

OFFICIAL GUIDE

MYTHENOR GUIDE

Everything you need to play, fuse and win: duel rules, game modes, progression and the economy, with the real cards.

MYTHENOR.COM · ENGLISH

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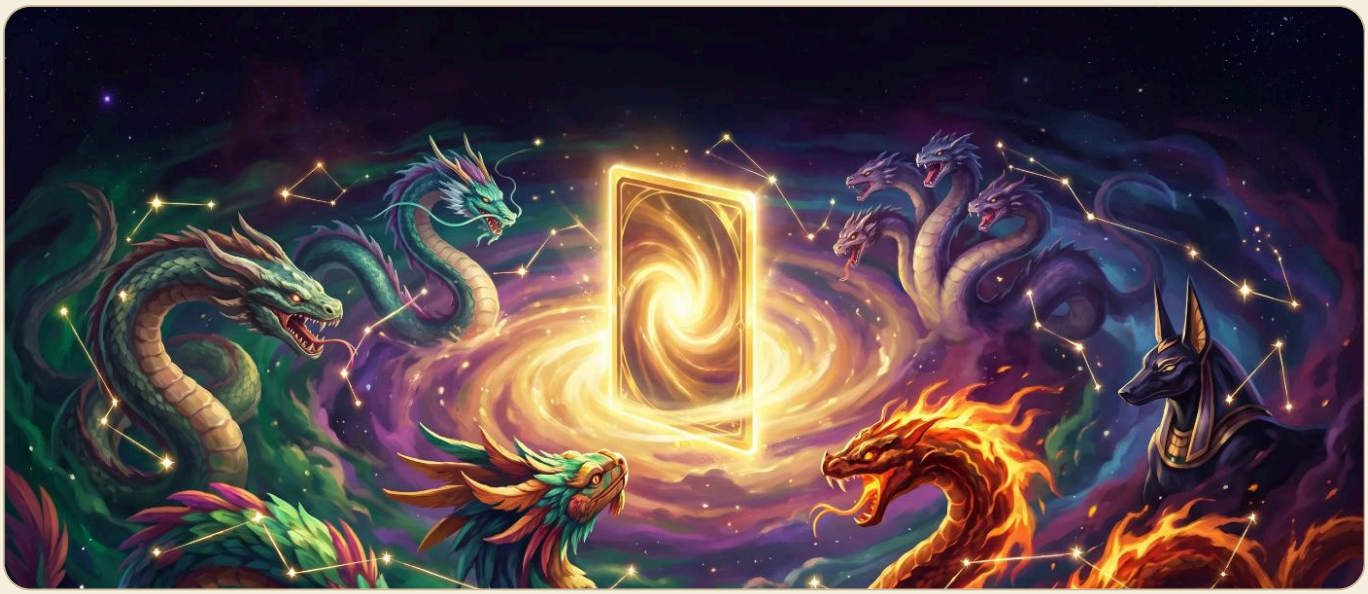
PART I · GETTING STARTED · CHAPTER 1

Welcome to MYTHENOR

A card-duel game where you fuse monsters from six mythologies straight from your hand.

✦ IN SHORT

- MYTHENOR has **720** cards from six mythologies; you build a deck, fuse monsters and duel.
- A duel ends when someone's Life reaches zero, or by empty deck, surrender or time.
- This guide takes you from your first duel to the full tables; start with chapter 2.



What MYTHENOR is

MYTHENOR is a card game for two people. Each brings a deck of **40** cards, starts with **8,000** Life points and tries to bring the other's Life to zero. The cards are creatures, spells, traps and relics drawn from myths all over the world.

The game has a trick of its own: **fusion**. Instead of waiting for a strong card to show up, you join two or three cards from your hand, in the order you choose, and a new monster is born, stronger than its materials. A big part of the fun is discovering which cards fuse into what.

You play against computer duelists in the **Campaign**, against other people in **Ranked** and **Casual**, and there are also practice and challenge modes: the Daily Challenge, Legend Mode, the Crossing of Myths and Tournaments.

The six mythologies

The **720** cards are split into six mythologies, with **120** cards each. Every mythology has a region in the Campaign and a Guardian at the end of it.

Region	Mythology	Guardian
Yggdrasil Fjord	Norse	Freydís, Warden of Yggdrasil
Aegean of Heroes	Greek	Aristeia, Champion of Olympus
Archipelago of the Kami	Japanese	Kaguya, Guardian of the Torii
Valley of the Fifth Sun	Aztec	Itzel, Guardian of the Fifth Sun
The Obsidian Necropolis	Egyptian	Merytamun, the Last Sentinel
Heart of the Forest	Tupi	Jaci-Miri, Sentinel of the Forest

Monsters from every mythology can share a deck, and that is where fusions get interesting: the materials of one mythology can create a monster of another, as in the example of the chapter Your first duel.

The goal of the game

- In the **duel**: bring the opponent's Life to zero. You also win if the opponent's deck runs out, if they surrender, or if their time runs out.
- In the **journey**: beat the six Campaign regions and the final villain, Kaelmyr, Devourer of Pantheons; complete the collection of **720** cards and the Fusion Book of **90** recipes.
- In the **career**: climb the **60** Ranks and, if you want to compete, the Ranked leagues.

Languages

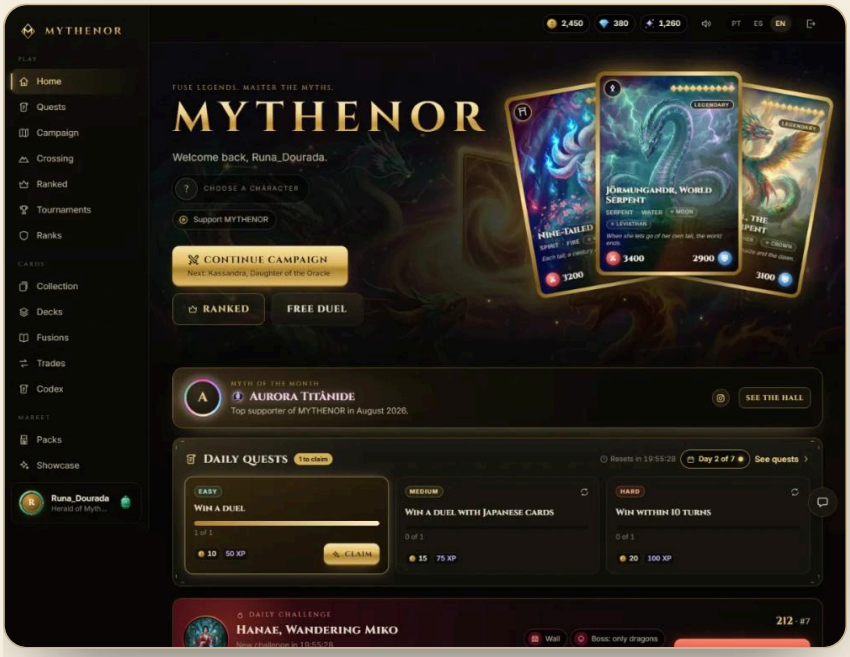
The game and this guide exist in Brazilian Portuguese, Latin-American Spanish and English. Switch the language in Settings or with the selector at the top of this page; the chapter and anchor you are on are kept.

How to read this guide

The guide has three paths, and you can switch between them whenever you like:

- **I've never played**: read the chapter Your first duel. In two minutes you are playing.
- **I know the basics**: the full rules are in the chapters The table and the turn to End of the duel, grade and clock.
- **I want the reference**: tables, the Glossary and Frequently asked questions at the end.

The colored boxes help you find what matters: **In short** at the top of each chapter, **Heads up** for the rules that catch beginners, **Numbers** for exact values and **Pro tip** at the end. Every card mentioned links to the Codex of Myths, the game's encyclopedia.



✦ PRO TIP

Don't try to read everything at once. Play your first duel, come back when a question comes up and use the search on the cover of the guide.



PART 1 · GETTING STARTED · CHAPTER 2

Your first duel

From zero to your first duel won in seven short steps. About two minutes of reading.

✦ IN SHORT

- Sign in as a guest, open the Campaign and pick the first duelist of any region.
- On your turn: one play from your hand, your attacks and "End turn". The player who starts cannot attack on turn 1.
- Your best weapon is fusion: tap two cards in your hand, in order, then "Fuse".

Seven steps to your first win

1 Get in

Tap **Play as guest** and the account is created on the spot, no email needed. If you prefer, use **Sign in with an email**: you type your email and sign in with your password or a **6**-digit code sent to the email. As a guest you can save everything later by signing in with a new email.

2 See what is already yours

Your account starts with the **Starter deck** of **40** cards, **3** **Welcome Packs** to open in your first **7** days and **2** free packs already ready. You do not need to build anything for the first duel.

3 Open the Campaign

In the menu, tap **Campaign**. All six regions are open from the start: pick any one and tap the first duelist. It is an Apprentice, made for you to learn.

4 Read the table in 20 seconds

Each side starts with **8,000** Life and **5** cards in hand. There are **5** zones for monsters and **5** for spells and traps on each side. The drawing below shows where everything is.

5

Play your turn

On your turn you draw up to **5** cards, make **one play from your hand** (one card or one fusion), attack with your monsters and tap **End turn**. The player who starts the duel cannot attack on turn 1; the other side can already attack on turn 2.

6

Make your first fusion

Tap two cards in your hand, in order, then **Fuse**. The example below uses cards from your Starter deck.

7

Win and collect

Bring the opponent's Life to zero. You get a **grade** (S to D), **gold** according to the grade and, on your first win against each duelist, a random **card**.

Your first duel is guided

In the **first duel of your account**, when it is in the Campaign, balloons walk you through your first turn step by step, right when each thing happens: what to tap and what it does. The guide starts by itself, with no button to tap, and on the steps that ask for a tap a **little hand** 👆 points at the spot. Each balloon moves on when you do what it asks, and **Skip guide** ends the walkthrough at any time. It only appears in that duel. In it, the rival starts with only **2,000 Life** (you have the normal Life), so the win comes in a few turns.

On your **first turn** of that duel, a **Coach's tip** card shows the best move before you choose: the two cards of the fusion, the monster they make and its ATK (“Combine A with B → C, 1950 ATK. Stronger than your rival's monster (1550).”), and a little hand taps the cards in order. **Use tip** only **selects** the cards for you; you tap **Fuse** yourself. **No, thanks** closes the card and you play your own way. Once your monster is in, the attack tip follows, with the battle numbers (what it destroys and how much Life it takes). Tips use only what you can see: your hand, the table and the rival's face-up monsters, never their hand or face-down cards. The last balloon links to the Fusion chapter to study combinations.

The card comes back on your next turns of that duel, until you have played **3** turns of your own (counting the first). At the start of the turn it suggests the best move from your hand (a fusion or a single card); after you play, the attack tip. **Use tip** and **No, thanks** work the same way, and if you pick another card the card gets out of the way. When there is no move worth suggesting, it simply does not show up; it only shows on your turn and never holds the turn: **End turn** stays free. **Don't show again**, in the corner of the card, turns the tips off for the rest of the duel. If you tapped **Skip guide** on your first turn, the card does not come back. When the last of those turns ends, a short note says that from now on you are on your own and links to this chapter; **Got it** closes the note.

In that duel **the computer goes first** and, with the Starter deck, your opening hand already holds **a fusion** that beats its first monster: in your first turn you fuse, attack and see the damage. The turn is also longer, **30** minutes, so you can read calmly; if you leave the game, the usual grace period applies (**300** seconds).

In **every duel**, the **? How to play** button at the top of the screen shows all the steps again (with Next, Back and Skip), even if you have seen them before. It does not pause the duel: the clock keeps running.

The table, numbered

In **every duel**, the ⤢ **View cards enlarged** button, next to your hand (right above **End turn**), opens **every card on the table** at a large size: the monsters on both sides with their current ATK and DEF next to the printed ones, their position, constellation and modifiers; the spells and traps (the opponent's face-down ones stay hidden, yours are marked face-down); the field in play; and your hand. It works on your turn and on the opponent's and **does not pause the duel**: the clock keeps running and is shown at the top. The same button, Esc or a tap outside the cards brings back the normal table.

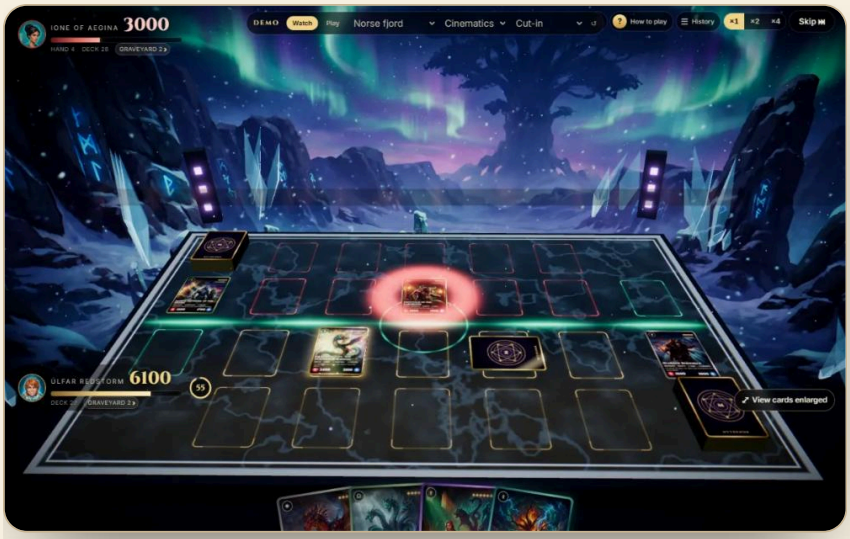
Both **graveyards** are public. On each player's name plate, the **Graveyard N ›** chip (the little arrow tells you it can be tapped) opens the list of the cards that went there, **newest first**, with the art, the name and the ATK/DEF; tap a card to see its details. There is a tab for your graveyard and one for the opponent's. On a computer, a tap on the graveyard pile on the table does the same. It does not pause the duel either; ✕, Esc or a tap outside the cards closes it.

Your face-down cards: tap one of your cards that is face-down (monster, spell or trap) to remember which it is. It opens enlarged with the tag **Face-down — only you can see it**. Only you have this option: the opponent's face-down cards never even reach your device (the server sends just a “?” in their place, without the constellation), so tapping them never reveals what they are, and the attack preview against a face-down monster counts no constellation until it is revealed.



1. Life
2. Hand
3. Deck
4. Graveyard
5. Monster zones
6. Spell/trap zones
7. Field (one for the whole table)
8. Clock

The table seen from above: the opponent on top, you at the bottom.



A duel that has just started: your hand at the bottom, the opponent on top.

The turn in one sentence

You draw up to **5** cards and do, in any order: **one** play from your hand, your monsters' attacks, position changes and the activation of cards you already set on the table. Then you tap **End turn**. There are no phases or steps: that is all.

> ⚠ **HEADS UP: TWO RULES THAT CATCH BEGINNERS**
>
> - **Turn 1:** the player who starts the duel cannot attack. It is not a bug: it is the rule.
> - **One play from your hand per turn:** either you summon/set one card, or you make a fusion. A whole fusion, even with three cards, counts as the single play.

Your first fusion, with cards from your deck

The Starter deck was built so that several of its cards fuse with each other. Here is the nicest example: two common cards become a much stronger monster, and that one can still fuse again.

Real example: a chain of 3 cards

FUSION 1 · GENERAL RULE



Glass-Sand Wyrm
Dragon · Fire
ATK 1,200

+



Aeolian Storm Drakon
Dragon · Thunder
ATK 1,250

→



Dragon of Tláloc's Storm
Dragon · Thunder
ATK 1,800

The stronger of the two has 1,250 ATK. The result needs at least 1,550: the lowest monster of that type and element from there has 1,800.

FUSION 2 · GENERAL RULE



Dragon of Tláloc's Storm
Dragon · Thunder
ATK 1,800

+



Mountain Lightning Falcon
Bird · Thunder
ATK 1,250

→



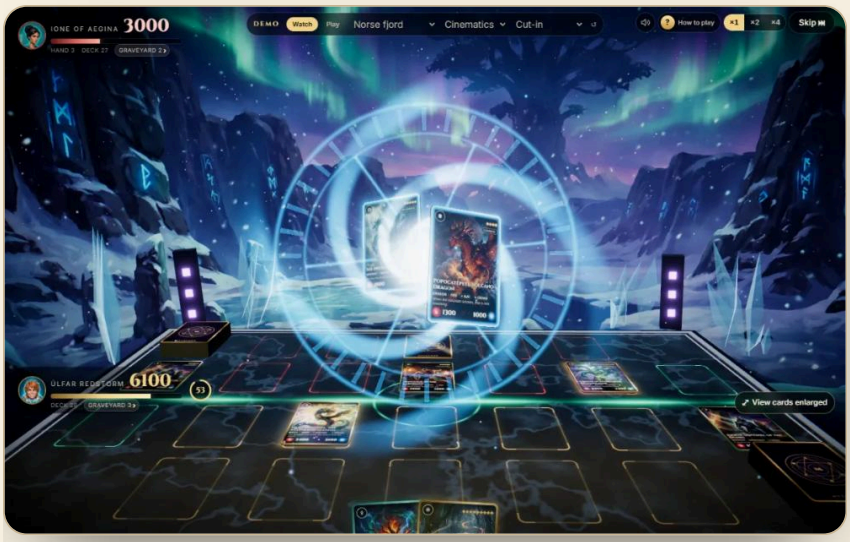
Thunder-Rune Dragon
Dragon · Thunder
ATK 2,150

The result of fusion 1 enters fusion 2. Now the stronger one has 1,800: the result needs at least 2,100 and the lowest from there has 2,150.

Notice that the order in which you tap the cards matters: the result of the first fusion enters the next one. The chapter Fusion has the full rule; for now it is enough to know that the game picks the right monster for you.



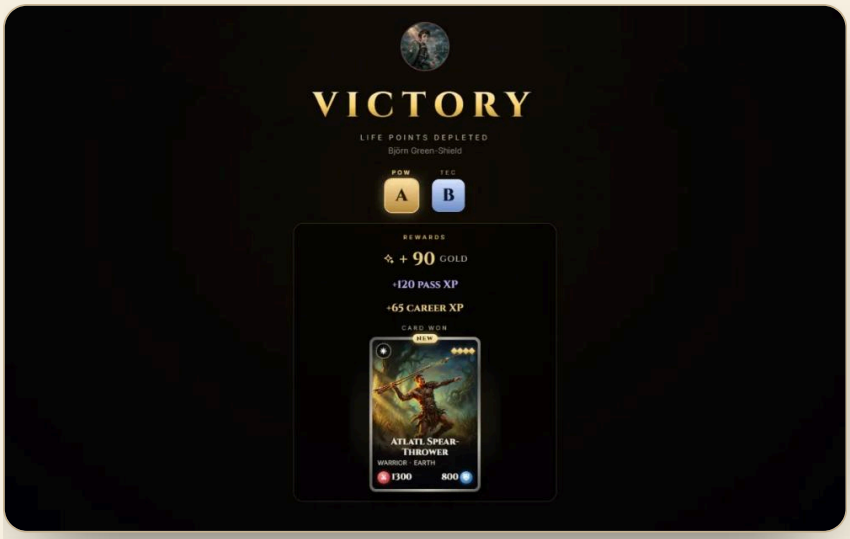
Two cards chosen, in order, and the Fuse button ready.



The fusion under way: the new monster enters the table.

Win and get rewarded

When the duel ends, two grades appear: **POW** (Power) and **TEC** (Technique). Rewards use the better of the two. Against the computer, a win pays **20** gold to **120** gold, depending on the grade, up to a daily cap; the first win against each Campaign duelist does not count toward the cap and also gives a card.



The result screen, with the grades.

Your next ten minutes

- Open your **packs** (Packs): new cards for free.
- Check the **Starter deck** and, when you want, build your own (Collection, decks and Codex).
- Look at the **daily quests** (Quests and Daily gift): they pay gold and pass XP.
- Keep going in the Campaign: every duelist you beat opens the next one.



✦ PRO TIP

If a fusion gives nothing, do not be discouraged: the previous card goes to the graveyard and the chain goes on with the next one. You learn which pairs work, and the Fusion Book keeps what you discover.

Before attacking, look at the opponent's monsters: attacking a monster stronger than yours costs Life. With no monsters on their side, your attack is direct.



PART 1 · GETTING STARTED · CHAPTER 3

The game screen

Where everything is in the menu, on the computer and on the phone.

✦ IN SHORT

- The menu has four groups: Play, Cards, Market and Account.
- On the phone, a bar at the bottom leads to the main areas, with the play button in the middle.
- At the top you see your gold, gems and dust, and switch the language.

The menu

On the computer the menu is on the left side; on the phone, in a bar at the bottom and in a section menu. The items are the same.

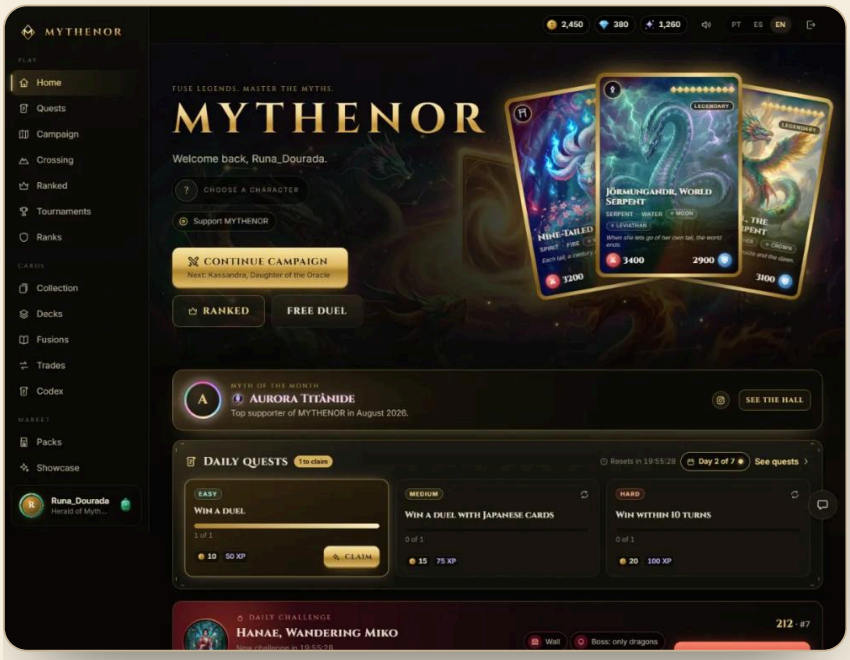
GROUP	WHAT IT HAS	CHAPTER
Play	Home, Online duel, Honor Duel, Quests, Campaign, Crossing, Ranked, Tournaments, Ranks	Campaign, PvP, Ranks
Cards	Collection, Decks, Fusions, Trades, Codex	Collection and decks, Fusion
Market	Packs, Showcase, Shop, Season pass, Hall of Myths	Packs, Shop, Season pass
Account	Profile, Friends, Settings, Guide	Account and settings

The top bar

At the top are your three currencies (**gold**, **gems** and **card dust**), the sound control and, on wide screens, the language selector (on the phone, the language is in Settings). The chapter Currencies and where to earn them explains each one.

The Home screen

Home is your dashboard: the next Campaign duel, Ranked and Free duel; Quests; the Daily Challenge; the Campaign map; the free packs that are ready; the Crossing; today's showcase; the progress of your collection; your Elo and your Rank.



The first time you open Home on a device, a **short tour** shows where each part of the game is: the play button, the modes, the map, the free packs, Cards, Market, Compete, the currencies and your profile. Each step highlights the spot on the screen; **Skip** closes it at any time. To see it again: **Settings** → **See the game tour**.

What's new (the bell in the side menu; on a phone, at the top) gathers what is new in the game that you can still use: the Trial of the Gods (locked, open or in progress), VIP for whoever is not VIP yet (for a regular player who has not told their age yet, as **Confirm my age**) and the Supporter Seal for whoever has none. The number on the bell counts the updates you have not seen on this device; opening What's new marks them all as seen. When something changes (the Trial opens, for example), it comes back as new.

The Codex and this guide

The **Codex of Myths** is the public encyclopedia of the **720** cards, with the real mythology behind each one and where to get it. This **guide** explains the rules and the economy. Both open without signing in and they are linked: every card mentioned here leads to its entry.

