Mystic Emulator Deck Rules (one-sheet wonder)

Prep Your Decks
Separate the cards by color.
The numbered cards are the list cards (but can be used as dice if needed).
Shuffle the cards - One deck up and one deck down

Chaos Factor Starts at 5

Prep Your Threads and Characters
Come ready with them or make them as you go.

Generate the Opening Scene
Come ready with one or make a new one treating it as an event.

Play Out the Scene:
- Ask a fate question.
- Ask an event question or describe a picked event.
- Ask an action question or describe a picked question.
- Ask a description question or describe a picked description.
- Apply the interrupts or altered scene after the answer is arrived at, otherwise it played out as you expected it to.

When an event focus calls for a thread or character (NPC positive, move toward a thread, or NPC action) shuffle your pile of thread or character list cards to see who or what's being called into action, then pick.

Any Yes/All Yes Rule (pg. 12-13)
Keep drawing up to the maximum number until you get a yes if your CF is 5 or above and if below stop drawing if you get a no. When below 5 you must get 3 yes' as stated on the instruction card. **Apply interrupt or altered adjustment to the answer if called for.**

Adjust Chaos Factor Accordingly
Adjust the chaos factor. It must either go up or down (by one), it never stays in the middle. Play out the next scene. Rinse and repeat. Once the most important thread is resolved the adventure is over.

List Management
If there's a call for a thread or character that isn't there make a new one!

Add or remove threads as needed.

Make Next Expected Scene
Come up with the next scene that is expected by picking a card to see if it comes true or if it's interrupted or altered. Basically, rinse and repeat.
Remember, here's the order
1. Prep your deck.
2. Set the chaos factor to 5.
3. Prep your threads and characters.
4. Generate the opening scene. Your own idea always trumps the words used.
5. Play out the scene using the words on the cards and asking up to 2-3 yes/no questions. Apply interrupt or altered scene modifiers.
6. Bookeep list management and adjust chaos factor.
7. Take next card for the expected next scene.

Adventure Example:

Generate names from list, class, etc from the top of your head.
Dirk the Daring - Human fighter with shield and long sword. Trying to save the princess.

Adventure hook from cards: Words are: Cute, carelessly.

The cute princess carelessly got herself lost in a forest and now Dirk has to find her. Hopefully something worse hasn't happened.

Set Chaos to 5

Play out the intro scene

Pick a card and more if needed (I dunno rule)

The chaos factor reads: 1-7 expected, my factor is at 5 for the starting default so it's expected.

Read description and interpret: Smelly and Quietly. *Hm, Dirk notices how strangely quiet it is in the forest, not a sound of wildlife. He smells a stench tucked away deeper ahead…*

Mystic Emulator Deck Rules (one-sheet wonder - expanded- pg. 3)

Read event focus and interpret: NPC negative. The only NPC we have so far is our princess. That could change as the adventure goes on and Dirk possibly encounters strangers to help or hinder him. They would immediately be put on the NPC character list and assigned a card number.

Read subject and action and interpret: Subject: Portals Action: Attract. *Dirk spots a sillouetted figure inside an opening between a couple of trees. Something is approaching him. It seems he might've attracted some wanted or unwanted attention.*

Ask up to 2-3 fate questions or less: Pick cards for yes' and no's according to the chaos factor. Scene Setup on card will tell you if the scene is expected, Interrupted or altered in any way. In those cases use your judgement and original idea that trumps the words drawn.

Question 1: Is the figure humanoid? The odds are 50/50 and I draw 1 card and look for any yes as a positive to that question. I draw an exceptional yes. Not only is it humanoid but it's the same species and sex as Dirk. Human! Dressed like someone he'd meet in his civilized world back in the village. If the focus was PC positive it might even be an ally! A relative of the princess.

Notice I only use the yes or no answer from that card not using anything else from it. I place it at the bottom of the deck. I ask the next question and repeat.

Question 2: Is he armed? I pick 1 card from the top of the deck and get a regular yes with expected. Again, 'any yes' is all I need. The answer to this is yes.

Altered Scene Scenario with NPC negative Event Focus: He's armed...with a heavy branch.
Interrupted Scene Scenario with PC positive Event Focus: He's armed but he trips unexpectedly temporarily losing his sword from his grasp!

Take action: I have enough information I need to act considering the figure is far away the details will come into play when I draw the next card. Dirk puts his hand to his hilt as asks the person's business. Whatever it may be Dirk stands ready and will not be surprised…

Mystic Emulator Deck Rules (one-sheet wonder - expanded- pg. 4)

Resolve action: Dirk stands ready and waiting for the NPC to respond or act. His readiness is his action.

Bookkeeping: Cross off threads if need be. Add or remove characters if need be by assigning characters a card number, shuffling those cards and drawing a numbered character from the deck. Along with princess I've now written an unknown warrior as the second NPC and assigned him with the number 2. No thread has been accomplished yet so I don't cross off the main thread and I…

…Adjust the chaos factor: In this case it will go up since the human is approaching with a weapon with unknown motivation or intent.

Conclusion: Is the main thread achieved? In this case no but it's ok if it isn't it's early in the adventure.

Pick the next card for the next scene repeating the process with the descriptive details, I will ask questions if needed and take the next action for that new scene. Rinse and repeat for the next scene until I conclude it with the last scene.

Altered Scene Rules of Thumb (pg. 68 Mythic 2nd Edition)

The Next Expectation - A Tweak - A Fate Question - Meaning Tables Inspiration - Scene Adjustment (see scene adjustment table pg.70 Mythic 2nd Edition)

1d10 Scene Adjustment Table
1. Remove a character
2. Add a character
3. Reduce/remove an activity
4. Increase an activity
5. Remove an object
6. Add an object
7. Replace an object
8. Make 2 adjustments
9. Make 2 adjustments
10. Make 2 adjustments