contact poison with petroleum jelly. If your fingers or body touch contact poison you must immediately begin a poison count to 60. During this time you are unable to cast spells or use skills. At the end of the 60 seconds you fall to the ground, unconscious, and are dying. You must then perform the poison duration count again, and once you reach the end, your character is affected by the DEATH skill. If you are wearing gloves, you are not affected by a poison that touches your fingers. You may wipe a poison off of something, but once it is wiped away it is no longer considered an effective poison.

TRAPS

Everyone should know these traps and their effects if you plan to explore dungeons or enter buildings:

- Acid Traps: Squirt-gun style water that does 5 damage. Can be blocked by a shield, but any splatter effects who it hits.
- Buzzer Traps: Magical skill dampers. You can't cast spells or use skills while it is active.
- Flash Trap: A surge of electrical current that paralyzes everyone within 10 feet of it for 10 seconds. A strobing flash keeps you paralyzed.
- Mechanical Traps: Scything blades, falling rocks, darts shooting from the walls, etc., represent some of the mechanical traps you may encounter. If a mechanical trap strikes you in a limb you take the Maim skill. If it strikes you on your torso you take the Slay skill. Avoid Trap will protect the individual from this Maim or Slay.
- Popper Traps: Represents clamp traps. Should you activate one, that foot is snared in place until someone else spends 10 seconds getting you out. Releasing your own foot in 10 seconds means you take the Maim skill to that leg.

CODE OF CONDUCT

Obey real world laws: All members must obey the laws of the real world at all times – no exceptions. This includes (but is not limited to) assault, battery, sexual harassment, hate speech, stalking, stealing, illegal drugs and alcohol, threats of real violence, slander, etc.

Sexual Harrasment: This is defined as unwelcome conduct of a sexual nature. Unwelcome is the critical word in this sentence. Sexual conduct is unwelcome whenever someone subjected to it considers it unwelcome. We further define sexual harassment as describing sexual scenes and unwanted, deliberate touching. If you are asked not to touch someone, don't touch them. Your character is an extension of you, therefore "that was my character, not me" doesn't fly at Myth. If you are being harassed, witness someone else being harassed, or have other concerns, please let the event organizers know right away.

Drugs & Alcohol: The use or possession of illegal drugs or alcohol on the Myth game site is forbidden. We will not allow anyone who is under the influence of either to participate in the game.

Stay in Character: While you're playing, focus on being your character and save the out-of-game chatter for game-off or between events. The more you're in character the more everyone around you will do the same. If you feel the need to step out of character frequently, consider taking a break off site.