> ✦ PRO TIP
>
> On the phone, turn the screen sideways during the duel if you want a wider table.

PART 2 · DUEL RULES · CHAPTER 4

Anatomy of a Card

Kinds, rarities, elements, constellations and what each number on the card means.

✦ IN SHORT

- There are six kinds of card; monsters have ATK, DEF, level, type, element and two constellations.
- Rarity goes from Common to Legendary and shows in the color of the frame.
- Some cards are born only from fusion or ritual and do not come in packs.

The parts of a card

Every card shows the name, the mythology, the rarity and the kind. Monsters also show the level, the **ATK** (attack, bottom left corner), the **DEF** (defense, on the right), the type, the element and their two constellations. The other cards show the effect text.



1. Mythology (the corner symbol)
2. Level (the diamonds)
3. Rarity
4. Card name
5. Type and element
6. The two constellations
7. Flavor text
8. ATK (attack)
9. DEF (defense)

The six kinds of card

Card kind	Count
Monster	540
Spell	72
Trap	48
Equipment	30
Field	6
Ritual	24

The effects of spells, traps, equipment, fields and rituals are in the chapter Spells, traps and more.

Rarities

There are five rarities. The rarer, the fewer cards exist and the harder it is to open one in a pack. The frame changes color with the rarity.

Rarity	Count
Common	288
Uncommon	204
Rare	132
Epic	72
Legendary	24

There are four legendaries per mythology. The strongest monsters in the game have **3,600** ATK.


Common


Uncommon


Rare


Epic


Legendary

Monsters: type, element and level

A monster has one of the **12 types** (Dragon, Serpent, Warrior, Beast, Beast-Warrior, Spirit, Deity, Undead, Spellcaster, Machine, Insect-Plant and Bird) and one of the **7 elements** (Fire, Water, Earth, Wind, Light, Darkness and Thunder). Type and element decide fusions and boosting effects.

TYPE \ ELEMENT	WATER	FIRE	LIGHT	EARTH	DARKNESS	THUNDER	WIND
Bird	2	10	9	0	7	8	12
Beast	8	7	7	18	14	2	2
Beast-Warrior	10	5	1	9	10	0	4
Deity	7	3	19	5	8	8	5
Dragon	7	9	5	6	6	8	1
Spirit	8	5	7	7	8	0	6
Spellcaster	5	5	16	2	11	0	2
Warrior	5	21	9	13	3	1	7
Insect-Plant	4	0	7	8	9	0	2
Machine	3	9	3	8	0	9	1
Undead	7	4	6	5	21	0	5
Serpent	16	5	3	6	9	0	7

The **level** goes from **1** to **10** and is a reference: it is roughly the higher of ATK and DEF divided by 350. There is no tribute: monsters of any level enter the table directly. ATK and DEF are always multiples of **50**, from **400** to **3,600**.

Constellations

Every monster carries **two constellations**, one from each cycle. When you summon it you choose which one is active; it decides advantages in battle. See the chapter Constellations.

Special cards

- **Fusion-only: 76** monsters that do not come in packs, the showcase or crafting; they are born only from fusion (or from a drop).
- **Ritual-only: 24** ritual monsters, summoned only by the right Ritual card.
- **1/1 card:** an exclusive legendary card for whoever reaches the highest level of the Hall of Myths (Hall of Myths); it is bound to the account and does not enter packs or trades. Today none exists in the game.

The art

Each of the **720** cards has its own art. In the Codex you see the large art, the myth of origin and where to get the card.

The magnifier: inspecting a card

The magnifier button appears on cards in the collection, the deck editor, the Fusion Book and the Codex, and in the duel action bar when you select a card. It opens the card full screen: large art, name, rarity, type, element, level, ATK, DEF and constellations, plus a description in a legendary tone and, right below it, "In game terms", with what the card actually does. To close, tap the card or outside it, swipe down or press Esc (the hint sits right under the art, no scrolling needed). Scrolling the text does not close it.

> ✦ PRO TIP
>
> When building your deck, think about types and elements: the more your cards fuse with each other, the more strong plays you will have in hand.



PART 2 · DUEL RULES · CHAPTER 5

The Table and the Turn

The zones, drawing, who goes first and what you can do on your turn.

✦ IN SHORT

- Each side has **5** monster zones, **5** spell/trap zones and there is one field zone for the whole table.
- At the start of your turn you draw up to **5** cards; there are no phases.
- You make one play from your hand per turn; the player who starts cannot attack on turn 1.

The Table

Each duelist starts with **8,000 Life** points, a shuffled deck of **40** cards and a hand of **5** cards. On the table there are:

- **5 monster zones** for each player;
- **5 spell and trap zones** for each player;
- one **field zone** for the whole table;
- each side's **deck**, **hand** and **graveyard**.

Who Goes First

The server draws who starts, fifty-fifty. You cannot choose.

The Flow of the Turn



Turn 1: the starting player cannot attack.

There are no phases: in the middle of the turn you do the four things in any order.

Drawing cards

At the start of **each** of your turns, you draw up to **5** cards in hand. Anyone who already has **5** or more does not draw. There is no maximum hand size.

One play from your hand per turn

You can play **one** card from your hand (summon a monster, activate a spell, set a trap…) **or** make **one** fusion. A fusion of two or three cards counts as the single play. After it, your hand rests until the next turn, but the rest of the turn goes on: attacks, position changes and cards you already set.

Set cards

A spell, equipment or field can be **set** face-down in its zone to be activated later. Activating a card you already set does **not** spend your play from hand, and you can activate as many as you like. Traps only enter face-down and trigger on their own; you do not activate them by hand.

The turn 1 rule

> ⚠ HEADS UP
>
> The player who starts the duel **cannot attack on turn 1**. The second player can already attack on turn 2. Use turn 1 to build your table.

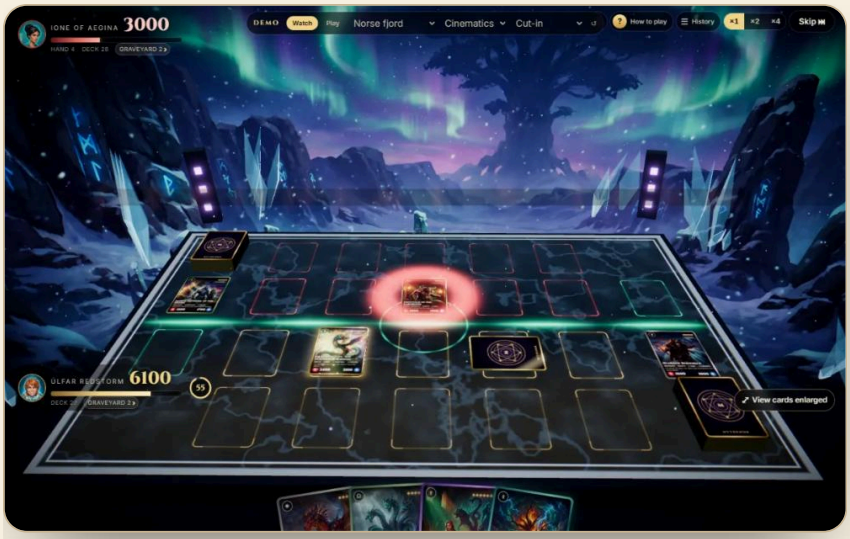
No tribute

Any monster enters directly, whatever its level: nothing needs to be sacrificed. A freshly summoned monster can attack the same turn (except on the starting player's turn 1).

Ending the turn

When you are done, tap **End turn** (on a phone, **End**), the yellow button next to your hand. It **glows** once your play from the hand is done and no attack is left: only optional moves remain, such as changing a monster's position or activating a card you set. The line above the buttons says: "Done? Tap End →".

If **no** move is left (no attack, no position change, no set card to activate), the turn **ends by itself**: the notice "No moves left — ending the turn…" appears, the button shows "Ending…" with a bar that empties in **1.5** s, and the turn ends. Opening a card or a panel meanwhile holds the turn until you close it. You can turn it off in **Settings** → **Duel**.



✦ PRO TIP

Build your table early: setting traps and spells on turn 1 protects your Life when the opponent attacks.



PART 2 · DUEL RULES · CHAPTER 6

Summoning, positions and face-down cards

How a monster enters the table and what changes between Attack, Defense and face-down.

✦ IN SHORT

- A monster enters in Attack or Defense, face-up or face-down.
- When you summon a single card, you choose which of its two constellations is active.
- Changing position works once per monster per turn, and not after it has attacked.

The four ways to put a monster down

When you play a monster from your hand you choose the **position** (Attack or Defense) and whether it enters **face-up** or **face-down**. That is four combinations:

POSITION	FACE-UP	FACE-DOWN
Attack	Can attack; everyone sees the card.	Can attack; the opponent only sees the card when it is revealed.
Defense	Does not attack; defends with its DEF.	Does not attack; defends with its DEF and is only revealed in battle.

Revealing

A face-down monster is revealed when it attacks or is attacked. Changing the position of a face-down monster also reveals it.

Choosing the constellation

Every monster has two constellations. When you summon **a single monster card**, you choose which one is active; the choice decides who has the advantage in battle (Constellations). The monster born from a fusion enters with the **first** constellation of the resulting card: the screen only offers the choice for a single card.

Attacking

Each monster in **Attack** position attacks at most **1 time** per turn. A monster in Defense does not attack. A freshly summoned monster can attack the same turn, except on the starting player's turn 1.

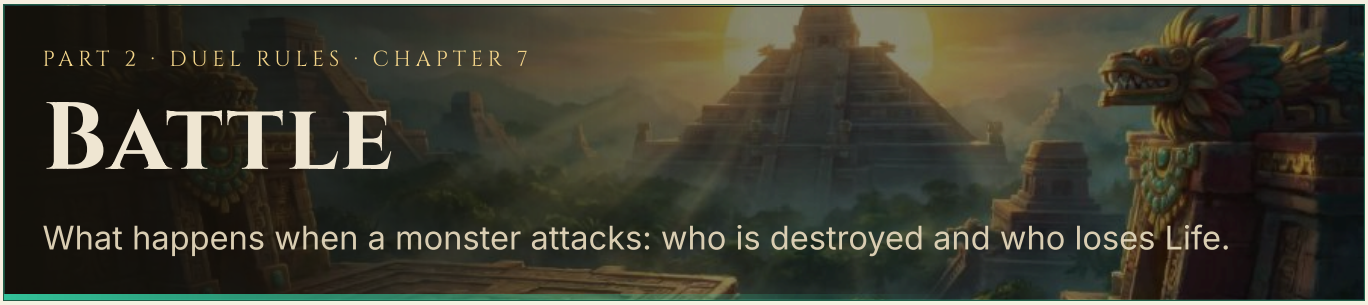
Changing position

Each monster can change position **1 time per turn** and **not after it has attacked**. Going from Defense to Attack is how you prepare the next turn's attack.

Fusing with a monster on the field

A fusion can use a monster already on your table as the first material; see Fusion.

> ✦ PRO TIP
>
> A face-down Defense is great for a monster with high DEF: the opponent does not know whether attacking is worth it.



PART 2 · DUEL RULES · CHAPTER 7

Battle

What happens when a monster attacks: who is destroyed and who loses Life.

✦ IN SHORT

- In Attack against Attack, the higher destroys the lower and the owner of the lower loses the difference.
- Against a monster in Defense, the attacker only destroys it with more ATK than the DEF; with less, it loses the difference.
- With no monsters on the other side, the attack is direct: the opponent loses the attacker's ATK.

The battle table

ATK vs ATK

Higher attack	Lower attack	Tie
the defender is destroyed	**the attacker is destroyed**	**both are destroyed**
the owner of the lower one loses the difference	the owner of the lower one loses the difference	no damage
Example: 1800 × 1200 → 600	Example: 1200 × 1800 → 600	Example: 1500 × 1500 → 0

ATK vs DEF

Higher attack	Lower attack	Tie
the defender is destroyed	**nothing is destroyed**	**nothing happens**
no damage	the attacker loses the difference	no damage
Example: 1800 × 1200 → 0	Example: 1200 × 1800 → 600	Example: 1500 × 1500 → 0

The examples use round values; the math is the game's.

Three battles with real cards

Three battles with cards from your Starter deck



Otomí Shock Warrior
Warrior · Fire
ATK 1,650

⚔



Lake Texcoco Serpent
Serpent · Water
ATK 1,200

Otomí Shock Warrior attacks Lake Texcoco Serpent in Attack position: 1,650 against 1,200. The defender is destroyed and its owner loses 450 Life.



Lake Texcoco Serpent
Serpent · Water
ATK 1,200

⚔



Mountain Lightning Falcon
Bird · Thunder
ATK 1,250

DEF 950

Lake Texcoco Serpent attacks Mountain Lightning Falcon in Defense position: 1,200 against 950 DEF. The defender is destroyed, but nobody loses Life.



Lake Texcoco Serpent
Serpent · Water
ATK 1,200

⚔



Herald Beyond the Veil
Undead · Light
ATK 1,600

DEF 1,800

Lake Texcoco Serpent attacks Herald Beyond the Veil in Defense position: 1,200 against 1,800 DEF. Nothing is destroyed, and the attacker loses 600 Life.

Direct attack

You can only attack directly when the opponent has **no monster at all**. The opponent loses the attacker's full ATK. Constellations do not apply to direct attacks.



Direct attack: the opponent has no monsters.

The order of an attack

Every attack follows the same sequence: **attack**, **reveal** (if the monster was face-down), **constellation**, **trap**, **battle**, **destruction**, **damage** and, at the end, the game-over check. That is why a trap can change the result before the battle is calculated.

Graveyard and Life

A destroyed monster goes to its **owner's** graveyard. Life has no cap: a heal can take you above **8,000**.

The "current" ATK and DEF

The value that counts in battle is the **current** one: the card's value plus boosts (spells and equipment), plus the field effect and temporary effects, and never below zero. The constellation is added only during the battle (Constellations, Spells, traps and more).

The modifier badge

When the **current** ATK or DEF of a monster on the table differs from the printed number, a **badge** appears on the card with the **source** of the change and the **new value**, with the difference. Real example: Lanceiro de Atlatl (ATK 1300) equipped with Machado Barbado Rúnico, with Salões de Valhöll in play, shows “2 effects · ATK 2300 (+1000)”. On a phone the badge is shorter: the source and the value with ▲ (up) or ▼ (down).

- ✦ **Spell**: a spell that boosted or weakened the monster (the weakening one lasts until the end of the opponent's next turn);
- ⚒ **Equipment**: an equipment played on it or consumed in a fusion;
- ▦ **Field**: the field in play, which counts for the monsters on both sides;
- ❖ **Rule**: a Crossing rule (blessing, curse or boss rule);
- ★ **Challenge**: a Daily Challenge modifier;
- ✧ **Effect**: another card effect.

Tap the badge to see the whole sum: each modifier with the card or rule that applied it, how much it adds to ATK and DEF and, if it is temporary, how long it lasts. The enlarged card (when you tap a monster) and **View cards enlarged** show the same numbers. The **constellation** is not in the fixed badge: it only adds during a battle and depends on the opponent, so it shows up when you attack (see "The constellation on the card").

My monster had higher ATK and lost. Why?

The ATK printed on the card is not the number that fights. Check: was the target in **Defense**? Then its DEF counts, not its ATK. Did the defender win the **constellation advantage** (**+500**)? The **field** applies to the monsters on both sides. Are there **boosts** (spells and equipment) or a temporary effect? A **trap** can also change everything before the battle. Against a monster in Defense, an ATK lower than its DEF destroys nothing and you lose the difference.

The attack preview

When you tap an enemy monster, the screen shows the math before you confirm, for example "ATK 1800 vs DEF 2100 (defense)", with the constellation advantage when there is one, and what happens ("Higher defense: you take 300 damage"). Tap the same monster again, or Attack, to confirm. A face-down monster shows "?" until it is revealed. After the clash, a short caption repeats the result, on both sides of the table.



The constellation on the card

When you pick an attacker, every face-up enemy monster its constellation **beats** gets a green badge "You +**500**", and every one whose constellation beats yours gets a red badge with its value **already added** (for example "DEF 2300 (+500)"). When you choose the target, your attacker's badge shows its ATK with the constellation ("Constellation · ATK 1800 (+500)"), the same number that fights in the battle; the target buttons mark "✧+500" on the side that has the edge. During the clash, the number over each card already includes the constellation, and the constellation glow shows "+500 → ATK 1800". The opponent's face-down monsters show nothing.

The combat balloon

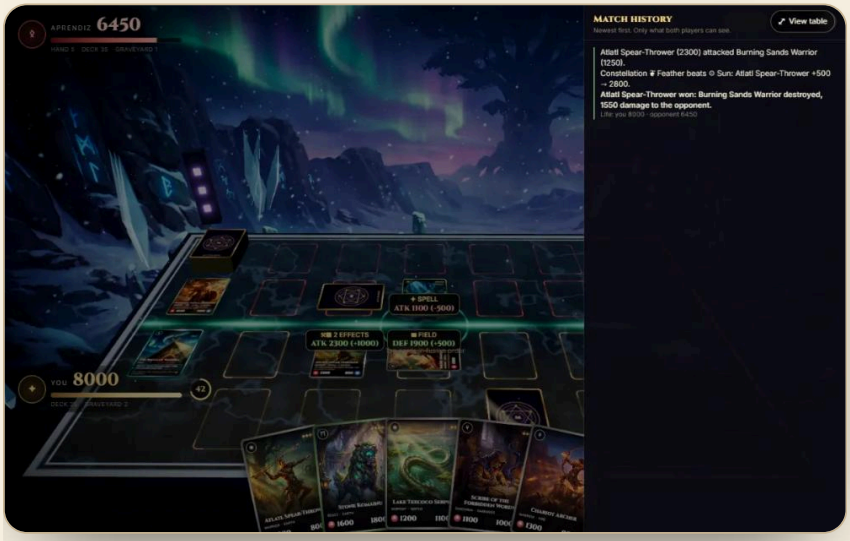
When a battle ends, a **balloon** appears at the side of the screen (on a computer, on the right; on a phone, just under the opponent's name plate, above the table) and explains in words what happened: who attacked whom and with what numbers, the constellation edge with the new value, the trap that fired, who won, who was destroyed and how much damage, and both life totals afterwards. Real example: "Atlatl Spear-Thrower (1300) attacked Burning Sands Warrior (1650). Constellation ❦ Feather beats ⊙ Sun: Atlatl Spear-Thrower +500 → 1800. Atlatl Spear-Thrower won: Burning Sands Warrior destroyed, 150 damage to the opponent." A spell, equipment or field that changes ATK or DEF gets a balloon too ("Values changed"). The balloon stays **15** seconds and closes by itself; the ✕ closes it earlier. A new balloon replaces the previous one.



The balloon explains the battle: numbers, constellation, winner and damage.

The match history

The ☰ **History** button, top right (on a phone, just the ☰ icon), opens the whole match in lines, **newest first**: the turn number, the plays (summon, fusion, card set, spell activated), each battle with why it was won and the damage, and the life totals afterwards. Only what both players can see is shown: an opponent's face-down card stays a "face-down card" until it is revealed. The history does not pause the duel; the same button, the ×, Esc or a tap outside closes it.



The history: battles and plays, newest first.

> ✦ PRO TIP
>
> Before attacking in Attack position, add the constellation advantage: it can flip a battle that looked lost.



PART 2 · DUEL RULES · CHAPTER 8

Constellations

Two wheels, ten symbols and a bonus that decides battles.

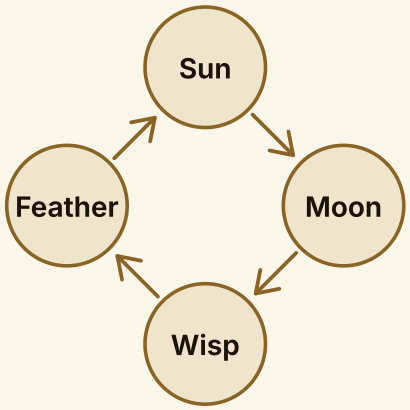
✦ IN SHORT

- Constellations form two cycles: the Celestial and the Earthly.
- Each one beats the next one in its cycle and gets **+500** in battle.
- Constellations of different cycles do not affect each other, and the bonus does not apply to direct attacks.

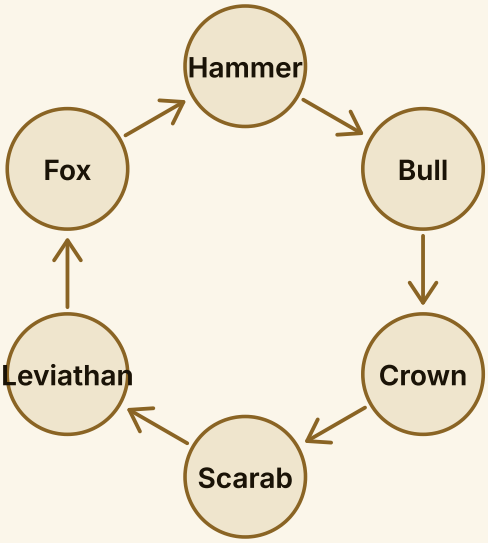
The two wheels

Each constellation **beats the next one** in its cycle, and the last beats the first. The **Celestial** cycle has four constellations and the **Earthly** has six.

Celestial Cycle



Earthly Cycle



each one beats the next

The arrow points to the one that loses.

The bonus

When the attacking monster and the defending monster have constellations of the same cycle and one beats the other, the one with the advantage gets **+500** on the value used **only in this battle** (the attacker's ATK, or the defender's ATK/DEF). Constellations of different cycles do not interact. On a direct attack the bonus does not exist.

Real example: the constellation turns the battle



Lake Texcoco Serpent
Serpent · Water
ATK 1,200

Moon ⚔ Wisp



Mountain Lightning Falcon
Bird · Thunder
ATK 1,250

Lake Texcoco Serpent (1,200) summoned with the Moon constellation attacks Mountain Lightning Falcon (1,250) summoned with Wisp. Moon beats Wisp: 1,200 + 500 = 1,700 against 1,250. The attack, which would lose, wins.

Choosing well

Every monster has two constellations, one from each cycle. When you summon a single card you choose which one is active. Look at the opponent's face-up monsters: choose the constellation that beats theirs.



✦ PRO TIP

When the ATK values are close (the difference is smaller than the bonus), the constellation decides the battle.

PART 2 · DUEL RULES · CHAPTER 9

Fusion

The heart of MYTHENOR: join cards from your hand, in the right order, and a stronger monster is born.

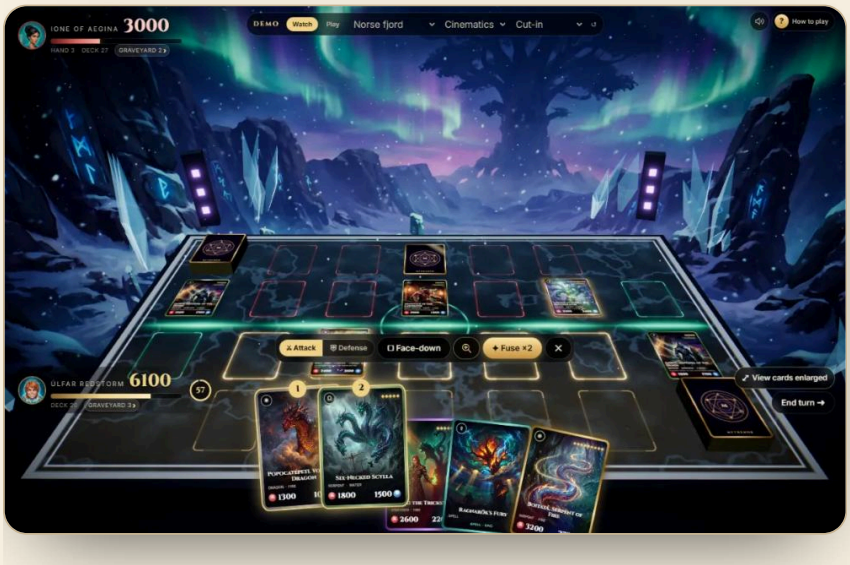
✦ IN SHORT

- Pick cards from your hand in order; the game fuses pair by pair, and the result of one step enters the next.
- Each pair tries, in this order: specific recipe, general rule, monster + equipment and, if nothing fits, failure.
- In the general rule the LOWEST-ATK monster is born that beats both and sits at least **300** above the stronger one.

