

# Mythology Mystery Game

The Oracle of Delphi has made a prophecy, but before she will reveal it, you must discover the item and god(dess) it will involve and the location it will take place!

## Game Setup

1. Place the god tokens on their starting squares.
2. Sort the cards into three groups -- Location Cards, Mythical Item Cards, and God(dess) Cards. Shuffle each group separately. Take one card at random from each group and put it in the prophecy envelope. Make sure that no player sees any of these three cards!
3. Shuffle together the three piles of remaining cards. Then deal them face down clockwise around the table. Make sure that no player sees any of these three cards! (It doesn't matter if some players receive more cards than others.)
4. Secretly look at your own cards: Because they're in your hand, they can't be in the Prophecy Envelope - which means that none of your cards are involved in the prophecy.
5. Take a Prophecy Clues sheet and, so that no one can see what you write, fold it in half. Mark off the cards that are in your hand.
6. Each player chooses a god or goddess that they would like to play, and rolls the die. Whoever rolls highest will go first, followed by the person to their left, and so on.

## On Your Turn

1. Roll the die to see how many spaces you may move.
2. When you enter one of the seven prophecy locations (*not* Oracle of Delphi), you may make a suggestion by choosing a god or goddess and a mythical item to bring into that location with you.
3. At your suggestion, the other players will try to prove it false, starting with the player to your left. This player looks at his/her cards to see if he/she has one of the three suggested cards (the god you suggested, the item you suggested, and the location you are in). If the player has one, he/she must show it to you and no one else. If the player has more than one of the cards named, he/she selects just one to show you.
4. If the player to your left does not have any of the three cards, then the next player to his/her left attempts to disprove your suggestion. This continues until some player has shown ONE card to the suggesting player, whose turn then ends.

**Final Guess:** When you believe you know which three cards are in the prophecy envelope, go to the Oracle of Delphi, where you can make your Final Guess. If you guess right, you win, but if you are wrong, you lose.