How to fuse

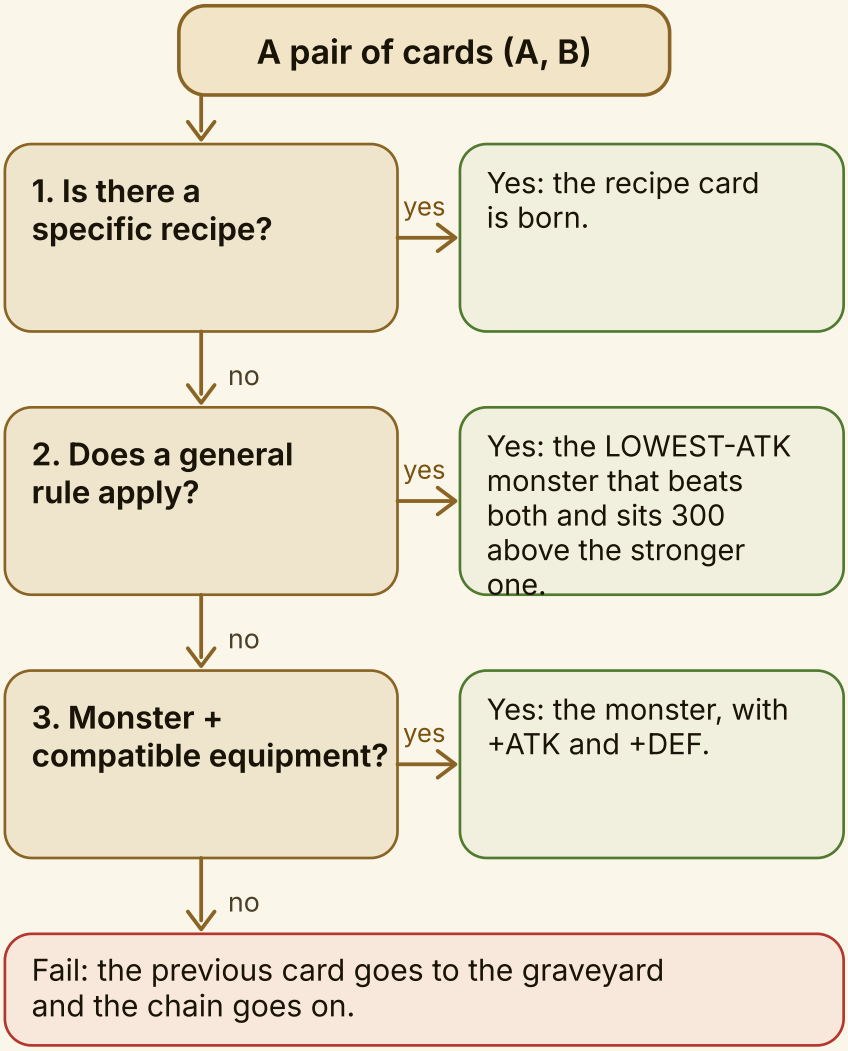
On your turn, tap the cards in your hand **in the order** you want to fuse them, then tap **Fuse**. The screen accepts up to **3** cards from your hand, or **one of your monsters already on the field** plus up to **2** cards from your hand. The whole fusion counts as the **single play from your hand** of the turn.

The game resolves the chain **pair by pair**: the first and second cards generate a result; that result joins the third, and so on. The final monster enters the table.



What happens with each pair

For each pair of cards the game tries the options below, **always in this order**, and keeps the first one that fits:



The decision tree of a pair of cards.

Specific recipe

There are **90** specific recipes (**15** per mythology). In each recipe, each side is an **exact card** or a **type/element**. A recipe works in **either order** (A+B or B+A) and, if more than one fits, the first in the table wins. Specific recipes come before any general rule.

Real example: a specific fusion



Lycian Lion
Beast · Fire
ATK 1,200

Lake Texcoco Serpent
Serpent · Water
ATK 1,200

Chimera of Lycia
Beast · Fire
ATK 2,300

A named recipe: it works in this order or the reverse, and it comes before any general rule.

General rule

When there is no recipe, the **general rule** applies; it only works with **monster + monster** and looks at the types and elements of the two cards. There are **36** rules (the table is in Appendix A); the **first** one in the list that matches the pair decides the type of the result.

The monster with the **LOWEST ATK** of that type (and that element, if the rule fixes one) is born, provided its ATK is **higher than both materials** and **at least 300 above the stronger one**. If two monsters tie on ATK, the lower number wins. The result is never a legendary card or a ritual monster. If there is no candidate, the pair fails.

⚠ It is not "the strongest"

The general rule does **not** create the strongest monster of the type: it creates the **lowest** one that still beats the materials with a margin of **300**. That is why a general fusion sometimes looks "weak": it climbs one step, not the whole ladder. Fusing again climbs the next step.

Real example: a chain of 3 cards

FUSION 1 · GENERAL RULE



Glass-Sand Wyrm
Dragon · Fire
ATK 1,200

+



Aeolian Storm Drakon
Dragon · Thunder
ATK 1,250

→



Dragon of Tláloc's Storm
Dragon · Thunder
ATK 1,800

The stronger of the two has 1,250 ATK. The result needs at least 1,550: the lowest monster of that type and element from there has 1,800.

FUSION 2 · GENERAL RULE



Dragon of Tláloc's Storm
Dragon · Thunder
ATK 1,800

+



Mountain Lightning Falcon
Bird · Thunder
ATK 1,250

→



Thunder-Rune Dragon
Dragon · Thunder
ATK 2,150

The result of fusion 1 enters fusion 2. Now the stronger one has 1,800: the result needs at least 2,100 and the lowest from there has 2,150.

Monster + equipment

A monster and a **compatible equipment** (in either order) give the monster itself, with the equipment's ATK and DEF bonus. The compatible types are written on the card.

When a fusion fails

If the pair has no recipe, general rule or equipment, it **fails**: the previous card goes to the graveyard and the chain goes on with the next card. The game lets you try, but the lost cards do not

come back.

More fusions you can make with your Starter deck



Atlatl Spear-Thrower
Warrior · Earth
ATK 1,300

+



Chariot Archer
Warrior · Fire
ATK 1,300

→



Otomí Shock Warrior
Warrior · Fire
ATK 1,650



Mountain Lightning Falcon
Bird · Thunder
ATK 1,250

+



Lake Texcoco Serpent
Serpent · Water
ATK 1,200

→



Northgale Serpent
Serpent · Wind
ATK 1,750



Lycian Lion
Beast · Fire
ATK 1,200

+



Bakeneko, the Shapeshifting Cat
Beast · Darkness
ATK 1,200

→



Temple-Flame Tiger
Beast · Fire
ATK 1,500



Atlatl Spear-Thrower
Warrior · Earth
ATK 1,300

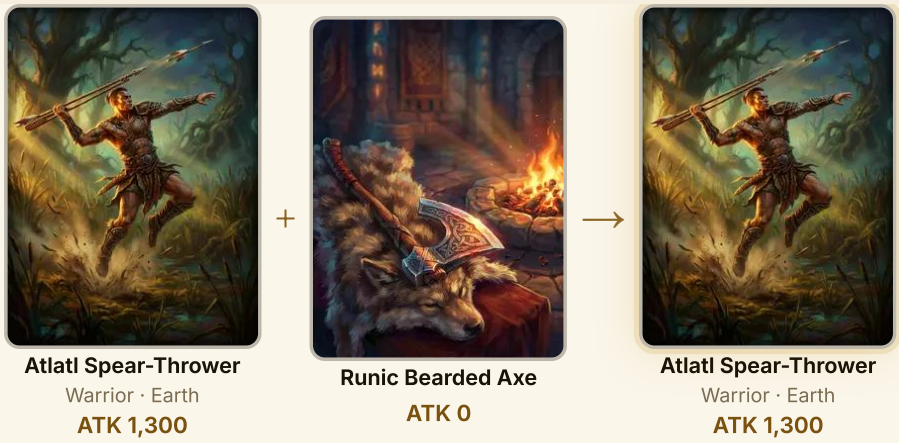
+



Aeolian Storm Drakon
Dragon · Thunder
ATK 1,250

→ ✕

Does not fuse: the previous card goes to the graveyard



Monster + equipment: the monster gets stronger

Fusing with a monster on the field

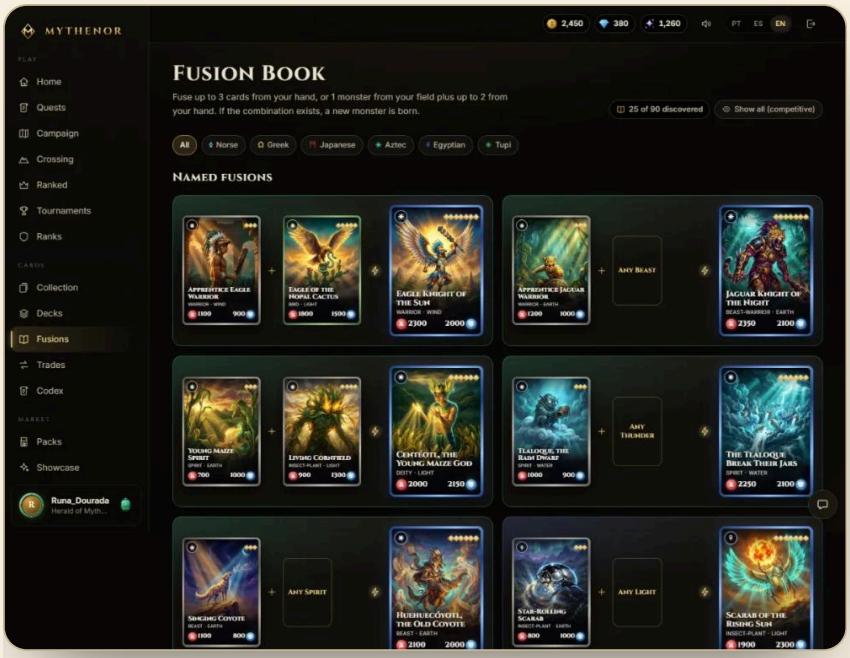
You can use a monster already on the table as the **first material**. The result takes its zone and **inherits** the "already attacked this turn" mark: if the field monster had already attacked, the new one does not attack again.

When the chain ends in a card that is not a monster

If the chain ends in a spell, field or equipment, the card is activated if possible; otherwise it is discarded. A trap in that position is set.

The Fusion Book

The **Fusion Book** records every **specific recipe** you perform in a completed duel: from zero to **90**. It also shows the general rules. Each recipe you discover gives career XP (Ranks).



The animation

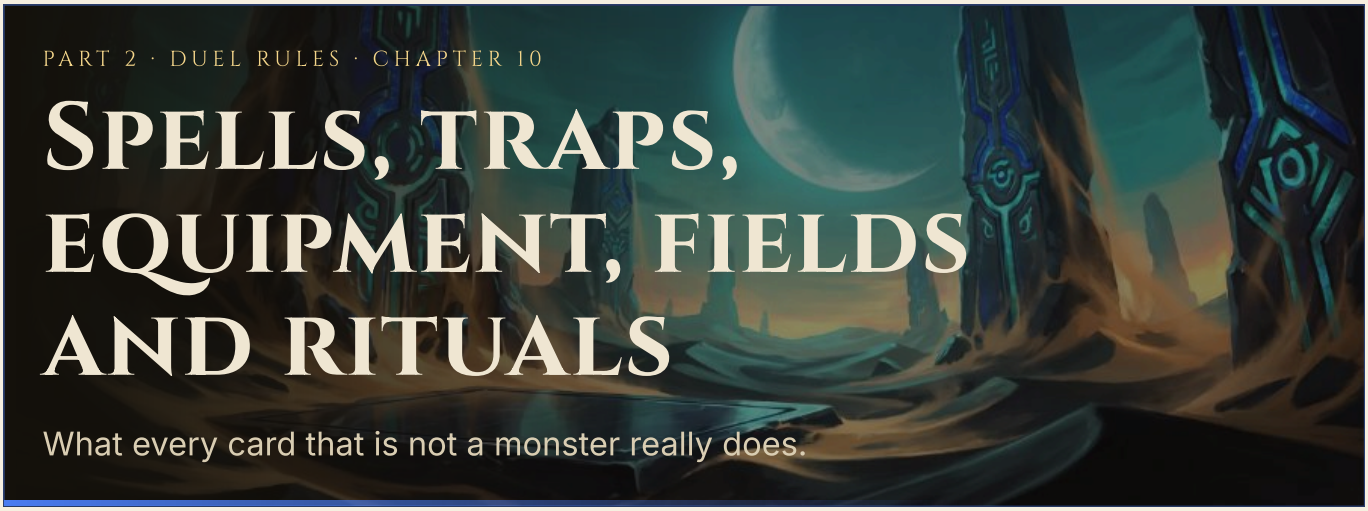




✦ PRO TIP

Instead of guessing, check the Fusion Book and the Codex: they show which cards each monster can be born from.

Order matters: fusing A+B and then C can give a different monster than B+C and then A.



PART 2 · DUEL RULES · CHAPTER 10

Spells, Traps, Equipment, Fields and Rituals

What every card that is not a monster really does.

✦ IN SHORT

- Spells act at once; traps stay face-down and trigger on their own when you are attacked.
- Equipment boosts a monster; fields affect the monsters on both sides.
- Rituals destroy three exact monsters of yours to summon a ritual monster.

Every effect, one by one

Every card that is not a monster uses one of the game's **20** effects. The table below describes what the game **really does**, with an example card for each. The values (heal, damage, boost…) come from the cards themselves.

KIND	EXAMPLE CARD	WHAT THE GAME DOES
Spell	The End of the Fifth Sun	Destroys all of the opponent's monsters.
Spell	Sacred Obsidian Blade	Destroys the opponent's highest-ATK monster (tie: the leftmost).
Spell	Wind that Erases Seals	Destroys all of the opponent's spells and traps.
Spell	Chocolate of the Gods	You gain 800 Life (Life has no cap).
Spell	Sparks of the New Fire	500 / 600 direct damage to the opponent.
Spell	Huéhuetl War Drum	+400 / 500 / 600 / 700 ATK and DEF, permanently, on YOUR monsters on the field of the type or element shown.
Spell	Copal Smoke	−400 / 500 ATK on all the opponent's monsters until the end of their next turn (stacks).

KIND	EXAMPLE CARD	WHAT THE GAME DOES
Spell	Eye of the Obsidian Mirror	Flips the opponent's face-down MONSTERS face up. Their hand and face-down spells/traps stay hidden.
Spell	The Five Empty Days	The opponent cannot attack during their next 1 / 2 / 3 turns.
Spell	Mask of Xipe Tótec	Swaps the ATK and DEF of the OPPONENT's monsters.
Spell	Folded Codex of the Elders	You draw 2 / 3 cards.
Spell	Gust of the Wind Serpent	Returns the opponent's strongest monster to its owner's hand.
Spell	Fox Possession	You take the opponent's strongest monster. It returns to its owner at the end of YOUR turn; if their side is full, it is destroyed.
Trap	Chimalli Shield Wall	Trap: negates the attack.
Trap	Stake Pit	Trap: destroys the attacking monster.
Trap	The Smoking Mirror	Trap: the damage you would take goes to the attacker.
Trap	Scorpion's Sting	Trap: the attacker's ATK becomes 0 in this battle.
Field	Templo Mayor at the Fifth Sun's Dawn	Field: +500 to monsters of the favoured types/elements and −400 to the weakened ones — for BOTH players.
Equipment	Obsidian Macuahuitl	Equipment: +500 / 700 / 1,000 ATK and DEF, permanently, on a compatible monster (the types are on the card).
Ritual	Rite of the New Fire	Ritual: needs the 3 exact monsters on YOUR field; they are destroyed and the ritual monster enters face up.

Spells

A spell from your hand can be **activated at once** (face-up) or **set** face-down to be activated later; in that case, activating it later does not spend your play from hand. The boost of a type/element spell applies to **your** monsters of that type that are on the field **right now**; those that enter later do not get it.



Chocolate of the Gods



Huéhuetl War Drum



The Five Empty Days

Heal, boost and protection: three common spells.

Traps

There are four traps: **negate the attack**, **destroy the attacker**, **reflect the damage** and **set the attacker's ATK to zero**. They only enter face-down ("Set") and you do not activate them: when you are attacked, even by a direct attack, the **first** face-down trap in your row, left to right, triggers on its own. **One** per attack.



Chimalli Shield Wall



Stake Pit

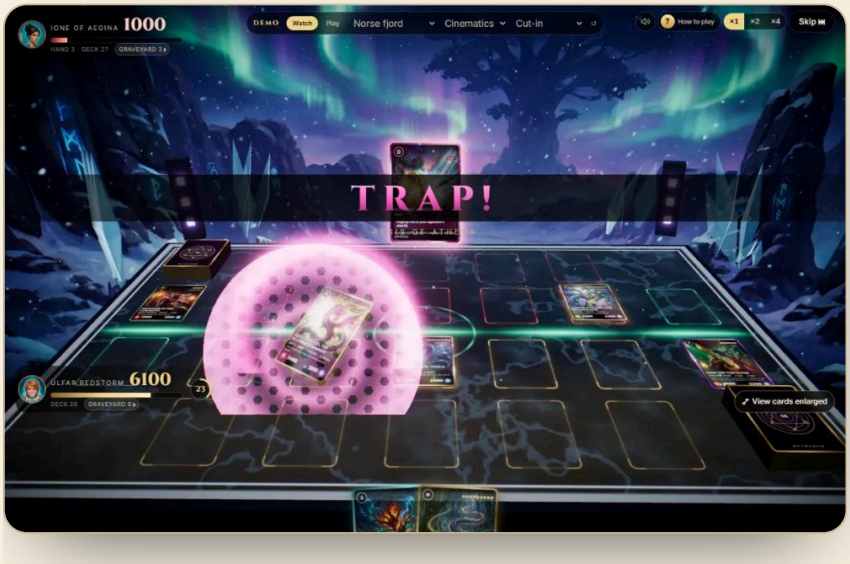


The Smoking Mirror



Scorpion's Sting

The four traps.



Equipment

An equipment gives **+500, +700 or +1,000** ATK **and** DEF, permanently, to a compatible monster (the types are on the card). Played alone from your hand, face-up, it goes to your strongest compatible monster. An equipment can also enter a fusion (monster + equipment).



Runic Bearded Axe

An equipment.

Fields

A field gives **+500** ATK and DEF to monsters of the favoured types and elements and **−400** to the weakened ones, and that applies to the monsters of **both** players. There is only **one field for the whole table**: activating another sends the previous one to its owner's graveyard.



Templo Mayor at the Fifth Sun's Dawn

A field.

Rituals

A Ritual card requires its **3 exact monsters** on **your** field. They are destroyed and the ritual monster enters face-up (in Attack by default). Ritual monsters only enter this way.



Bearer of the New Fire
ATK 1000 · DEF 1100



Sun Hummingbird
ATK 700 · DEF 500



Apprentice Eagle Warrior
ATK 1100 · DEF 900



Rite of the New Fire



Huitzilopochtli, Hummingbird of the South
ATK 2950 · DEF 2500

The Rite of the New Fire: the three required monsters and the ritual monster that is born.

✦ PRO TIP

The leftmost trap triggers first: put on the left the one you want to answer the opponent's first attack.

PART 2 · DUEL RULES · CHAPTER 11

End of the duel, grade and clock

Five ways to finish, how the grade is calculated and what counts as a "real duel".

✦ IN SHORT

- A duel ends by Life at zero, empty deck, surrender, time or abandonment; never in a draw.
- The grade comes from two meters, POW and TEC, from 0 to 100; rewards use the better one.
- To give XP, quests and PvP gold, the duel has to be "real".

Five ways to finish

- **Life at zero:** whoever reaches 0 Life loses.
- **Empty deck:** if, at the start of your turn, you must draw and your deck is empty, you lose. Drawing through a spell effect with an empty deck does not make you lose.
- **Surrender:** the **Surrender** button, with confirmation, is an immediate defeat.
- **Time:** the clock running out is a defeat.
- **Abandonment:** disconnecting and not coming back within the grace period is a defeat.

ℹ NOTE

There are no draws: every duel ends with a winner.

The clock

	AGAINST ANOTHER PLAYER	AGAINST THE COMPUTER
Time per turn	80 s	80 s
Time runs out	the turn passes; 3 in a row = defeat	the turn passes; 3 in a row = defeat

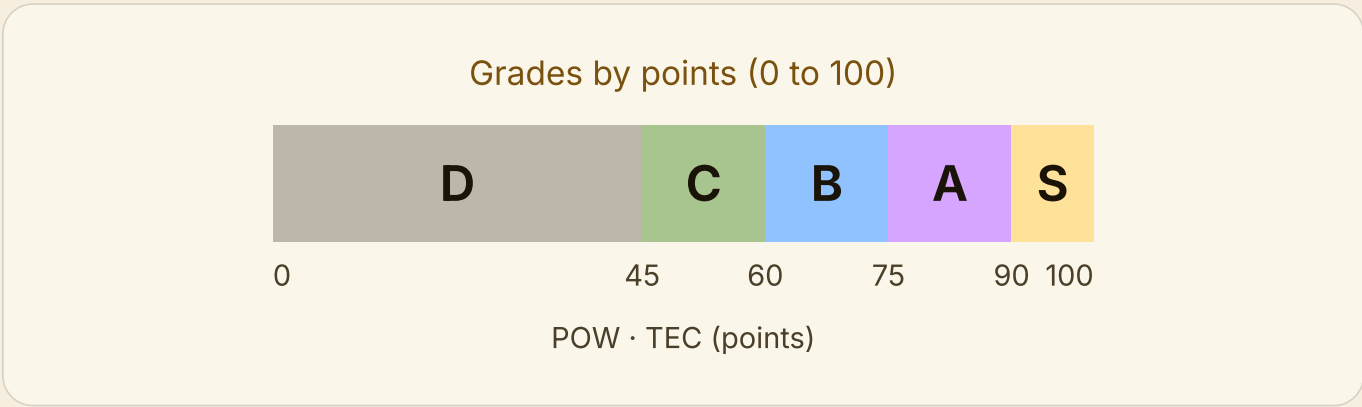
	AGAINST ANOTHER PLAYER	AGAINST THE COMPUTER
Disconnect grace	60 s	300 s

Each turn has **80** seconds against another player and **80** seconds against the computer, with no reserve (in your first duel, the guided one, it is **30** minutes). In the last **10** seconds of your turn the clock turns red, pulses and goes **tick-tock**. If time runs out, **the turn passes by itself** and the notice **Time is up — turn passed** appears; only letting the time run out **3 times in a row** loses the duel (any action of yours, even tapping End turn, resets the count, and the notice of the one before the last says the next one is a defeat). If you disconnect, you have a grace period to come back before losing by abandonment.

The POW and TEC grades

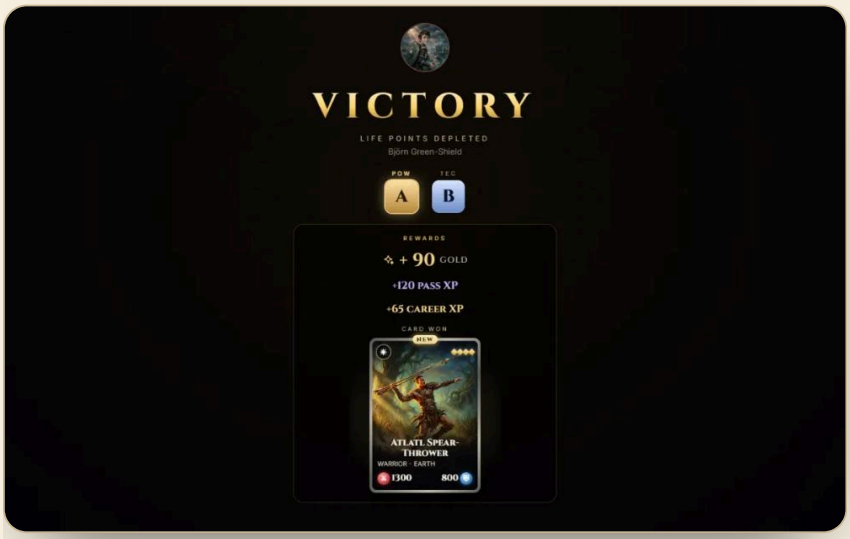
At the end of the duel the game gives two grades, from 0 to 100 points each:

- **POW** (Power) = 50 + fusions × 4 + effective attacks × 2 − turns + (Life ÷ 1000) × 3;
- **TEC** (Technique) = 50 + spells × 4 + traps × 6 − turns, plus 20 if you won by empty deck.



GRADE	POINTS (POW OR TEC)	GOLD PER WIN (COMPUTER)
S	≥ 90	**120** gold
A	≥ 75	**90** gold
B	≥ 60	**60** gold
C	≥ 45	**40** gold
D	< 45	**20** gold

> **i NOTE**
>
> - In a **defeat** the grade is capped: surrender, abandonment or time give D/D; any other defeat gives at most C.
> - The grade that **pays** rewards (gold, cards, bonus XP, grade quests) is the **better** of POW and TEC.



What is a "real duel"

To stop rewards from being "farmed" with empty duels, only a **real duel** pays pass XP, career XP, quests and PvP gold:

- **Against another player:** each side made at least **3** plays or attacks and at least **90** seconds went by.
- **Against the computer:** you made at least **3** plays or attacks and the duel reached turn **4**.

Also, against the same opponent, only **3** PvP duels (Ranked or Casual) per UTC day pay gold, career XP and quests.

The difficulty levels

The computer duelists play at four levels. All of them see only what a player would see: they have no hidden information about your hand.

LEVEL	WHERE IT APPEARS
Apprentice	Position 1 of each region (tutorial)

LEVEL	WHERE IT APPEARS
Duelist	Positions 2, 3 and 4
Master	Position 5
Legend	The Guardian (position 6), Kaelmyr and Legend Mode

✦ PRO TIP

Want a high grade? Make fusions (POW), use spells and traps (TEC) and finish fast: each turn takes one point off both grades.

PART 3 · CARDS AND DECKS · CHAPTER 12

Collection, decks and Codex

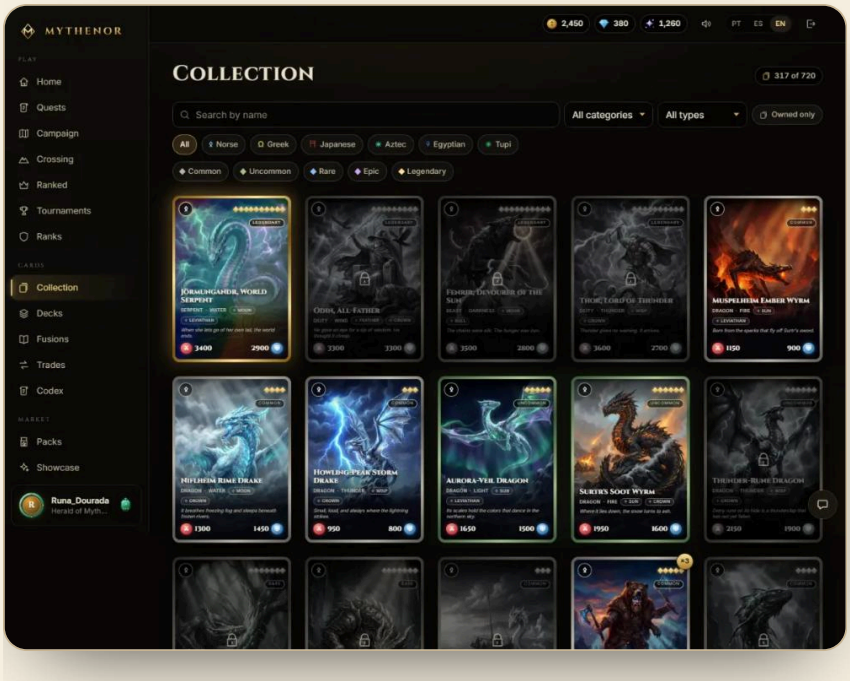
How to build a deck, what changes between Classic and Competitive and where to see every card.

IN SHORT

- A deck has exactly **40** cards; you keep up to **30** decks.
- In Classic mode there is no copy limit; in Competitive, up to **3** per card.
- The Starter deck comes ready and has guaranteed fusions.

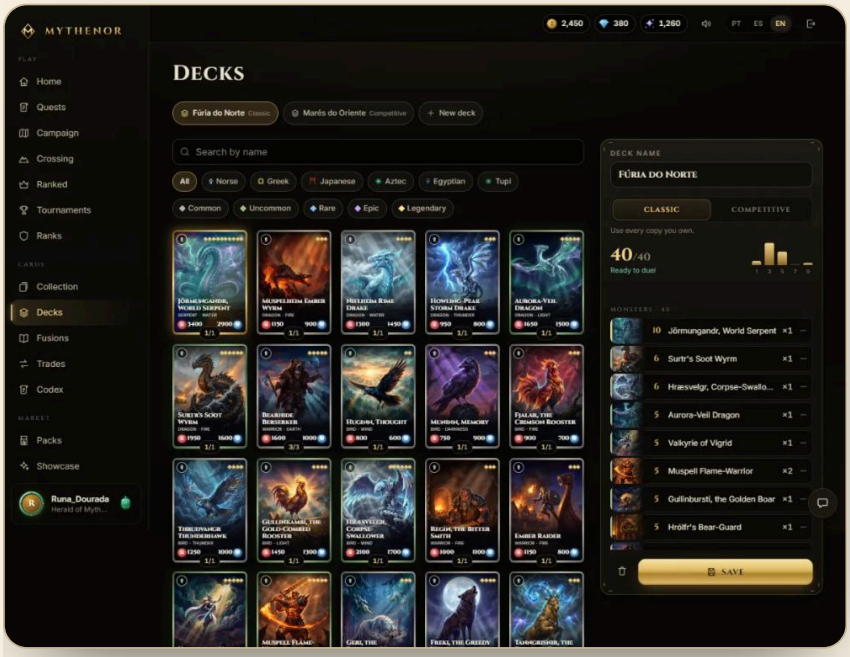
The collection

Everything you open, win or craft goes to the **Collection**. It shows how many of the **720** cards you own, with filters by rarity, mythology, type and name. Tap a card to see it enlarged, with where it appears in fusions and the buttons to **craft** and **disenchant** (Showcase, dust and trades).



Building a deck

A deck has **exactly 40 cards**, and every copy has to be in your collection. You can have up to **30** saved decks, and the name is 1 to **40** characters long. A saved deck is **always re-validated**: if you disenchant cards from it, it can become incomplete and stop being usable for dueling until you fix it.



Classic and Competitive

Each deck has a mode. **Classic** lets you use every copy you own; **Competitive** limits you to **3** copies of each card. Each game mode uses one of them:

GAME MODE	DECK RULE
Campaign, Free duel, Daily Challenge, Legend Mode, Crossing, Trial of the Gods	Classic
Ranked, Casual, Friend challenge, Tournament	Competitive

> **i NOTE**
>
> In the **Crossing** the deck does not come from your collection: each character starts with a kit of their own (Crossing of Myths).

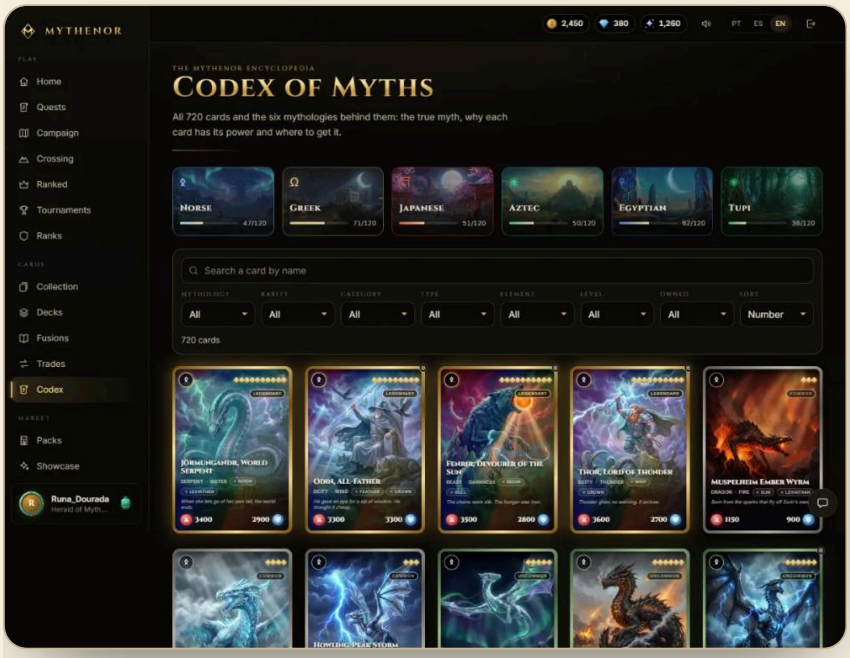
The Starter deck

Anyone who does not have a deck yet receives the **Starter deck**: **40** fixed cards, all common and uncommon (**27** monsters, **5** spells, **5** traps and **3** equipment, **38** different cards), built with

guaranteed fusion pairs. The full list is in Appendix F.

The Codex

The **Codex of Myths** is the game's public encyclopedia: the **720** cards and the six mythologies, with the real myth behind each one and "where to get" each card (pack, drop, showcase, fusion, pass...). It opens without signing in, in Portuguese, Spanish and English.



> ✦ **PRO TIP**
>
> Build a Competitive deck (up to 3 copies) early: it is the one you use in Ranked, Casual, friend challenges and tournaments.



PART 4 · GAME MODES · CHAPTER 13

Campaign and Free duel

Six regions, six duelists in each and a villain waiting at the end.

✦ IN SHORT

- There are six regions, one per mythology, all open from the start; in each one the next duelist only opens when you beat the previous one.
- Beating the Guardian of each region (**6** in total) opens the final region, where Kaelmyr is.
- Duelists you have already beaten stay available in Free duel, to repeat.

The structure

The Campaign has **6** regions, one per mythology. Each region has **6** duelists: five duelists and, at the end, the **Guardian**. Beyond them there is the final region, with the villain **Kaelmyr, Devourer of Pantheons**. In total there are **37** duelists.

REGION	MYTHOLOGY	GUARDIAN
Yggdrasil Fjord	Norse	Freydís, Warden of Yggdrasil
Aegean of Heroes	Greek	Aristeia, Champion of Olympus
Archipelago of the Kami	Japanese	Kaguya, Guardian of the Torii
Valley of the Fifth Sun	Aztec	Itzel, Guardian of the Fifth Sun
The Obsidian Necropolis	Egyptian	Merytamun, the Last Sentinel
Heart of the Forest	Tupi	Jaci-Miri, Sentinel of the Forest

How things open up



The six regions are **open from the start** and independent: you can play in any order. Within each region, duelist number N only opens when you beat N−1; the first one is always open. The final region opens once all six Guardians have been beaten.

The difficulty

The duelist's intelligence rises with position: the first of each region is an **Apprentice** (made to teach), positions 2 to 4 are **Duelists**, position 5 is a **Master**, and the Guardian (position 6) and Kaelmyr play at the **Legend** level.

Level	Where it appears
Apprentice	Position 1 of each region (tutorial)
Duelist	Positions 2, 3 and 4
Master	Position 5

LEVEL	WHERE IT APPEARS
Legend	The Guardian (position 6), Kaelmyr and Legend Mode



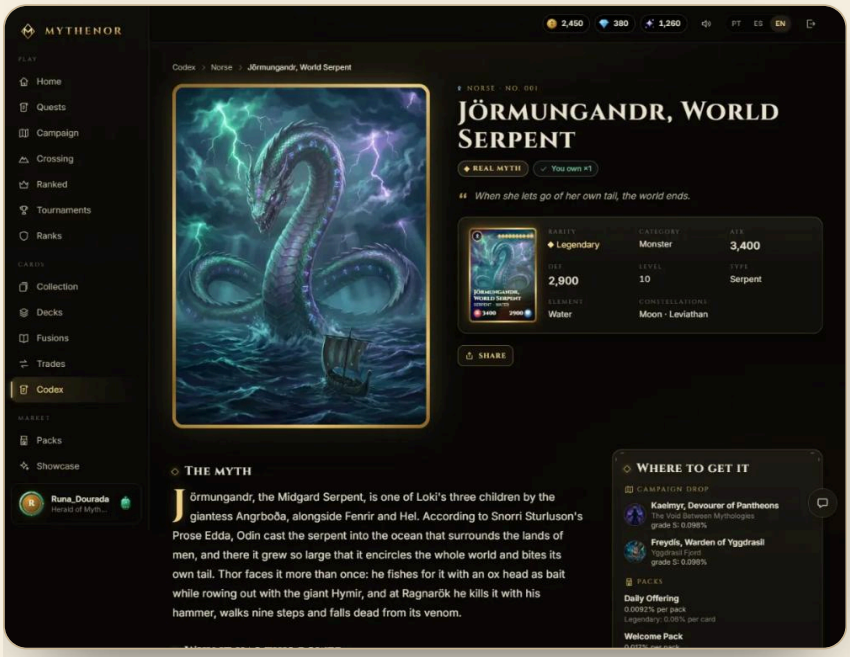
Free duel

A duelist you have already beaten becomes a **Free duel**: you can repeat it as often as you like, to practice a deck or gather gold and cards.

Rewards

- **Gold** per win against the computer, by grade: from **20** gold (grade D) to **120** gold (grade S). A defeat pays no gold.
- **Daily cap:** gold against the computer (repeated campaign, Free duel, Daily Challenge, Legend Mode, Crossing and Trial of the Gods rematches) adds up to at most **300** gold per UTC day. The **first** win against each Campaign duelist (and the first on each Trial stage) does not count toward the cap.
- **A card (drop)** on the first win against a duelist, drawn from their table for your grade, **with a rarity ceiling set by their role**: regular duelists never drop above Uncommon; each region's **Guardian** drops up to Rare; only the final villain drops up to Epic; no duel drops a Legendary. Rare or better from a duel is a progress milestone, not a perk of every duelist. Each card's odds (ceiling included) are shown in the Codex, under “Where to get it”.
- **Rematches:** at most **1** card per UTC day, and never above Uncommon.

GRADE	POINTS (POW OR TEC)	GOLD PER WIN (COMPUTER)
S	≥ 90	**120** gold
A	≥ 75	**90** gold
B	≥ 60	**60** gold
C	≥ 45	**40** gold
D	< 45	**20** gold



After the Guardian

Once you beat a region's Guardian, it opens **Legend Mode** (Legend Mode); the **Daily Challenge** (Daily Challenge) uses duelists from every region; and the **Crossing** (Crossing of Myths) is a separate journey.

After Kaelmyr: the Trial of the Gods

Beating Kaelmyr opens the **Trial of the Gods**, the hardest journey in the game. It is a ladder of **7** duels in order: the **6** Guardians come back as the **Chosen of the gods** of each mythology and, at the end, the **Echo of Kaelmyr**. Each stage only opens after you beat the previous one. Before that, the Campaign screen and Play show the Trial locked, with what it takes to open it.

- The opponent starts with extra Life — from **+3,000** to **+5,000** depending on the stage (Legend Mode gives +**2,000**) —, plays a strong deck with the best cards of its mythology and plays at **Legend** level.
- Each stage has a **divine rule**, shown before the duel and on the duel screen: for example, Fimbulvetr (your monsters lose ATK every turn on the field) or Mended Silence (the Echo cancels your constellation bonus and heals once).
- It is a challenge for strong decks: with a deck of common and uncommon cards, a win is rare.

The **first win** on each stage pays fixed gold, from **400** gold to **1,000** gold (**4,200** gold for all seven), outside the daily cap, and **one card** from the champion's table: up to Rare on the first six stages and up to Epic against the Echo of Kaelmyr, never Legendary. Whoever beats all seven gets, once, **2 Gold Packs**, the title **"Chosen of the Gods"**, the **Frame of the Six Skies** (on the profile and on the duel plate, where the opponent sees it) and the **Avatar of the Chosen of the Gods**, which is never sold. Rematches of stages already beaten pay **50** gold per win, inside the daily cap, with no card.

Before each stage the screen shows the **recommended power** and **your deck's power**: the sum of the 40 cards' rarities (common 1, uncommon 2, rare 4, epic 6, legendary 9). Below the recommendation, it points to Packs, Decks, the Store and, for whoever is not VIP yet, the VIP (the free pack comes back sooner). It is a recommendation, not a guarantee: plays, fusions and luck still decide the duel.

> ✦ PRO TIP
>
> A duel against the Apprentice is a safe way to test a new deck before facing the harder ones.

PART 4 · GAME MODES · CHAPTER 14

Daily Challenge

A boss and special rules, the same for everyone, with a daily leaderboard.

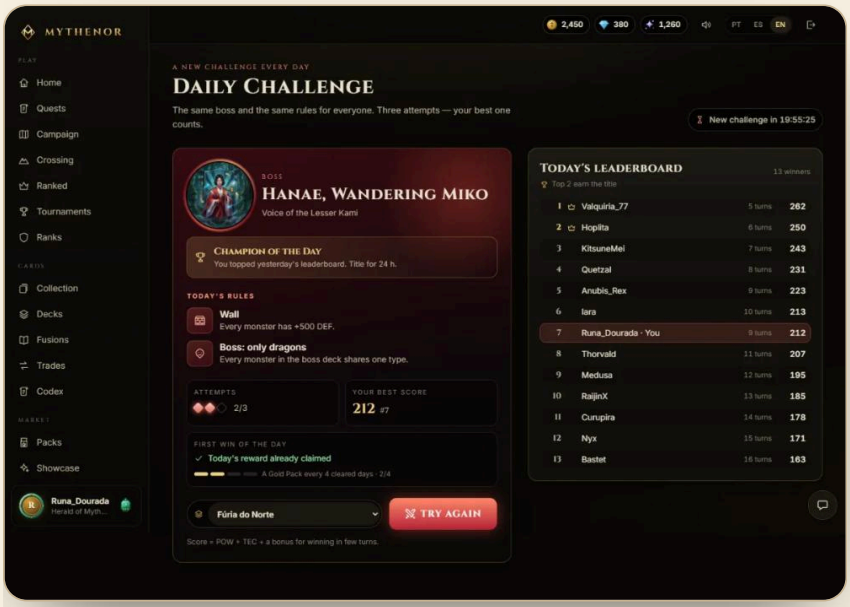
IN SHORT

- Every UTC day there is one challenge: a boss and one or two modifiers, the same for everyone.
- You have **3** attempts per day; the best one counts.
- The first win of the day gives **5** dust, and the leaderboard shows the top **100**.

How it works

Every UTC day the game picks **one boss** (a duelist from the third position onward of any region, or the final villain) and **one or two modifiers**, which change the rules of the duel. A pair of modifiers that cancel each other never comes up. The challenge is the same for all players.

You have **3 attempts** per day and the best one counts. A voided attempt does not count. You play with a deck of yours (in Classic mode) or with the Starter deck on loan.



The modifiers

The thirteen possible modifiers:

MODIFIER	WHAT CHANGES
4000 starting LP	Both duelists start with 4000 LP.
Hand of 6	Opening hand of 6 and draw up to 6 every turn.
Fusion +300 ATK	Every monster made by fusion gets +300 ATK.
Constellations +1000	The constellation advantage is worth +1000 instead of +500.
No traps	Set traps never trigger.
Fixed field	A mythology field is active all duel; field cards cannot be activated.
Turn-1 attack	The first player may attack on turn 1.
Themed boss deck	Every monster in the boss deck shares one type.
Double direct damage	Direct attacks deal double damage.
Double spell power	Spell heals, burns, boosts and weakens are doubled.
Blitz duel	Each deck keeps only 20 cards — decks run out fast.
Wall	Every monster has +500 DEF.
Fortified boss	The boss starts with +2000 LP.

These pairs never come up together: reduced starting LP with double direct damage; reduced starting LP with a fortified boss; and blitz duel with a hand of 6.

The points

A win is worth **POW + TEC + 5 × (30 – turns)**. Going past **30** turns gives no bonus, and a defeat is worth zero. Example: with POW 80, TEC 70 and 12 turns, that is 80 + 70 + 5 × (30 − 12) = 240 points.

Rewards and leaderboard

- The **first win of the day** gives **5** dust. Every **7** cleared days it also gives **1 Traveler's Pack** (the gold pack), without spending gold.
- The duel pays the **normal gold by grade**, inside the daily cap against the computer (**300** gold); it does not draw a card from the boss.

- The **daily leaderboard** shows the top **100** and your position. Whoever ends in the top **10%** (at least one person) wears the **Champion of the Day** title for the next **24** hours.

> ✦ PRO TIP
>
> Read the modifiers before choosing your deck: a boss with "No traps" calls for a deck of monsters and fusions.



PART 4 · GAME MODES · CHAPTER 15

Legend Mode

Tougher rematches against each duelist, with stars to collect.

✦ IN SHORT

- A region's Legend Mode opens when you beat its Guardian.
- The opponent gets **+2,000** Life, plays at Legend level and uses a reinforced deck.
- You earn up to **3** stars per duelist; the card only comes with the first star.

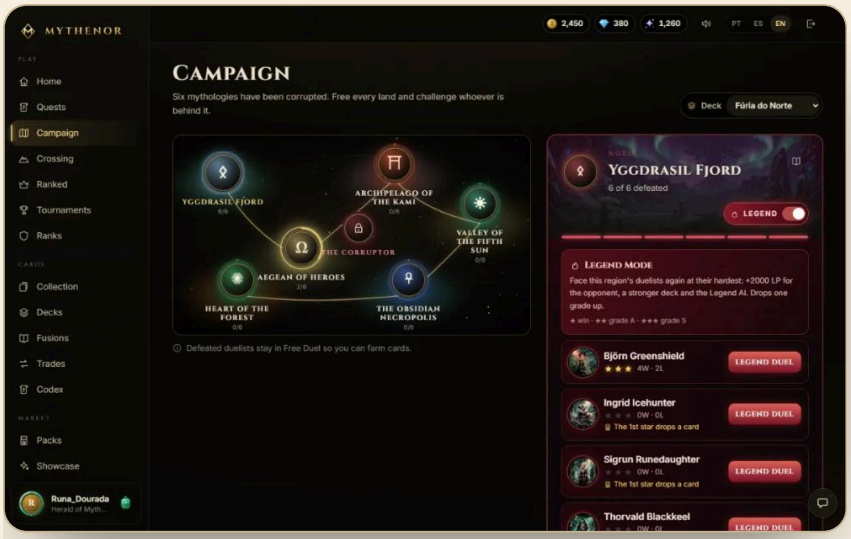
How it works

After beating a region's Guardian, you unlock its **Legend Mode rematches**, from the Campaign screen. The opponent starts with **+2,000 Life**, uses **Legend** level intelligence and a **reinforced deck**: common cards are swapped for better cards of the same mythology and theme, with at most three copies, no legendary, no ritual and no "fusion-only" card.

The stars

- ★ — a win;
- ★★ — a win with grade A or S;
- ★★★ — a win with grade S.

Each duelist keeps its best mark, at most **3** stars.



The card

The **drop** only comes on the win that gives each duelist's **first star**: the card is drawn from their table **one grade above** yours, and the **same rarity ceiling as the Campaign** applies (regular duelists up to Uncommon, Guardians up to Rare, the final villain up to Epic, never a Legendary). In total that is at most one card per duelist, **37** per account, forever.

Gold

Gold is the normal amount against the computer, inside the daily cap (**300** gold), and never counts as a first win.

> ✦ PRO TIP
>
> Take the first star calmly and come back for the others: only the first one pays a card, so there is no rush.



PART 4 · GAME MODES · CHAPTER 16

Crossing of Myths

A **10**-floor journey with your own kit, Blessings, Curses and a corrupted Guardian at the end.

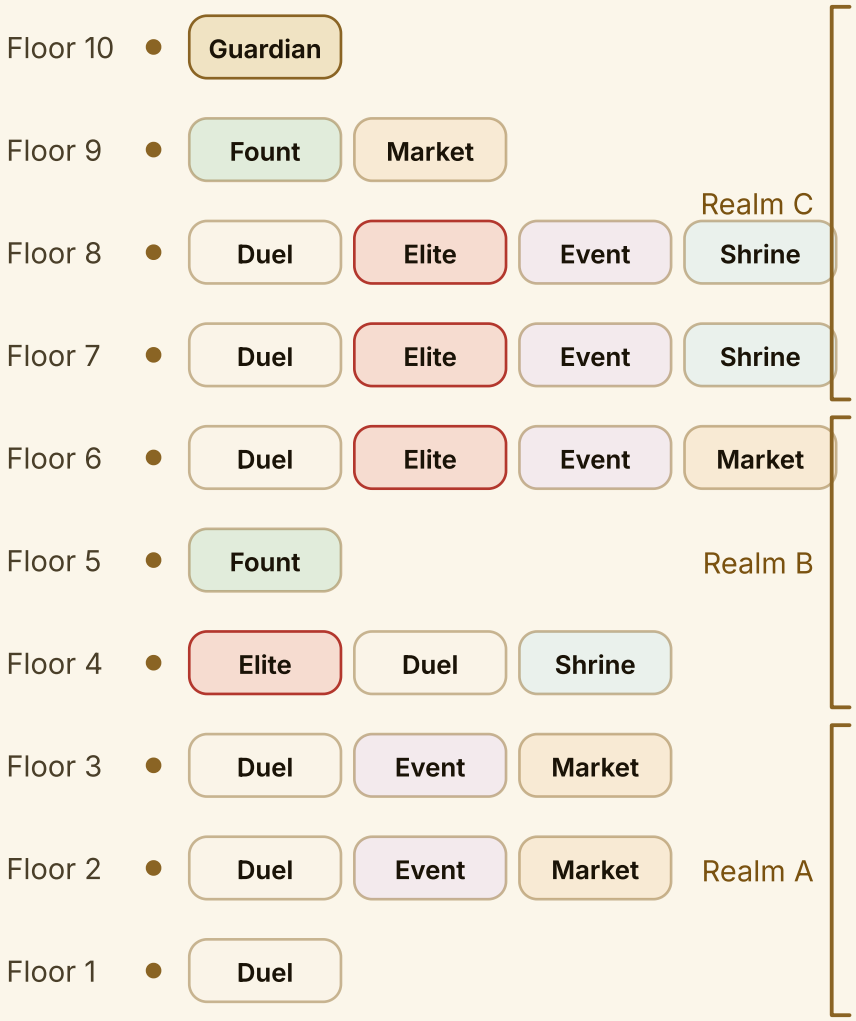
✦ IN SHORT

- You cross a **10**-floor map, fully visible, choosing the path and facing duels, elites, events and more.
- Nobody uses their collection: each character starts with a kit of **20** common and uncommon cards from their own myth.
- Your Life carries across every duel; losing ends the journey, except for the Phoenix Flame.

The overview

The **Crossing of Myths** is MYTHENOR's journey mode: each attempt (a "crossing") travels **10** floors of a map you see in full from the start. Three realms, drawn from the six mythologies, make up the path: realm A covers floors 1 to 3, B floors 4 to 6 and C floors 7 to 10.

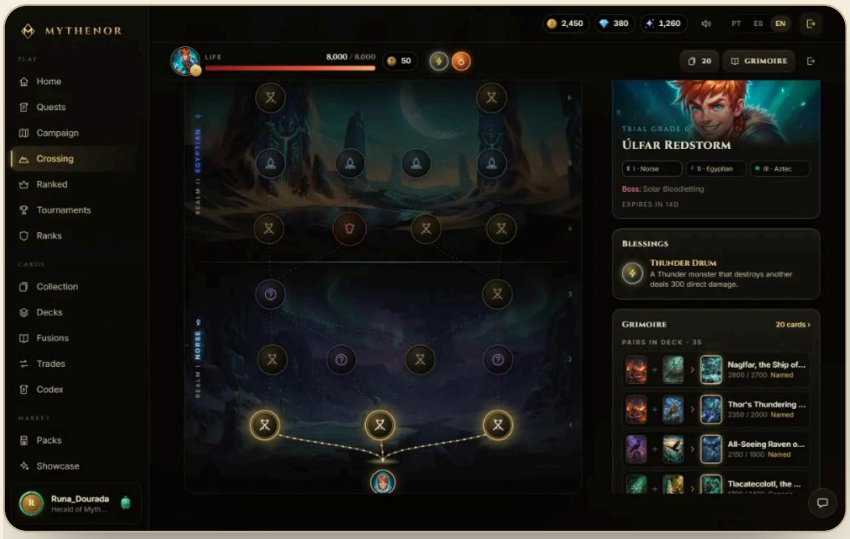
10-floor map



The stop types allowed on each floor.

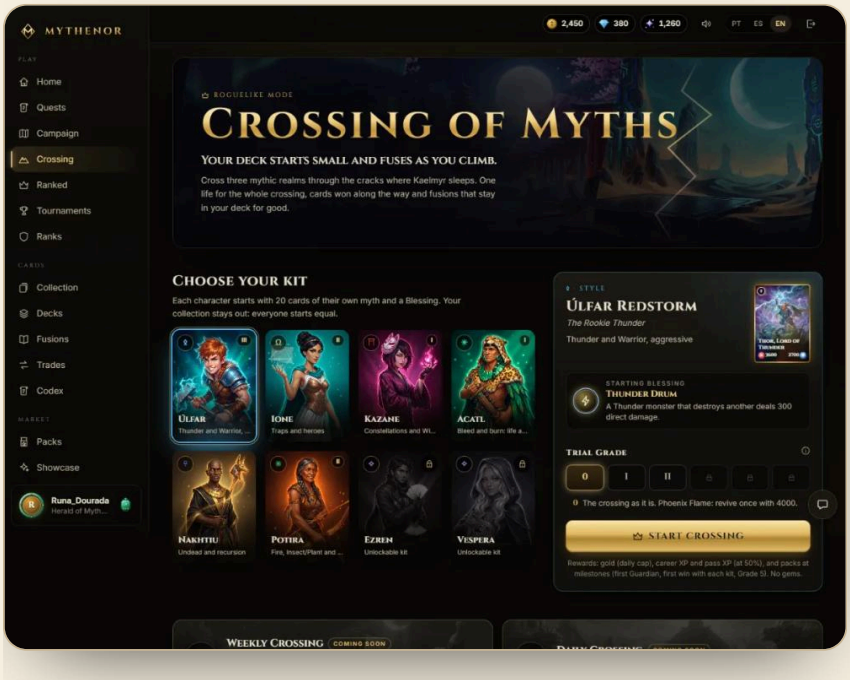
The types of stop

- **Duel:** a regular duel; floor 1 only has duels.
- **Elite:** a harder duel, with a better reward.
- **Event:** a choice with consequences (there is a catalog of events in Appendix E).
- **Market:** where you spend Obols.
- **Shrine:** you pick one of three Blessings, or purify a Curse.
- **Fount:** heal, Forge or Awaken; floor 5 is a Fount, and floor 9 has a Fount and a Market.
- **Guardian:** the corrupted boss of floor 10.



Characters and kits

You pick one of the **8** characters. Each brings a **kit** of **20** common and uncommon cards (from their own myth; the two unlockable characters mix myths) and a **starting Blessing**. Your collection **does not come in**: everyone starts equal, and what changes is how you play. Six characters are free from the start; two are unlocked when you win your first crossing.



The journey's Life and the Phoenix Flame

Your Life starts at **8,000** and **carries across every duel**. Winning a duel heals **1,000** (and **500** from Grade 4 onward). Losing a duel ends the crossing, **except** for the **Phoenix Flame**: just once, it revives you with **4,000** Life and you redo the duel (only in Grades 0 and 1).

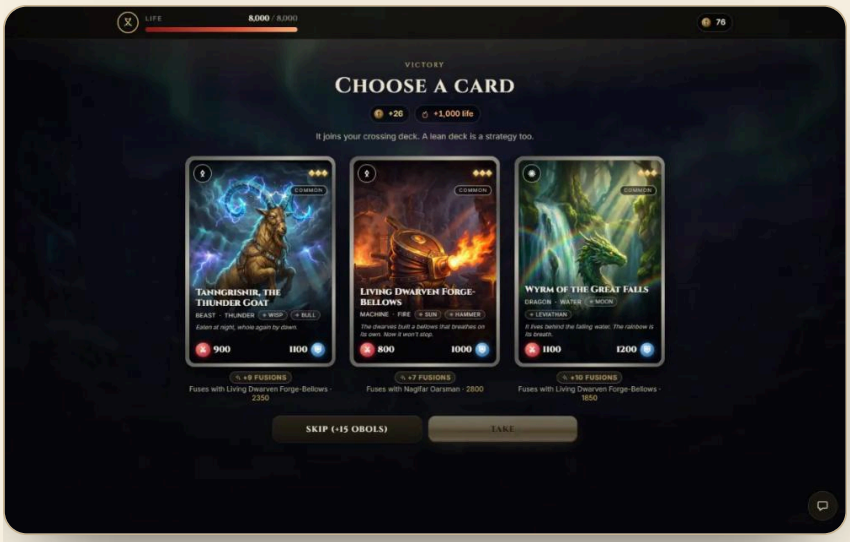
Enemies start with the Life of the realm they are in: **3,000** in realm A, **4,000** in B and **5,000** in C; elites have **5,500** and Guardians **8,000**.

The journey deck and the Obols

The journey deck has **20** to **30** cards. **Obols** are the currency of the journey only: a duel gives **20** to **30**, an elite **45** to **60**, and skipping the reward card gives **15**.

Rewards inside the journey

After a duel you pick **one of three cards** for your deck. After an elite, you pick one of three cards **and** one of two rare Blessings.



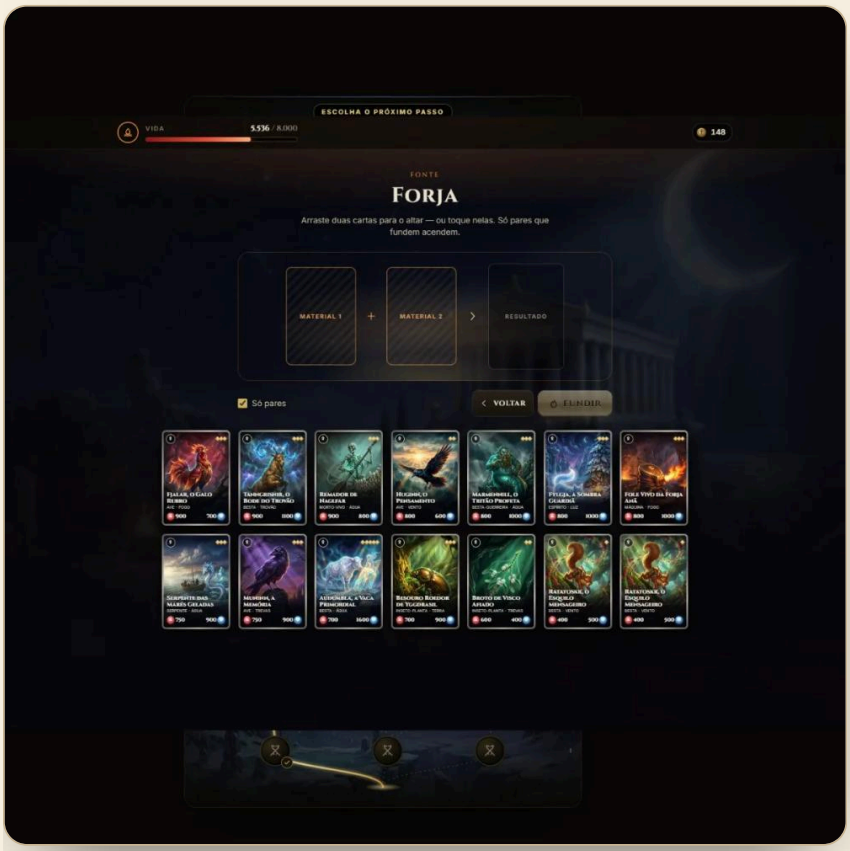
The Market

AT THE MARKET	PRICE
Card Common	40 Obols
Card Uncommon	60 Obols
Card Rare	90 Obols
Card Epic	160 Obols
Card Legendary	300 Obols
Common Blessing	120 Obols

AT THE MARKET	PRICE
Rare Blessing	**180** Obols
Remove a card from the deck	**60** Obols (+25 per later removal)
Awaken a monster	**90** Obols
Recipe Scroll	**70** Obols
Purify a Curse	**100** Obols

The Fount, the Forge and Awakening

At the Fount you choose **one** thing: **heal 30**% of your max Life; **Forge** (fuse two deck cards, permanently; it requires more than the minimum number of cards in the deck); or **Awaken** a monster. Awakening gives **+300** ATK and DEF, **or** swaps one of the two constellations, **or** swaps the element; it applies to every copy of that card in the journey.



The Forge: pick two cards of the journey deck (screenshot with the interface in Portuguese).

The Shrine

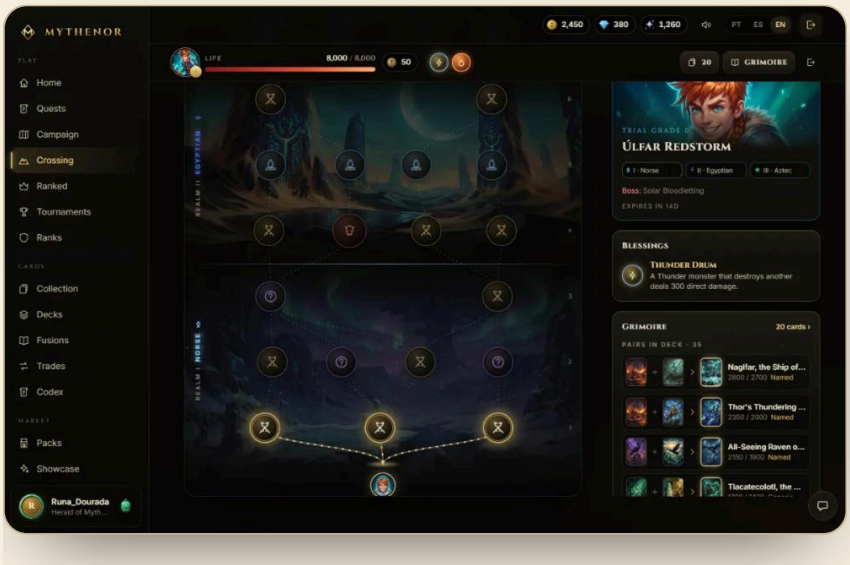
At the Shrine you pick one of three Blessings **or** purify a Curse.

Blessings, Curses, Events and Guardians

The Crossing has **38** Blessings (Common, Rare and Legendary), **6** Curses, **15** Events and **6** corrupted Guardians, each with a rule of its own. **Blessings** improve you; **Curses** hold you back during the journey until they are purified; Guardians change the rule of the final duel. The full list is in Appendix E.

Nothing hidden

The enemy's Blessings and the Guardian's rule appear **before** you enter the stop: you decide knowing what is coming.



Trial Grades

There are Grades from 0 to **5**, and they are **cumulative**. Winning a crossing at a Grade unlocks the next one.

GRADE	RULE (ADDS TO THE PREVIOUS ONES)
0	Standard Travessia (with the Phoenix Flame).
1	Enemies have 500 more life.
2	No Phoenix Flame.

GRADE	RULE (ADDS TO THE PREVIOUS ONES)
3	Elites have 2 enemy blessings.
4	Post-duel heal 1000 → 500.
5	The boss has a second rule.

Journey rules

- You have **one** active journey at a time; it expires in **14** days.
- You can abandon the journey; a duel in progress counts as a surrender.
- The journey uses the clock of duels against the computer (End of the duel, grade and clock).

What the Crossing pays in the main game

- **Gold** per duel won: **10** gold (duel), **20** gold (elite), **40** gold (Guardian), with a cap of **60** gold per day, inside the general cap against the computer.
- **Pass XP** at **50**% of normal; **career XP** normal.
- **Packs:** 1 Traveler's Pack for the first Guardian beaten every **4** weeks; 1 themed pack on the first win with each of the six mythology kits; 1 Traveler's Pack on the first win at Grade **5**.

Premium characters

A premium character (Shop) plays the kit of their mythology; the difference is purely cosmetic.

> ✦ PRO TIP
>
> At the Market, each card removal costs more than the previous one: think before spending your Obols.



PART 4 · GAME MODES · CHAPTER 17

PvP: Ranked, Casual and Friend challenge

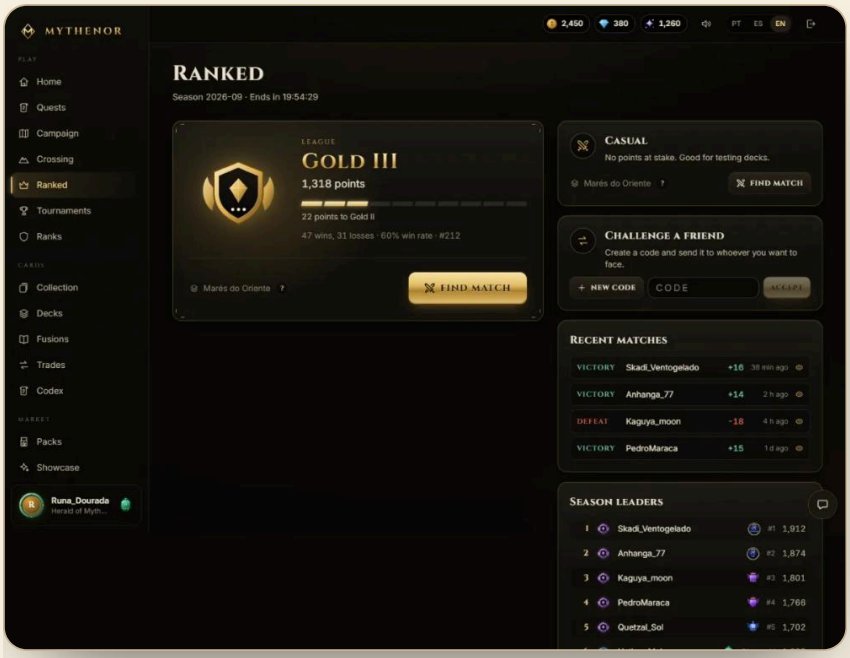
Face other people, climb the leagues or just play for fun.

✦ IN SHORT

- Ranked and Casual use the queue and a Competitive deck; the Friend challenge uses a code.
- Ranked measures your Elo (it starts at **1,000**) and splits it into leagues and divisions.
- Every UTC month there is a new season, with a soft reset of the Elo.

Three ways to play against people

MODE	HOW YOU GET IN	COUNTS FOR ELO?
Ranked	Queue, with a Competitive deck	Yes
Casual	Queue, with a Competitive deck; looks for a similar Rank	No
Friend challenge	Code, link or Challenge on the Friends screen	No



The Ranked screen: the league and the queue on the left; Casual and the Challenge a friend card on the right.

Online duel

The fastest way to face another person is the **Online duel**. It sits on **Home** and in the **Play** menu (the golden button in the middle of the phone bar; on a computer, the **Online duel** item in the side menu). Tap **Find a duel** and the search starts at once, in **Casual** mode (no Elo). The switch right above the button, **Casual** or **Ranked**, picks the type; it locks while you search.

While searching, the screen shows “Looking for an opponent”, the wait time and **Cancel search**; when someone is found, the duel opens by itself. It is the same queue as the Ranked screen, which stays as it was.

The **Play** menu gathers every way to duel: **Online duel**, **Challenge a friend** (the Friends screen), **Ranked**, **Honor Duel**, **Tournaments**, **Campaign** and **Crossing**.

The queue

Ranked and Casual require a **Competitive** deck (Collection, decks and Codex): **40** cards, up to **3** copies of each. Both use the same queue, with different search rules:

- **Ranked:** an opponent within **200** Elo points; for every second you wait, the search widens by **10** points.
- **Casual:** an opponent of a similar Rank, up to **8** Ranks apart, widening by 1 every **5** seconds; after **30** seconds, any Rank. Elo does not count.
- **Region (both):** the game first looks for players from your part of the world; after **15** seconds, from nearby regions; after **30** seconds, from anywhere. Your region is never shown on screen.

On the Ranked screen, the **“How the queue works”** button sums these rules up.

The Elo

Elo starts at **1,000** and every ranked match moves it (K factor = **32**). Fleeing, abandoning or surrendering is a real defeat: Elo always moves in Ranked.



League	V	IV	III	II	I
Bronze	0	940	980	1,020	1,060
Silver	1,100	1,130	1,160	1,190	1,220
Gold	1,250	1,280	1,310	1,340	1,370
Platinum	1,400	1,430	1,460	1,490	1,520
Diamond	1,550	1,580	1,610	1,640	1,670
Mythic	1,700+ (numbered position: top 500)				

Inside each league below Mythic there are five **divisions**, from V (the lowest) to I. The starting Elo is equal to **Bronze III**. In **Mythic** there are no divisions: the season's top **500** show their numbered position.

Seasons

The ranked season lasts one **UTC month**. In the **soft reset**, the new month starts at **1,000** + (final Elo − **1,000**) × **0.5**. Example: someone who finished at **1,400** starts the next season at **1,200**.

A season only **counts** (for the end-of-season XP and for Rank gates) if you play at least **10** ranked matches in it.

PvP gold

In Ranked, a win pays **50** gold and a loss **15** gold; in Casual, **25** gold and **5** gold. The cap is **300** gold per UTC day, and it only counts in a real duel, with at most **3** paid duels per opponent per day (Real duel).

The clock

In PvP each turn has **80** seconds, with no reserve, and the last **10** tick-tock. If time runs out, the turn passes by itself; **3** timeouts in a row are a defeat. If the connection drops, there are **60** seconds of grace to come back before losing by abandonment.

Friend challenge

On the **Challenge a friend** card of the Ranked screen, press **New code**: you get a **6-character code** (and an invite link with that code) to send to your friend, who types it into the same card and presses **Accept**. The code lasts **10** minutes; your friend accepts with a Competitive deck. With an online friend you can also press **Challenge** on the **Friends** screen: the direct invite lasts **60** seconds (Social multiplayer). The challenge **does not give** gold, Elo, XP or quests: it is for playing for fun.

Honor Duel

In the **Play** menu, the **Honor Duel** is a different kind of contest: each player puts **one card** up and **the winner takes both**. It is only a swap of two cards between players, decided by a duel; no money is involved.

- **Post:** you pick one of your cards (the magnifier opens the inspector) and a Competitive deck, and post a challenge. It shows up on the **Open challenges** board with the card in plain sight; you can also send the code or the link, or choose **Only for a friend**. A challenge lasts **24** hours.

- **Offer:** another player opens the challenge and offers a card of theirs, at most **1** rarity step above or below yours. You see the offers and **accept** one or **decline**; once you accept, the others drop. An offer lasts **15** minutes: if you do not accept in that time, it lapses. Whoever offered is told, on any screen of the game, when the creator accepts, and has about **120** seconds to join the duel.
- **Custody:** on accepting, both cards are held (nobody can trade, disenchant or use them in a deck) and a Competitive duel starts right away. It gives no gold, Elo, XP or quests.
- **Result:** the winner receives both cards at once, and the result screen says which card you won or lost. Leaving, losing the connection or running out of time after joining the duel is a loss; a player who never got in loses nothing: the duel is annulled and the cards go back. A draw or a server failure sends each card back to its owner. Each side pays the gold fee of trades (Trades); it is held on acceptance and comes back in full if the duel is drawn or annulled.

To prevent throwaway accounts, the Honor Duel uses **the same lock as trades on both sides** (Rank, account days, days with a duel and PvP days), the same newly-unlocked-account window and the same receiving caps. On top of that: the day's trades and Honor Duels count **together** (up to **3** a day), with at most **3 Honor Duels a day** per account and **1 a day** against the same player (**2** a week, counting trades); never against a guest or a system player; two players sharing a signup IP, a recent access IP or a device do not duel each other; suspended or banned accounts cannot take part; an epic or better card only plays between accounts at least **30** days old with **20** days with a duel and **10** of them PvP (the same rule as trades); and a card can only be in one challenge at a time. The card in play does not count as a card of your deck during the duel: keep a spare copy. The team can switch the Honor Duel off; then the button disappears from the **Play** menu.

Quick phrases and emotes

In duels against another person (Ranked, Casual, Friend challenge and tournament matches), the speech-bubble button at the top opens the **Quick phrases**: **28** ready-made phrases, in two tabs, **Game** (**12** phrases) and **Taunt** (**16** phrases), and **6** emotes. There is no free text.

- **Limit:** 1 every **3** seconds and up to **6** per minute. The phrases of the Game tab stay open for **60** seconds after the duel ends.
- **Language and voice:** the receiver reads the phrase in **their own language** and hears it in the **sender's character voice** (no character: the announcer's voice). The sender also hears their own phrase, in their own character's voice. Phrases from both sides go into a **queue**: if two arrive together, you hear one in full and then the other. Emotes have no voice.
- **Mute opponent:** the sound button next to it hides the opponent's phrases, emotes and automatic taunts of their character for this duel; **Unmute opponent** undoes it.
- **In Settings → Multiplayer:** “Mute phrases from strangers” hides the phrases of players who are not your friends (off by default), “Phrase voice” turns the voice on or off (on by default; off: text only) and “Receive taunts” turns on or off the Taunt-tab phrases the opponent sends (on by default; see below).

The **Taunt** tab has **16** playful phrases, bolder than the ones in the Game tab. They tease the play, never the person:

- “Too easy. Where's the challenge?”
- “That's it? I was expecting a myth.”
- “Was that an attack or a pat on the head?”
- “The gods are yawning...”
- “Not even the oracle saw that stumble coming!”
- “You may bow. The legend has arrived.”
- “Tremble! My myth has awakened!”
- “This duel will become an epic song!”
- “Count your turns. Few remain.”
- “Welcome to my arena!”
- “Fate has already chosen: me!”
- “Call your titans. I'll wait.”
- “Hear that thunder? That was me!”
- “Brace yourself! Magic incoming!”
- “Your legend ends here!”
- “Try again, mortal!”

- **Taunt limit:** at most **10** per duel, for each player; the tab shows “Taunts left in this duel”. When they run out, the game says so and nothing is sent.
- **They close when the duel ends:** after the end, only the Game-tab phrases, such as “Good duel!” and “Rematch?”.
- **Receive taunts:** in Settings → Multiplayer. It is on by default, but for anyone who declared being under **16** it starts off; whatever you choose always wins. Off, the opponent's taunts neither show nor play for you, and the sender is not told. Turning it off does not stop you from sending them.
- **Team switch:** the team can turn taunts off at any time, without a game update; then the Taunt tab disappears and only the game phrases remain.

Next to the phrases are the **Chat** button and the **Safety** shield (Block and Report): see The Chat button in the duel and Blocking. A player you blocked **arrives muted**: their phrases, emotes and taunts do not show, and the sound button stays locked on mute. If you block someone in the middle of a duel, the mute applies **right away**.

Automatic taunts

During the duel, characters also **taunt on their own**: a bubble with a short line appears near the character's name (yours and the opponent's, when they have a character) and, if there is a recording

in your language, you hear their voice. It is seasoning, not a pause: a taunt **never stops the duel**, does not catch taps and **never shows on top of** a cut-in, a cinematic or another voice. If there is no room right after the moment, it is dropped. **Every character talks this way**, free and premium: each one has **30** taunt lines of their own (up to **4** variations for the first damage and for the big hit), so the same character rarely repeats a line.

When they show up

- **First damage** of the duel (whoever dealt it speaks): **50%** chance, **1** time per duel.
- **Big hit**, from **25%** of the target's starting Life (whoever dealt it speaks): **60%**, up to **2** per duel.
- **Strong monster destroyed**, level **7** or higher, or epic or legendary (whoever destroyed it speaks): **40%**, up to **2** per duel.
- **The opponent's fusion failed** (the other side speaks): **50%**, up to **2** per duel.
- **Comeback**: was at least **20%** of the starting Life behind and moved ahead (whoever turned it around speaks): **100%**, **1** time per duel.
- **Opponent's Life low**, down to **12.5%** of the start, the first time (the other side speaks): **80%**, **1** time per duel.
- **Your own Life low**, same threshold (your own character speaks): **70%**, **1** time per duel.
- **Opponent stalling**, only against a person: **25** seconds without acting on their turn, or their clock under **10** seconds (your character speaks): **100%**, up to **2** per duel.
- **Opponent surrenders, leaves or runs out of time** (the winner speaks, after the victory): **100%**.
- **Draw** (both characters speak): **100%**.

The limits that keep it from getting tiring

- At most **4 taunts per side** in each duel (the surrender and draw ones do not count), with **12 seconds** between any two and never two from the same side in the same turn.
- Never the same line twice in a duel; between duels, the game avoids the last **6** lines of each character.
- If the duel is at a high speed, the chance is cut in half; at the highest speed, there are no taunts.
- If it cannot speak at the moment (another voice playing, a cut-in or cinematic on screen), it waits up to **1.5** seconds and then is dropped, because a late taunt would announce the wrong moment.
- **Voices take turns in a queue, one at a time, and none cuts another:** quick phrases (yours and the opponent's) play in the order they arrive, in full, even if they have to wait (the bubble shows at once; the voice comes on its turn). A cut-in line waits for the previous voice to finish, and the band waits with it, so it enters together with the voice. The end-of-duel announcer (victory, defeat, draw) also waits its turn and is never skipped. Only a legendary's cinematic and shout, which go with the picture, jump ahead: if the voice playing ends within **1.5** seconds they wait for it; otherwise they cut it.
- Only two voices can be dropped: the turn announcer (“Your turn”, “Fusion!”), who stays quiet while another voice plays or waits and for **3** seconds after a taunt or phrase, and the automatic

taunts (as described above). As a safety net, if more than **6** phrases are waiting at once, the oldest one is dropped.

- **Fixed order at the start and at the end:** at the start, the cut-in of whoever goes first, then the other one, each with its full line, and only then the turn notice. At the end: the last play, the winner's cut-in (band and line), the loser's, the victory or defeat sign with the announcer and, last, the closing taunt (surrender or draw) and any phrases that arrive, one at a time; the result panel comes next, with no voice over another. It can take a few seconds longer, but nothing overlaps.

- **Switch:** Settings → Characters → "Automatic taunts" (on by default). Off, the bubbles disappear; the normal cut-in lines continue.
- **No sound:** with "Reduced audio", "Mute all" or "Character voice lines" turned off, the taunt shows only as a bubble. If your language has no recording of that line yet, it is also just the bubble: the game never plays another language's voice in its place.
- **Mute opponent** (or a blocked player) also silences their character's taunts, text and voice; your character's taunts continue.
- **Reduce animations:** the bubble appears without animation. Screen-reader users hear the line as a discreet announcement.

Replay

When a duel ends, the result screen shows **"Watch replay"**. The replay also opens from the eye icon in the Ranked history and, on your Profile, from **"Watch the replay of your last match"**. Only the two players of the duel can watch it, and only after the duel is over.

- Controls: Play and Pause, one move back or forward, speed **1**×, **2**× or **4**×, and jump straight to a turn.
- **Show everything:** shows both hands (the duel is over). Without it, you watch the duel as you saw it while playing.

Why does the queue sometimes take a while? –

The search starts narrow (similar Elo or Rank, in your region) and widens as you wait, as described in The queue.

Who does the queue match me with? –

With another player, by the rules above. When few players are online, some opponents may be system-controlled players.

What about friendships?

The social features are in the chapter Social multiplayer.

> ✦ PRO TIP
>
> To test a new deck without risking Elo, play Casual before going to Ranked.

Tournaments

Single-elimination brackets between players, created by the game's organizers.

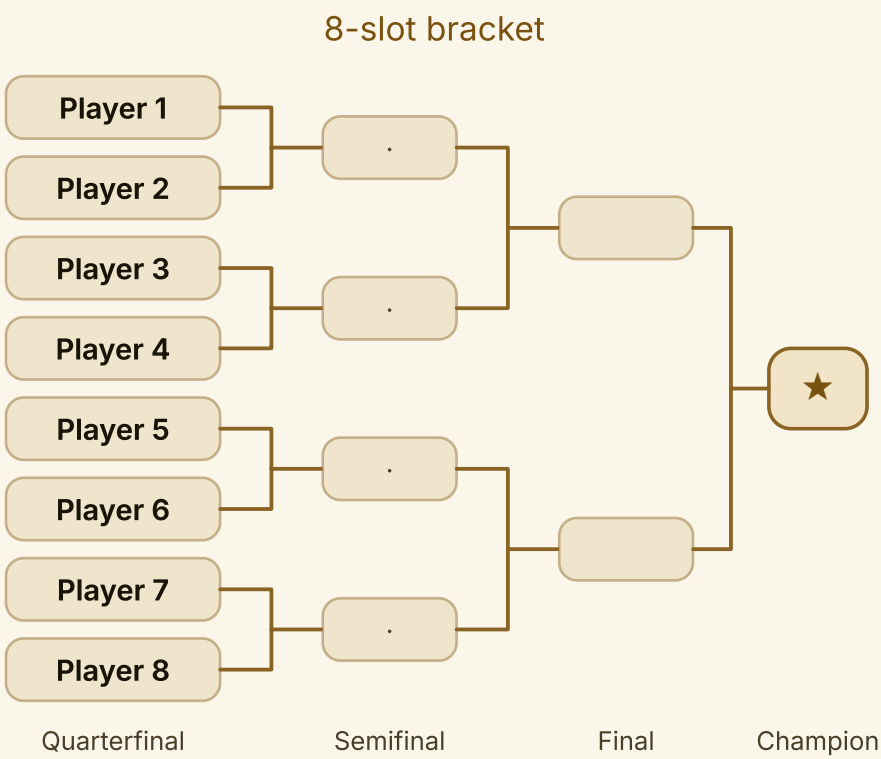
✦ IN SHORT

- A tournament is a single-elimination bracket with **8**, **16** or **32** slots.
- Entry is paid in gold only (gems never enter a tournament); prizes are cards, cosmetics or titles.
- Each match has a **24**-hour deadline; after it, a walkover decides.

What a tournament is like

MYTHENOR tournaments are **single-elimination brackets** between players, created by the game's organizers. The brackets have **8, 16 or 32** slots. The **entry** is paid in **gold** only (gems, which cost money, never enter a tournament) and the **prizes** are cards, cosmetics or titles.

The bracket



An 8-slot bracket: the winner of each match advances, up to the final.

Signing up and starting

- The tournament **starts by itself** when the bracket fills up (“The bracket starts when it is full”).
- If the tournament has a sign-up deadline and the bracket does not fill by then, it is cancelled and the entry is refunded.
- You can leave while sign-ups are open, with a refund.

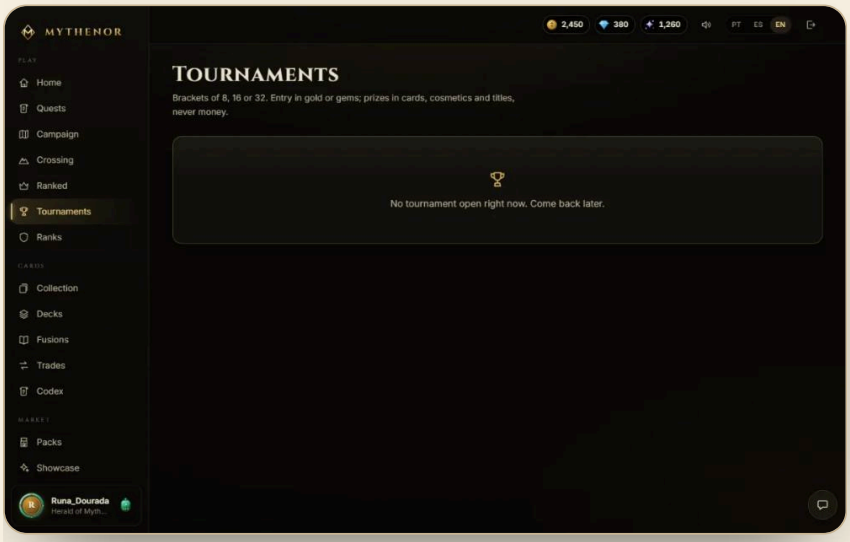
Each match

In a match, both players press **“Ready to duel”** with a **Competitive** deck and the duel begins. Each match has a **24-hour** deadline, shown on screen as “Match deadline”.

- When the deadline passes with no duel, a **walkover** applies: whoever pressed “Ready” wins.
- If nobody did (or both did and the duel never happened), whoever registered first advances.
- A duel already in progress when the deadline ends goes on and decides the match.

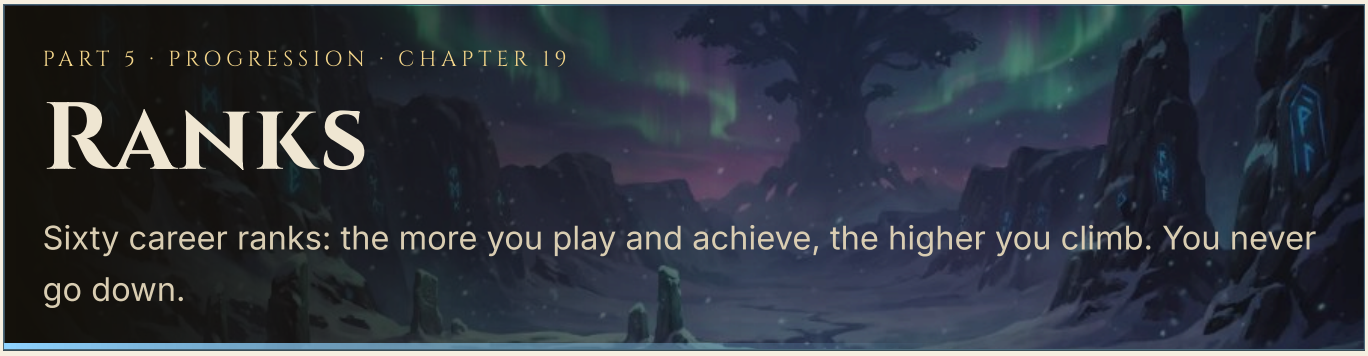
What a match pays

A tournament match gives **no** gold or Elo. It gives **career XP**: **120** for a win and **50** for a loss. Only the champion and the runner-up are recorded, and tournament milestones give extra XP and count toward Rank gates (Ranks).



✦ PRO TIP

Press “Ready to duel” as soon as your match opens: the **24**-hour deadline applies to both sides, and whoever is ready wins by walkover.



PART 5 · PROGRESSION · CHAPTER 19

Ranks

Sixty career ranks: the more you play and achieve, the higher you climb. You never go down.

✦ IN SHORT

- There are **60** Ranks in **12** tiers of five divisions; your Rank never drops.
- Real duels and one-time milestones give career XP, with a daily cap on repeatable XP.
- The top ranks have gates: achievements that XP cannot buy.

The ladder

The career has **60 Ranks**, in **12 tiers** of five divisions (I to V). You climb by earning **career XP**, and your Rank **never drops**. From tier **7** (Herald of Myths) you get a profile frame.



Rune Apprentice
1–5 · 0 XP



Torchbearer
6–10 · 1,300 XP



Threshold Warden
11–15 · 5,950 XP



Relic Hunter
16–20 · 15,550 XP



Oracle Scribe
21–25 · 33,350 XP



Pantheon Knight
26–30 · 62,150 XP



Herald of Myths
31–35 · 105,050 XP



Tamer of Legendary Beasts
36–40 · 172,050 XP · gate



Demigod
41–45 · 280,050 XP · gate



Constellation Weaver
46–50 · 487,050 XP · gate



Ancestral Titan
51–55 · 923,550 XP · gate



Primordial God
56–60 · 1,598,550 XP · gate

The twelve tiers; those marked "gate" require achievements.



Your Rank in a Duel

During a duel, the plate with your name shows your **Rank insignia** at a large size and its **name**, in the tier's color. Against another player, their plate shows their Rank the same way; against the computer, only yours appears.

How to earn XP

Every **real duel** (Real duel) gives XP:

Mode	Win	Loss
Ranked	100 XP	40 XP
Casual	70 XP	30 XP
Tournament	120 XP	50 XP
Against the computer	50 XP	20 XP

On a win there is a grade bonus: **+30** for grade S and **+15** for A. The **first win of the day** (UTC) gives **+150**. Surrendering or abandoning and losing gives 0 XP; a friend challenge gives 0; and at most **3** paid duels per opponent per day count.

One-time milestones

Some achievements give XP only once, and have no cap:

One-time milestone	XP
First win over each duelist	150 XP
First win over each Guardian	400 XP
Kaelmyr defeated	1,000 XP
Kaelmyr with grade S (extra)	+1,500 XP
Each specific recipe discovered	100 XP
Collection (distinct cards → XP)	50 → 250 · 100 → 500 · 200 → 750 · 300 → 1,000 · 400 → 1,500 · 500 → 2,000 · 600 → 2,500 · 700 → 3,500 · 720 → 5,000
Tournament (with 4+ entrants): champion / runner-up	2,000 / 800 XP

ONE-TIME MILESTONE	XP
End of ranked season (league → XP)	Bronze 100 · Silver 250 · Gold 500 · Platinum 800 · Diamond 1,200 · Mythic 2,000

The daily cap

Repeatable XP (duels and first win) has daily bands: up to **1,200** XP you earn **100%**; from **1,200** to **3,600**, **25%**; above that, **5%**. One-time milestones have no cap.

The gates

In the high ranks XP alone is not enough: there are **gates**, achievements it cannot buy (seasons in Diamond and Mythic, tournaments won, Kaelmyr with grade S, fusions discovered, the full collection…). Gates are **cumulative**. XP keeps coming in while a gate holds you back, and your Rank **jumps** as soon as the gate opens. The full table is in Appendix B.

Rank and trading

Rank 9 (Torchbearer IV, **3,550** XP) is one of the conditions to **trade cards** with other players, together with **14** days of account age, **10** days with a duel and **5** of them PvP (Who can trade). For epic-or-better cards the requirement rises to Rank **12**. Since the Rank never goes down, losing points in ranked does not lock trading again.

> ✦ PRO TIP
>
> Play every day: the first win of the day is worth **150** extra XP, and the cap bands reset at midnight UTC.

PART 5 · PROGRESSION · CHAPTER 20

Season pass

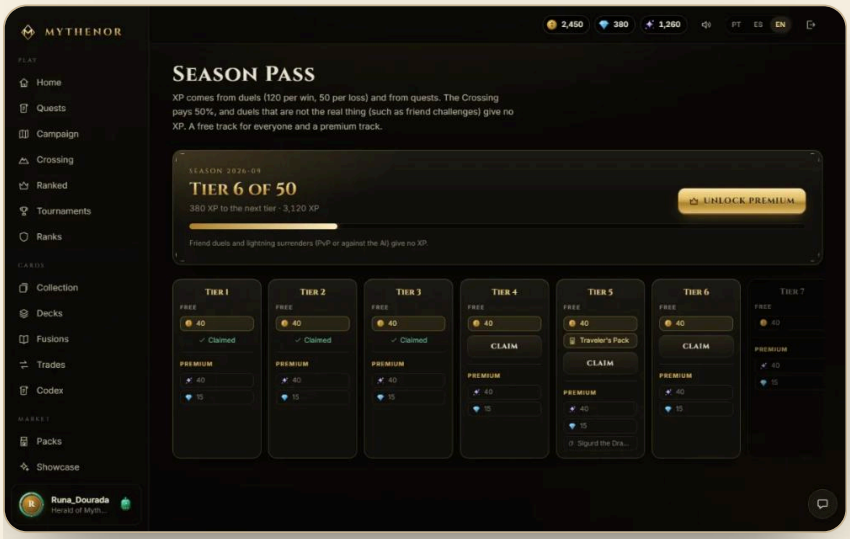
Fifty levels a month: a free track for everyone and a premium track with hand-picked cards.

✦ IN SHORT

- The pass season lasts one UTC month and has **50** levels of **500** XP each.
- The free track gives gold and Traveler's Packs; the premium one gives specific cards, dust, gems and cosmetics.
- The premium pass costs US$ **4.99** (R$ **19.90**) and never gives gold or packs.

How it works

The pass has **50 levels**. Level N requires N × **500** cumulative XP. Each level is claimed **by hand**, on each track. The season is the **UTC month**.



How to earn pass XP

- Each **real duel** gives **120** XP on a win and **50** on a loss.
- In the Crossing the XP is **50%** (the normal value cut in half).
- Friend challenges and tournament matches give no pass XP.

- **Quests** also give pass XP (Quests and Daily gift).

The free track

Every level gives **40 gold**, and every **10** levels also comes **1 Traveler's Pack**. Across the **50** levels that is **2,000 gold** and **5 packs**.

The premium track

The premium pass costs **US$ 4.99** (or **R$ 19.90**) per season. Each level gives **40 dust** and **15 gems** (except level **25**); on levels 5, 10, 15 … 50 come **specific, visible cards** from the start (no random draws); and on levels 10, 20, 30, 40 and 50 come cosmetics (card sleeves and arenas). The premium track **never** gives gold or packs.

With **VIP** the premium track is open while the subscription is active (Shop), from the first full charge. On the **7**-day entry offer it is not open yet: **the Pass premium track opens with the first monthly payment**, once paid. A monthly or yearly plan bought directly has it open from the start.

> ⚠ HEADS UP
>
> A season lasts a month and the premium pass is valid **only until it ends**, with no automatic renewal. The Pass screen shows how many days are left (“The season ends in N days”) and the purchase repeats the notice. You can only have **one** premium pass per season: if you already have it, the game does not let you buy another.

> ℹ THE GUARANTEED EPIC
>
> **Level 25** of the premium track gives one specific **epic** card and only that: you know, before buying, that the season brings an epic.

Level	Card	Rarity
5	Sigurd the Dragonslayer	Rare
10	Young Heracles	Rare
15	Inari's Fox Messenger	Rare
20	Ancestral Quetzal of the Sacred Plumes	Rare
25	Guaraci, the Sun	Epic

LEVEL	CARD	RARITY
30	Ancestral Giant Sloth	Rare
35	Heimdall, Watcher of Bifröst	Rare
40	Eagle of Zeus	Rare
45	Raijin, the Thunder Drummer	Rare
50	Captain of the Burning Sands	Rare

⚠ HEADS UP

Premium track cards are **locked for trading for 7 days**, like paid-pack cards (Showcase, dust and trades).

Table of the 50 levels

LEVEL	FREE TRACK	PREMIUM TRACK
1	40 gold	40 dust + 15 gems
2	40 gold	40 dust + 15 gems
3	40 gold	40 dust + 15 gems
4	40 gold	40 dust + 15 gems
5	40 gold	40 dust + 15 gems + Sigurd the Dragonslayer
6	40 gold	40 dust + 15 gems
7	40 gold	40 dust + 15 gems
8	40 gold	40 dust + 15 gems
9	40 gold	40 dust + 15 gems
10	40 gold + 1 × Traveler's Pack	40 dust + 15 gems + Young Heracles + Nordic Sleeve
11	40 gold	40 dust + 15 gems
12	40 gold	40 dust + 15 gems
13	40 gold	40 dust + 15 gems
14	40 gold	40 dust + 15 gems

LEVEL	FREE TRACK	PREMIUM TRACK
15	40 gold	40 dust + 15 gems + Inari's Fox Messenger
16	40 gold	40 dust + 15 gems
17	40 gold	40 dust + 15 gems
18	40 gold	40 dust + 15 gems
19	40 gold	40 dust + 15 gems
20	40 gold + 1 × Traveler's Pack	40 dust + 15 gems + Ancestral Quetzal of the Sacred Plumes + Greek Sleeve
21	40 gold	40 dust + 15 gems
22	40 gold	40 dust + 15 gems
23	40 gold	40 dust + 15 gems
24	40 gold	40 dust + 15 gems
25	40 gold	Guaraci, the Sun
26	40 gold	40 dust + 15 gems
27	40 gold	40 dust + 15 gems
28	40 gold	40 dust + 15 gems
29	40 gold	40 dust + 15 gems
30	40 gold + 1 × Traveler's Pack	40 dust + 15 gems + Ancestral Giant Sloth + Tupi Sleeve
31	40 gold	40 dust + 15 gems
32	40 gold	40 dust + 15 gems
33	40 gold	40 dust + 15 gems
34	40 gold	40 dust + 15 gems
35	40 gold	40 dust + 15 gems + Heimdall, Watcher of Bifröst
36	40 gold	40 dust + 15 gems
37	40 gold	40 dust + 15 gems
38	40 gold	40 dust + 15 gems
39	40 gold	40 dust + 15 gems

LEVEL	FREE TRACK	PREMIUM TRACK
40	**40** gold + 1 × Traveler's Pack	**40** dust + **15** gems + Eagle of Zeus + Volcanic Arena
41	**40** gold	**40** dust + **15** gems
42	**40** gold	**40** dust + **15** gems
43	**40** gold	**40** dust + **15** gems
44	**40** gold	**40** dust + **15** gems
45	**40** gold	**40** dust + **15** gems + Raijin, the Thunder Drummer
46	**40** gold	**40** dust + **15** gems
47	**40** gold	**40** dust + **15** gems
48	**40** gold	**40** dust + **15** gems
49	**40** gold	**40** dust + **15** gems
50	**40** gold + 1 × Traveler's Pack	**40** dust + **15** gems + Captain of the Burning Sands + Glacial Arena

✦ PRO TIP

Each level has to be claimed by hand, on each track: drop by the Season pass after a good streak of duels.



PART 5 · PROGRESSION · CHAPTER 21

Quests and Daily gift

Small daily and weekly goals, and a gift each day for those who come back.

✦ IN SHORT

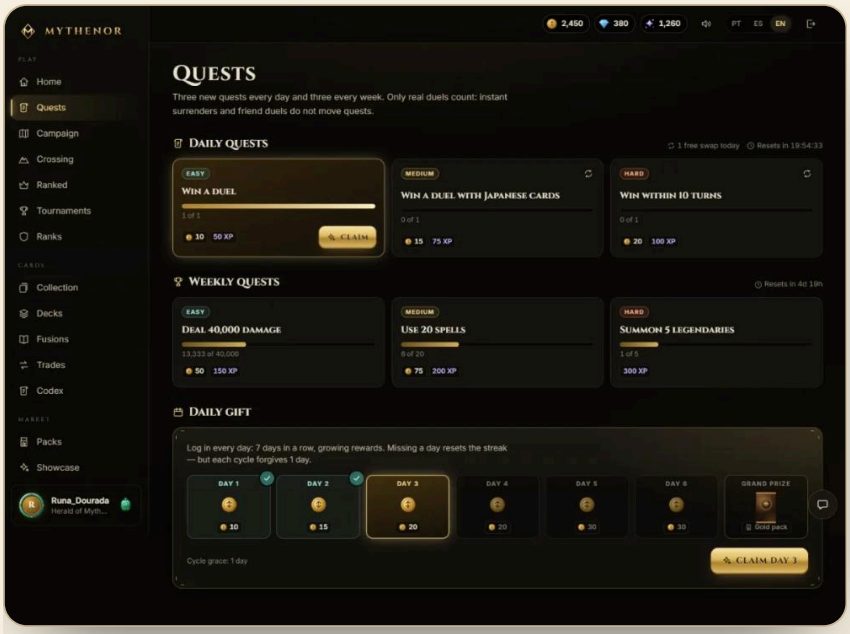
- Every UTC day there are **3** quests (easy, medium and hard) and every week another **3**.
- Quests pay gold and pass XP; you claim them by hand.
- The Daily gift lasts seven days in a row and ends with a Traveler's Pack.

The quests

Every UTC day you get **3 quests**: one easy, one medium and one hard. Every week (from Monday, 00:00 UTC) another **3** arrive. You **claim** the reward by hand, once the quest is ready.

Reading the screen

Each card shows, in large type, **what to do** (for example, “Win 2 duels”). The small tag gives the quest’s **level** (**Easy quest**, **Medium** or **Hard**): it is not a button or a filter, because the day’s **3** quests already come one of each level. Below are the progress bar (“x of y”), the reward and the **Claim** button, which appears when the quest is ready. To move forward, just duel; if nothing has moved yet, the screen says “Play a duel to get started” and takes you to the Play menu.



Rewards

Quest	Gold	Pass XP
Daily · easy	**10** gold	50 XP
Daily · medium	**15** gold	75 XP
Daily · hard	**20** gold	100 XP
Weekly · easy	**50** gold	150 XP
Weekly · medium	**75** gold	200 XP
Weekly · hard	—	300 XP

The XP from quests is **pass XP** (Season pass).

Swapping a quest

The **Swap quest** button sits on every daily quest that is not yet complete. It reads “free today” while the day’s swap is available and “already used today” after. You get **1 free swap** per day: it swaps the quest for another of the same level. Weekly quests cannot be swapped.

What counts

- Duels in **campaign, free duel, PvP, tournament, Daily Challenge, Legend Mode and Crossing** count, as long as they are **real duels** (Real duel).
- **Do not count**: a quick surrender, a duel against a friend and the Honor Duel.
- A duel that is **too short** does not count either: against the computer, at least **3** plays and reaching turn **4**; in PvP, at least **3** plays from each side and **90** seconds.
- In PvP, only **3 duels a day** against the same person count.
- Quests of the "win with cards of a mythology" kind require at least **3 cards** of that mythology played in the duel.
- Minimum-grade quests use the **better** of POW and TEC.

There are **33** daily quest templates and **12** weekly ones; the full list is in Appendix I.

Daily gift

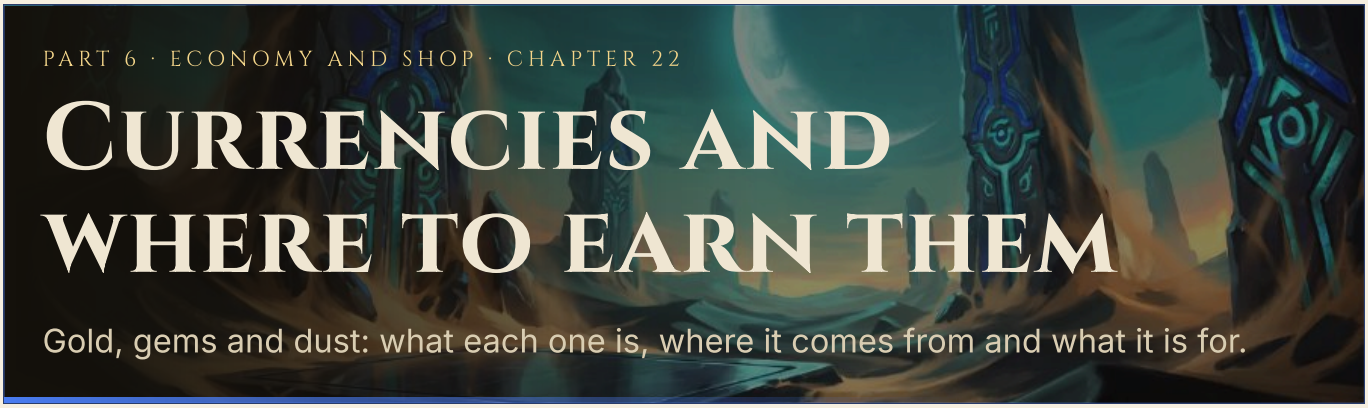
The **Daily gift** lasts **seven days in a row**: each day has a gift, and the seventh is a Traveler's Pack. After the seventh, the cycle starts over. Log in every day for seven days and win a Gold Pack on day 7: day 7 is highlighted on the calendar (the Gold Pack on screen is the Traveler's Pack).

Day	Gift
1	**10** gold
2	**15** gold
3	**20** gold
4	**20** gold
5	**30** gold
6	**30** gold
7	1 × Traveler's Pack

Grace

Missing a day resets the streak, **but** each seven-day cycle forgives **1 missed day**.

> ✦ PRO TIP
>
> Open Quests at the start of the day: that way you play knowing what counts for each one.



PART 6 · ECONOMY AND SHOP · CHAPTER 22

Currencies and where to earn them

Gold, gems and dust: what each one is, where it comes from and what it is for.

✦ IN SHORT

- **Gold** is earned by playing and is never sold; **gems** are bought with money; **dust** comes from disenchanting cards.
- Gold and gems never pass from one player to another.
- Gold against the computer has a daily cap; so does PvP gold.

The three currencies

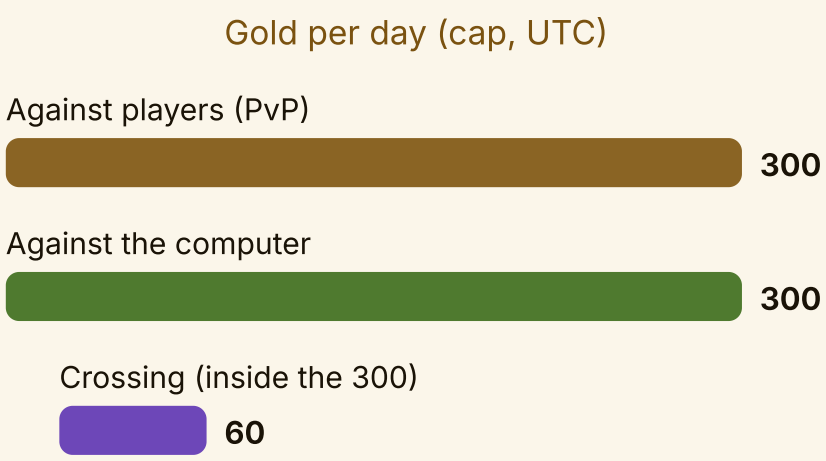
Currency	How you earn it	What it is for
Gold	By playing: duels, quests, daily gift, pass. Never sold.	Traveler's Packs, the showcase (common and uncommon cards), trade fees, tournament entry.
Gems	Bought with money (when purchase is available in your country) and in the premium pass. They do not expire; no cash-out or transfer.	Reliquaries (gem packs), the showcase (rare and epic), cosmetics, characters.
Card dust	By disenchanting cards; also in the Daily Challenge and the premium pass.	Crafting specific cards.

ℹ NOTE

Gold and gems **never pass between players**. Trades between friends are card for card (Showcase, dust and trades).

Where gold comes from

SOURCE	GOLD PER DUEL	CAP PER DAY (UTC)
Campaign and Free duel (win against the computer, by grade)	20–120	**300** gold
Daily Challenge and Legend Mode (same table, same cap)	20–120	inside the cap above
Crossing of Myths (per duel won: normal / elite / Guardian)	10 / 20 / 40	60 per day, inside the cap above
Ranked (win / loss)	50 / 15	**300** gold
Casual (win / loss)	25 / 5	inside the PvP cap



The first win over each campaign duelist doesn't count toward the cap.

On top of that there is gold from **quests** (Quests and Daily gift), from the **Daily gift** and from the **free pass track** (Season pass); those do not count toward the caps above.

Where to spend

- **Traveler's Packs** for **1,500** gold, with **5** cards (Packs).
- Today's **showcase** (Showcase, dust and trades).
- The **trade fee** between friends (gold only).
- Tournament **entry** (gold or gems).

✦ PRO TIP

Before spending gold on packs, check today's showcase: if there is a card you want, the price is fixed and known.



PART 6 · ECONOMY AND SHOP · CHAPTER 23

Packs

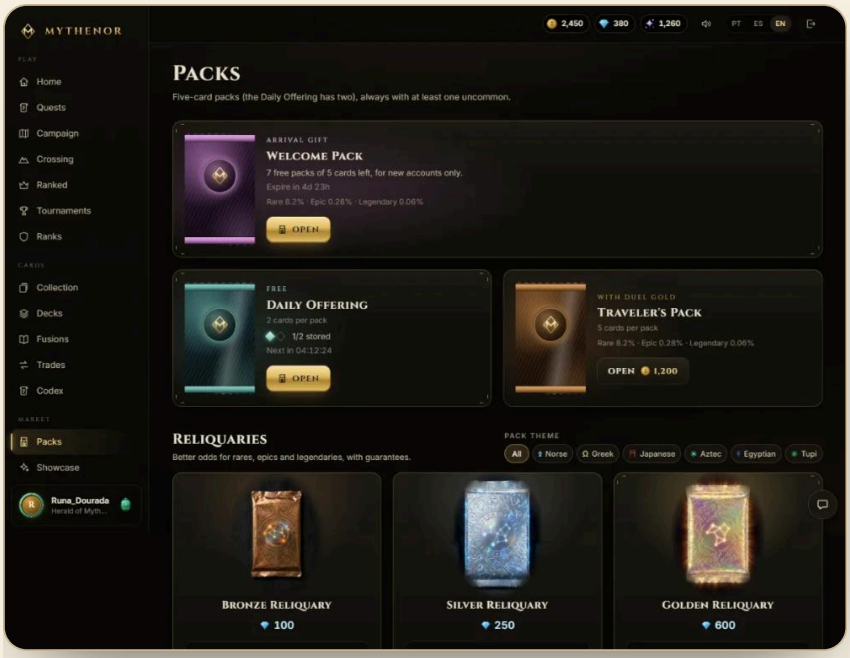
How to open cards: the kinds of pack, the published odds and the guarantees.

✦ IN SHORT

- ✦ There are free, welcome, gold (Traveler's Pack) and gem (Reliquary) packs.
- ✦ In the free, welcome and gem packs the last card is never common; in the Traveler's Pack all 5 cards use the same odds. The real odds appear on screen.
- ✦ Only Reliquaries have a guarantee; in some countries they are turned off.

The kinds of pack

- **Daily Offering (free):** **24** hours between one and the next, stores up to **2** packs and a new account already starts with **2** ready. It brings **1 card**, always uncommon or better, with its own, much tighter odds than the Traveler's Pack (see the table): a rare shows up rarely.
- **Welcome Pack:** a new account receives **3** to open in the first **7** days, with **5** cards, **common and uncommon only** (uncommon monsters have ATK up to **1,700**). Rares and better are earned by dueling. To prevent abuse, only the first **3** accounts per network per day (and one per device) receive these packs.
- **Traveler's Pack:** costs 🪙 **1,500** gold, with **5** cards.
- **Reliquaries** (gem packs): Bronze for 💎 **100** gems, Silver for 💎 **250** gems and Gold for 💎 **600** gems, all with **5** cards.
- **Themed packs:** only cards from one mythology. When you buy a Reliquary you pick a mythology in **“Pack theme”** (or “All”), for the same price. There are also reward versions (in the Crossing, for example); the free pack and the welcome pack are never themed.



The odds

The odds below are **per card**. The game shows each pack's real odds on its own screen; when the pack is themed, they are recalculated only over the rarities that exist in that mythology.

Pack	Price	Cards	Common	Uncommon	Rare	Epic	Legendary
Daily Offering	free	1	64%	33.02%	2.8%	0.15%	0.03%
Welcome Pack	free	5	70%	30%	0%	0%	0%
Traveler's Pack	**1,500** gold	5	63.71%	29%	7%	0.24%	0.05%
Bronze Reliquary	**100** gems	5	61.9%	29%	8%	1%	0.1%
Silver Reliquary	**250** gems	5	48.6%	33%	15%	3%	0.4%
Golden Reliquary	**600** gems	5	33%	35%	25%	6%	1%

> **i NOTE**
>
> Reward packs (quests, daily gift, pass, Daily Challenge, Crossing) use the Traveler's Pack odds: **63.71%** common, **29%** uncommon, **7%** rare, **0.24%** epic and **0.05%** legendary.

The last card

In the **free, welcome and gem** packs (Reliquaries), the last card is **never common**: the game uses the odds without the common, readjusted. The **Traveler's Pack** (and the reward packs, which use the same odds) has no such rule: all **5** cards use the same table, so the last one can be common too. Only **620** of the **720** cards can come from a pack: fusion-only cards, ritual monsters and 1/1 cards are left out.

Guarantees

Pack	Guarantee
Bronze Reliquary	An epic on the 15th purchase in a row without one
Silver Reliquary	An epic on the 15th purchase in a row without one
Golden Reliquary	An epic on the 15th purchase without one and a legendary on the 25th without one
Daily Offering · Welcome Pack · Traveler's Pack	No guarantee

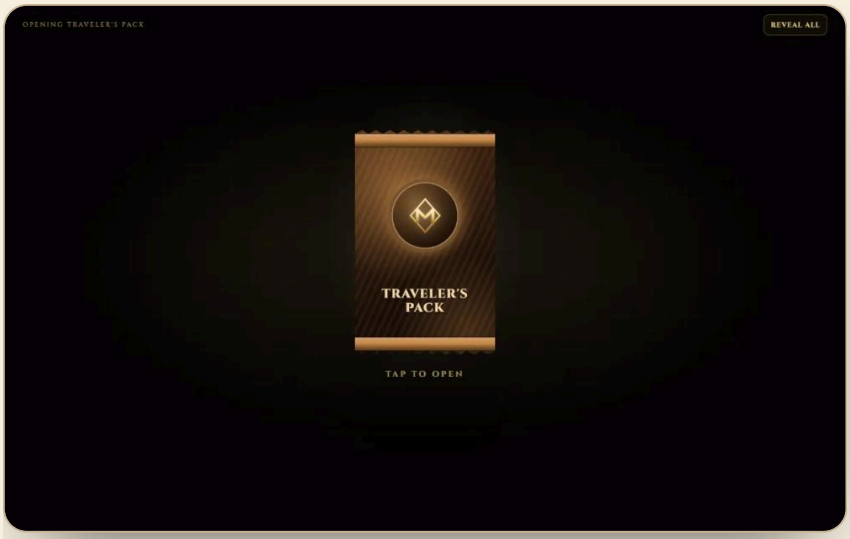
The guarantee counts **purchases in a row**: if the **15**th purchase in a row of a Reliquary did not bring an epic, one comes. In the Golden Reliquary, a legendary comes on the **25**th purchase in a row without a legendary, and, if both guarantees coincide, the legendary takes priority. Free, welcome and Traveler's packs have no guarantee.

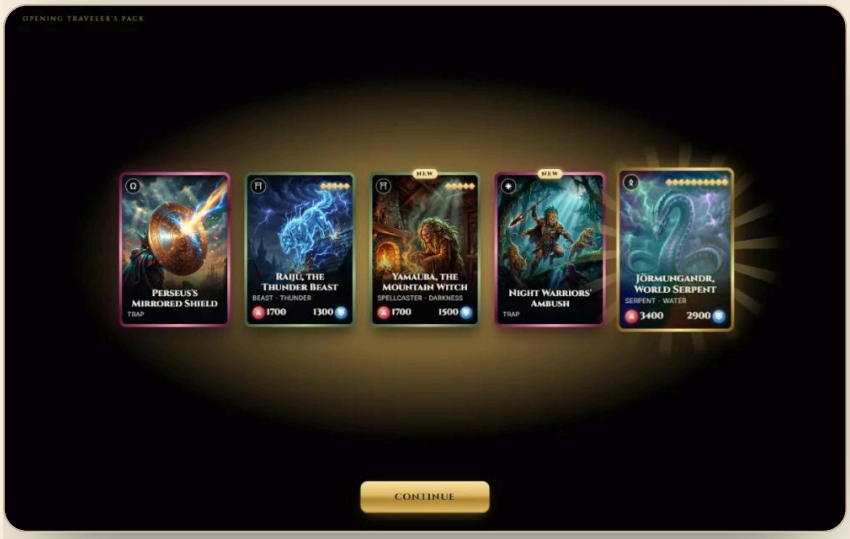
Rules by country

Gem packs are sold in every country where purchases are open (today purchases are still closed in the European Union, the European Economic Area, the United Kingdom and Switzerland). In the **Netherlands**, cards from paid packs can never be traded. Anyone who prefers to see the card before buying uses the **Showcase** (Showcase, dust and trades).

The opening

When you open a pack you see the sealed pack, open it and the cards are revealed.





> ✦ **PRO TIP**
>
> Open the free pack every day: it stores only up to **2**; after that the timer stops until you open one.



PART 6 · ECONOMY AND SHOP · CHAPTER 24

Showcase, dust and trades

Three ways to choose exactly the card you want.

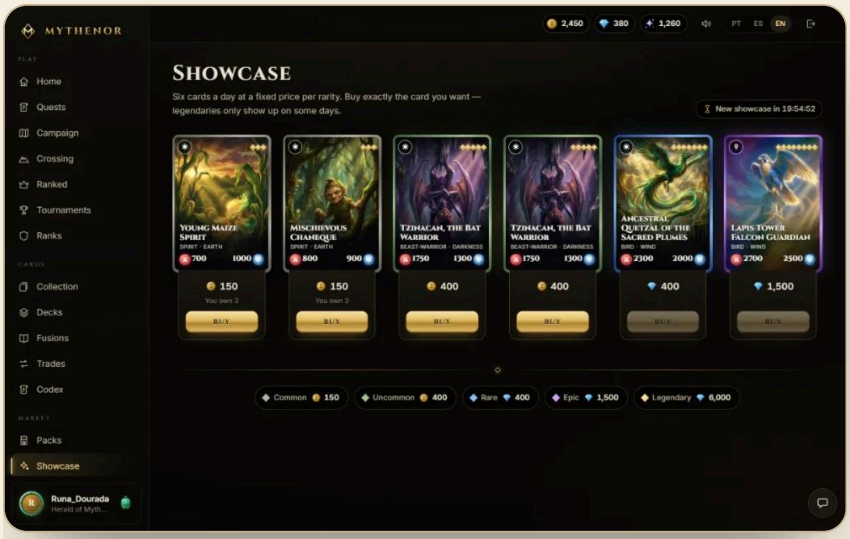
✦ IN SHORT

- The showcase shows **6** cards a day, just for you, at a fixed price in gold or gems.
- Disenchanting duplicate cards gives dust; with dust you craft specific cards.
- Trades are card for card, only between friends, with a gold fee.

Today's showcase

Every UTC day (it refreshes at midnight UTC) the showcase shows **6 different cards, just for you**. The price of each one is fixed. The showcase is allowed in **every country**, even where gem packs are turned off.

Rarity	Slots per day	Price
Common	2	**150** gold
Uncommon	2	**400** gold
Rare	1	**400** gems
Epic	1	**1,500** gems
Legendary	instead of the epic on 5% of days	**6,000** gems



Dust: disenchant and craft

You can **disenchant** a copy of a card and receive dust, or **craft** a card by spending dust. You cannot craft "fusion-only" cards, ritual cards or 1/1 cards.

Rarity	Disenchant gives	Craft costs
Common	**1** dust	**40** dust
Uncommon	**5** dust	**100** dust
Rare	**20** dust	**600** dust
Epic	**100** dust	**2,400** dust
Legendary	**400** dust	**4,800** dust

> ⚠ **Heads up**
>
> Before disenchanting, check that the copy is not in one of your decks: without it the deck is incomplete and cannot duel. The game asks for an extra confirmation in that case.

Trades

A **trade** is card for card and **only between friends** (Social multiplayer). Since having friends needs a **registered account**, a guest cannot trade: with no friends, the Trades screen shows “Add a friend to propose trades.” Each side pays a **gold fee** that depends on the **highest** rarity of the two cards. The gold goes to the game, not to the other player. Each player can make up to **3 moves per UTC day**, counting completed trades and Honor Duels together.

HIGHEST RARITY IN THE TRADE	FEE PER SIDE
Common	50 gold
Uncommon	150 gold
Rare	400 gold
Epic	1,000 gold
Legendary	2,000 gold

Example: when trading a rare for an epic, the highest rarity is the epic, and **each side** pays 1,000 gold.

Who can trade

To stop throwaway accounts that pile up cards and pass them to a main account, **both sides** of a trade (the proposer and the one who accepts) need: **Rank 9** (Torchbearer IV, **3,550** career XP), **14 days** of account age, **10 different days** with a real duel and, among them, **5 days** on which you played real PvP against other people. A duel against the computer, a friend challenge and a duel between accounts of the same person do not count as PvP. Anyone who is not there yet sees, at the top of the Trades screen, “Trading unlocks at rank …” with progress bars (XP to go, account age, days with a duel, PvP days); the Propose and Accept buttons are disabled. This is the **career Rank**, which never goes down: the ranked season and Elo neither lock nor unlock anything.

The **Honor Duel** (PvP) uses this same lock on both sides, the same newly-unlocked-account window, the same gold fee and the same receiving caps; the day's completed trades and Honor Duels count **together** toward the daily limit.

For the first **14 days** after unlocking, the account is **newly unlocked**: it makes up to **2 trades a day** (instead of **3**) and cannot **receive** a card above rare (epic and legendary only later). If the other side is still locked, the error reveals none of their numbers: it only says trading is locked.

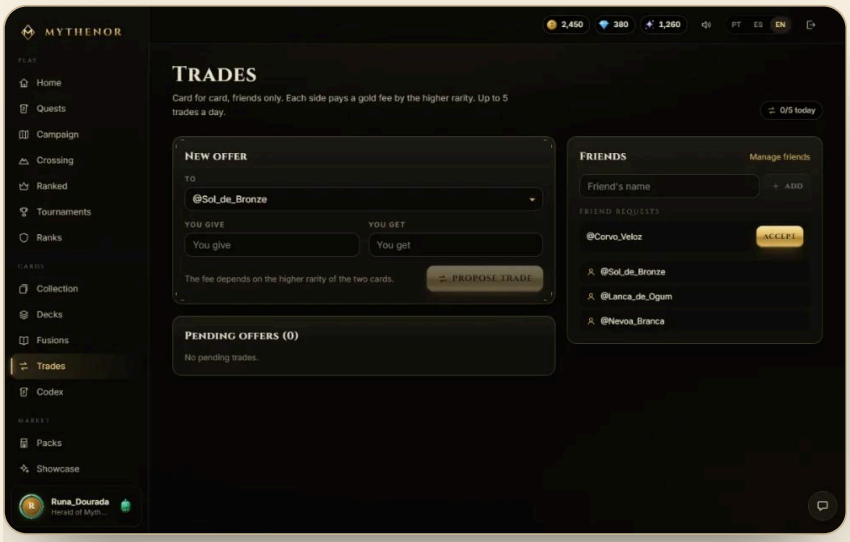
Epic or better cards (epic and legendary) ask for more, on both sides: **Rank 12** (Threshold Warden II, **7,450** career XP), **30 days** of account age, **20 days** with a duel and **10** of them PvP against other people. It is the same rule in trades and in the Honor Duel: the Trades screen explains what is missing.

Even with trading unlocked, each account has **receiving caps**: at most **3 rare cards every 7 days** and **1 epic-or-better card every 30 days**, whoever they come from (trades and Honor Duel wins count together, and an Honor Duel in progress already reserves the card you could win). Two accounts make at most **2 moves a week** between them, counting trades and Honor Duels. If a limit stops a trade, the game tells you what happened on your side.

Each player can have at most **20 open trade proposals** at the same time: cancel one or wait for an answer to make another. The trades screen shows up to **100 trades**, open ones first. A trade with a banned, suspended or deleted account does not complete.

Locked cards

Cards from a **paid pack** (and those from the premium pass track) are **locked for trading for 7 days**. In the Netherlands, cards from paid packs can never be traded. The Collection shows until when each card is locked.



✦ PRO TIP

Before crafting a card with dust, open its Codex entry: it shows every other way to get the same card.



PART 6 · ECONOMY AND SHOP · CHAPTER 25

Shop: gems, cosmetics and characters

What is bought with real money, what is bought with gems and what never gives an advantage in a duel.

✦ IN SHORT

- Gems are bought with money; buying requires an account with an email and being of age (**18** or older).
- Cosmetics and characters change looks, never the strength of a card.
- The billing currency is the real in Brazil and the dollar everywhere else.

Gems

Gems are sold in five value bundles. They do not expire and cannot be cashed out or transferred.

GEMS	US$	R$ (BRAZIL)
100	$0.99	R$4.99
550	$4.99	R$24.90
1,200	$9.99	R$49.90
2,600	$19.99	R$99.90
7,000	$49.99	R$249.90

Billing is in **reais** in Brazil (or when the country is unknown) and in **dollars** everywhere else. To buy you need an **account with an email** (a guest does not count) and to declare a **date of birth** showing **18 or older**. Gem packs are turned off in some countries (Rules by country).

Before you pay, **every real-money purchase** (gems, pass, Supporter Seal or character) shows a summary: the item, the **final price**, the currency and the **immediate delivery**, with the way to ask for a refund. There is also a checkbox, **always unticked**, to accept the Terms of Use, the Privacy Policy and the Refund Policy; until you tick it, the pay button does not work.

⚠ HEADS UP

Purchases are closed in the European Union, the European Economic Area, the United Kingdom and Switzerland for now. There the Shop shows “Purchases are unavailable in your region for now”. **Playing stays open** everywhere; only buying with money is closed.



Cosmetics

Cosmetics cost gems and **give no power**: they change the look of your cards, the arena, the avatar and the attack and fusion effects. You equip one per slot.

ITEM	SLOT	PRICE
Nordic Sleeve	Card sleeve	**300** gems
Greek Sleeve	Card sleeve	**300** gems
Tupi Sleeve	Card sleeve	**300** gems
Volcanic Arena	Arena	**800** gems
Glacial Arena	Arena	**800** gems
Dragon Avatar	Avatar	**200** gems
Serpent Avatar	Avatar	**200** gems
Ember Strike	Attack effect	**500** gems
Thunder Strike	Attack effect	**500** gems

ITEM	SLOT	PRICE
Aurora Fusion	Fusion effect	💎 **600** gems
Gold Holo Frame	Frame	💎 **1,000** gems
Prism Holo Frame	Frame	💎 **1,000** gems
Avatar of the Chosen of the Gods	Avatar	💎 **0** gems

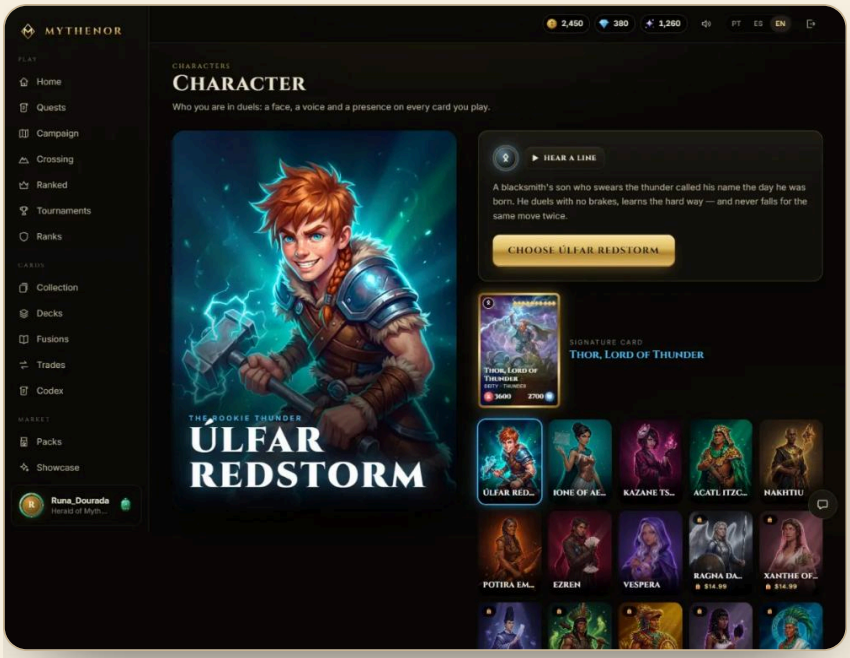
Characters

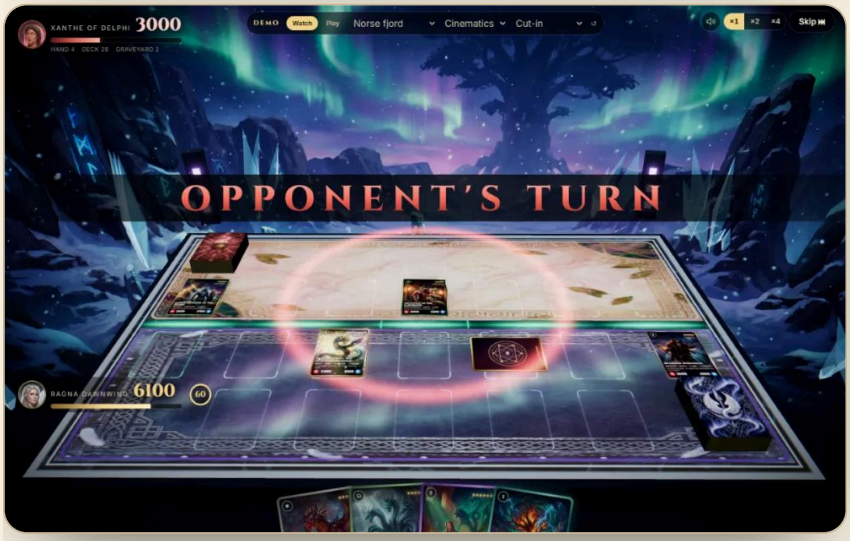
Characters give your duelist a face and a voice. There are **8 free** characters (the same kits as the Crossing) and **10 premium** ones.

A character has two levels: **Character** (portrait, entrance, voiced lines, selectable persona) and **Mythic Edition** (all of that plus an animated entrance, a play mat on your side of the board, an exclusive card back, a profile frame and a title). Upgrading pays only the difference. It is all **cosmetic**.

COUNTRY	CHARACTER	MYTHIC EDITION
Other countries	$14.99	$49.00
Brazil	R$39.90	R$129.90
Mexico	MX$199.00	MX$649.00
Argentina	$9.99	$32.99
Colombia	COP 39,900	COP 129,900
Chile	CLP 9,990	CLP 32,990
Peru	PEN 34.90	PEN 114.90

The pricing region is **locked for 90 days** after the first premium purchase.





Custom Character

The **Custom Character** is a playable character that is **yours alone**: you send a photo of your face, choose the myth, the outfit and the name, and the game paints portraits of you in the style of its characters. It costs **US$ 99.00** (R$ **259.90** in Brazil; in the other Latin American countries your regional price shows before you pay). It is **looks only**: it changes no card and not the duel.

- Before paying you confirm **4** things: that you are 18 or older, that the photo is of **your** face, that you allow the photo to be used only to paint the portraits, and the refund rules.
- Send **one photo** (JPG, PNG or WebP, up to **4** MB) and pick one of the **6** myths, one of the **3** outfits and the name (**2** to **20** letters).
- The game paints **5 portraits**; if you do not like them, you can paint **5 more** (**2** rounds in total; each one asks for the photo again). If the painting fails (for example, the image generator refuses the photo), the round **does not count**, nothing is charged and the screen tells you why. Before

painting, an automatic check confirms that the photo shows the face of **one adult person**, with no nudity; if it does not pass, the round also **does not count** and nothing is charged.

- Pick a portrait and the lines: **25** lines and **30** taunts written in the game's tone, with your name. They all come ticked; untick the ones you do not want (at least one opening, one victory and one defeat line stay). It speaks in a text balloon, with no voice.
- An **automatic check, made by artificial intelligence, approves** the character before other players can see it, usually within a few minutes: it looks at the portrait, the name and the lines (no nudity, extreme violence, hate symbols, brands or readable text, and nothing that looks like a child; the name cannot be offensive or pretend to be the team). Until then **only you** see it; in a duel the opponent sees the free character of the same myth. If it is rejected, you get the reason and choose again; after **3** rejections the order is closed and the **money is returned automatically**. If the check is down, the game tries again for about **2** h and, if it cannot, gives the character back to you to send again — that does **not count** as a rejection. If you disagree you can send it again or ask support for a new check (also automatic).
- Once approved it gets the **"Living Legend No. ..."** seal (numbered in order of approval, never reused) and shows in your duels **to everyone or only to friends**, as you choose.
- While an order is not finished, you cannot buy another one.

> **i NOTE**
>
> The **original photo is not kept**: it only exists, encrypted, while it is being used, and it is **deleted as soon as the painting round ends** (whether it worked or not), or after **72 h** if you do not paint. You can also delete it before that. Portraits you do not choose are deleted **30** days after approval; deleting the account deletes everything.

Full refund within 7 days of the purchase, even after painting: the character is withdrawn and the portraits are deleted. A full refund or a card dispute has the same effect, and you go back to the free character of the myth. The full refund is also **automatic** when the order ends without an approved character: after **3** rejections, or after **4** failed painting rounds with no portrait to choose from.

VIP

VIP is a subscription that gives **more reward for the same playtime**. It costs **US$ 7.99 a month** (R$ 29.90) or **US$ 59.99 a year** (R$ 229.00).

- The **Pass premium track** is open while VIP is active (Season pass), **from the first full charge** (monthly or yearly). On the **7**-day entry offer it is not open yet: **the Pass premium track opens with the first monthly payment**.
- **+50% gold** on wins against the computer and in the Crossing, **inside the same daily cap**: you reach the cap sooner, never above it. It also counts on Trial of the Gods rematches. The 1st

win against each duelist (and on each Trial stage), the Daily Challenge and Legend Mode do not change.

- **+40% Pass XP**. Rank gets **no** bonus.
- The free pack refills **every 12 h**.
- **Patron missions**: +2 daily and +1 weekly mission for VIP only. Each daily one gives **5 dust**, **100** Pass XP and **1 Mark**; the weekly one gives **20 dust**, **300** Pass XP and **3** Marks. They **never give gold**; at **10/25/50/100** Marks you unlock the **Patron's Frame** (a golden ring around your avatar, on the profile and in the duel), the **Crown of Myths Card Back** (on your deck pile in every duel, and your opponent sees it too), the title **Patron of Myths** (on the profile) and the **Golden Flame Emblem** (next to your name, on the profile and in the duel). They show up by themselves once you claim them and stay yours even after VIP ends.
- A **crown** next to your name on the profile, the leaderboard and **in the duel** (both duelists see it). It never changes the leaderboard order or the Elo.

> **i NOTE**
>
> VIP **never** changes Elo, Ranked, matchmaking or the duel. It renews automatically; cancel in **1 tap** on the VIP screen and the benefits last until the end of the period already paid. An e-mail arrives **2 days before** every charge. When you subscribe, another e-mail confirms what you paid, the date and amount of the next charge and how to cancel. If a charge is declined, the benefits stop at the end of the period already paid; a refund ends the subscription.

After your **first win**, the game offers the entry **only once**: **7 days of VIP for US$ 1.99** (R$ **7.90**). When the **7** days end, it **becomes the monthly plan** unless you cancel first. During the entry offer the extra gold (inside the cap), the free pack every **12** h, the Patron missions and the crown already apply; **the Pass premium track opens with the first monthly payment**, once it is paid.

From your **duel no. 5**, if you are not VIP, the game shows the VIP **around every duel**: one benefit on the connecting screen (just a note, no button), a box with the price at the end of the duel and, **1 time a day**, the full-screen offer over the result (**Not now** closes it; it does not open on the day the Hall of Myths invitation opens). This appears in at most **3 duels a day**; after that, only the next day. A VIP sees none of this. The box at the end of the duel shows the gold of **this** duel without VIP and with VIP (inside the cap), the day's second free pack and your plate getting the crown; the **See all the benefits** button opens the illustrated list of every benefit, with the same numbers as this chapter.

The **VIP** screen shows the Crown back on **your** deck pile (with its strongest cards), your plate with and without the crown, the Patron Trail rewards as they look in the game and the **In 30 days, at your pace** estimate: with your wins a day (the average since the account was created, which you can adjust) and grade-B gold (**60** gold per win), it compares the gold from duels with and without VIP **inside the daily cap** of **300** gold, the free packs (**30** against **60** in **30** days, opening each one as soon as it refills) and the dust of the Patron missions (about **386** in **30** days, doing all of them). Who already reaches the cap without VIP sees the same gold in both columns: VIP only gets you there sooner.

The premium pass

The premium pass has its own chapter: Season pass.

> ✦ PRO TIP
>
> Before buying anything, open the Shop and check the country and currency shown: it is the currency you will be charged in.

PART 6 · ECONOMY AND SHOP · CHAPTER 26

Hall of Myths

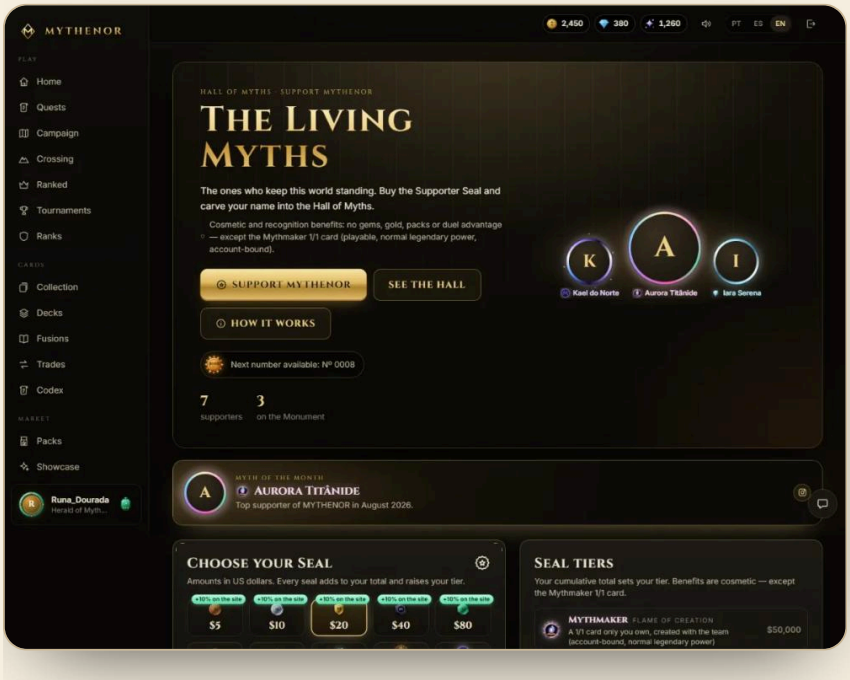
The Supporter Seal: a cosmetic purchase that gives recognition, never an advantage in a duel.

IN SHORT

- The Supporter Seal is the **purchase** of a cosmetic digital item, from US$ **5** to US$ **10,000** per purchase.
- The benefits are looks and recognition: no gems, gold, packs or advantage in a duel.
- Your lifetime total sets one of **12** levels, with materials and colors of their own.

What it is

The **Hall of Myths** recognizes those who support MYTHENOR. You **buy a Supporter Seal**, a cosmetic digital item, of any value between US$ **5** and US$ **10,000** per purchase. It is a purchase: it is not an investment and there is no financial return. The benefits are cosmetic and about recognition and **give no advantage in a duel**; the only exception is the highest level's 1/1 card, which is a legendary of normal power.



The amounts

The suggested amount buttons are US$ **5 · 10 · 20 · 40 · 80 · 100 · 200 · 500 · 1,000 · 5,000**, or a free amount within the range. If you pay on the website, seals in the app-store price range (up to US$ **80**) count **+10%** toward your total; above that amount the seal is sold on the website only. In-app store purchases are not available yet.

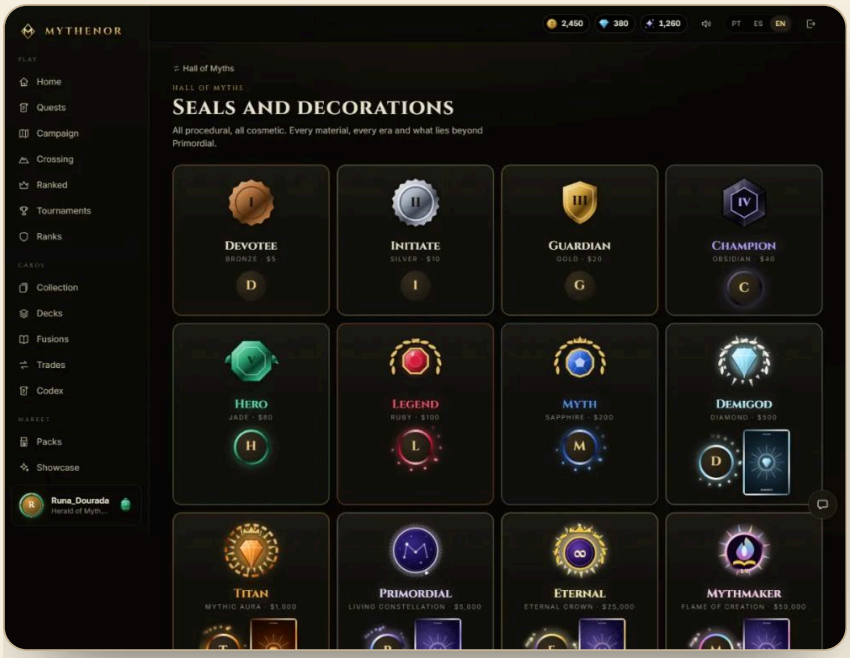
> **i NOTE**
>
> At launch there is a **safety limit**: at most **US$ 500** per Seal and **US$ 1,000** per account in **30** days. The buttons above those amounts disappear and the screen shows the current limit. That cap may change over time.

The twelve levels

Your **lifetime total** (in dollars) sets your level:

Level	Lifetime total (US$)	Material
1. Devotee	5	Bronze
2. Initiate	10	Silver
3. Guardian	20	Gold
4. Champion	40	Obsidian
5. Hero	80	Jade
6. Legend	100	Ruby
7. Myth	200	Sapphire
8. Demigod	500	Diamond
9. Titan	1,000	Mythic aura
10. Primordial	5,000	Living constellation
11. Eternal	25,000	Eternal crown
12. Mythmaker	50,000	Flame of creation

The **Primordial** level gets a ★ for every US$ **5,000** (up to **4** stars); at the **Eternal** level the stars become a crown; above the highest level, the seal shows "Mythmaker ×N", with +1 for every US$ **25,000**.



Benefits by band

- Everyone: an insignia and your name in the Hall.
- From the Champion level: a frame and a colored name.
- From the Legend level: an animated frame, featured social links and an aura in the duel visible to the opponent.
- From the Demigod level: your name on the Monument, your photo at the top of the Hall and an exclusive card back.
- From the Titan level: a golden duel entrance and a profile banner.
- From the Primordial level: a statue on the Monument, the chance to co-create a card and an arena tint.
- At the Eternal level: a seat on the Council of Myths and a tribute card with your name in the credits.
- At the Mythmaker level: a 1/1 card that is yours alone.

Supporter number and Eras

On your first purchase you receive a **supporter number** (No. 0001...), given once, in order. The number sets the **Era**:

Era	Supporter numbers
The First Hundred	1 – 100

ERA	SUPPORTER NUMBERS
Founders	101 – 1,000
Pioneers	1,001 – 10,000
Keepers of the Hall	10,001+

In the Hall

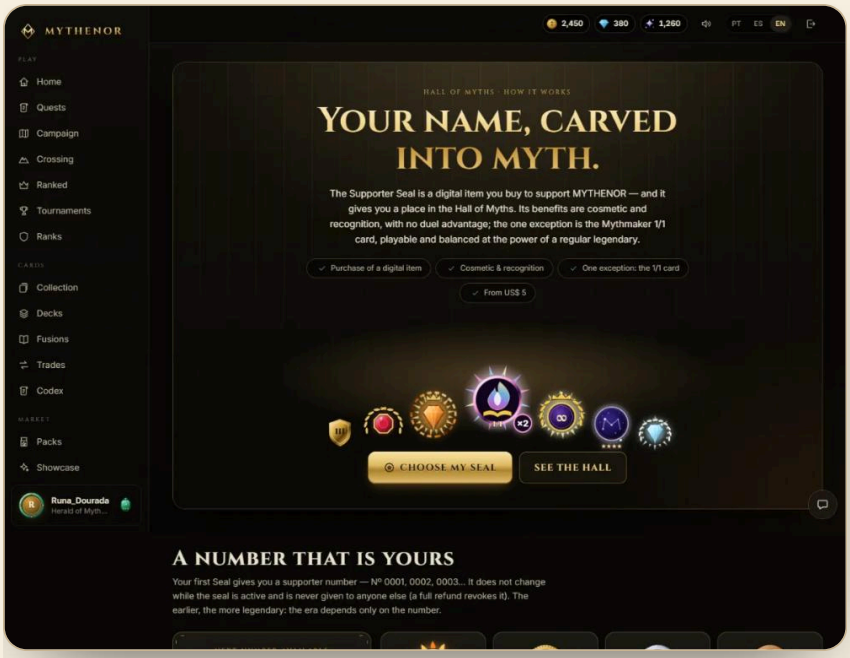
- When someone reaches the Legend level or above, players who are online see a live announcement.
- The **Myth of the Month** is featured on Home for **30** days.
- If **3** people report a Hall card, it is hidden until review.

The invitation to the Hall

A player who has played a lot (from **30 duels** and with an account at least **3 days** old) and has no Seal yet gets, at most **once every 7 days**, a full-screen invitation over the duel result: the Hall's **next number** (Nº 0001 while the Hall is empty, or how many numbers of The First Hundred era are left), what each band leaves forever, with its price, and the buttons **I want Nº…**, **How it works** and **Not now**. On the day that invitation opens, the VIP's full-screen offer does not open. Anyone who declared being under 18, or where the Seal is not sold, does not see it.

Refunds

If a payment is charged back or refunded, the total goes back and the decoration follows. The refund period quoted in the game is **7** days.



✦ PRO TIP

Read the Hall's "How it works" page before buying: it carries the full legal text of the Seal.



PART 7 · ACCOUNT AND SAFETY · CHAPTER 27

Account, settings and accessibility

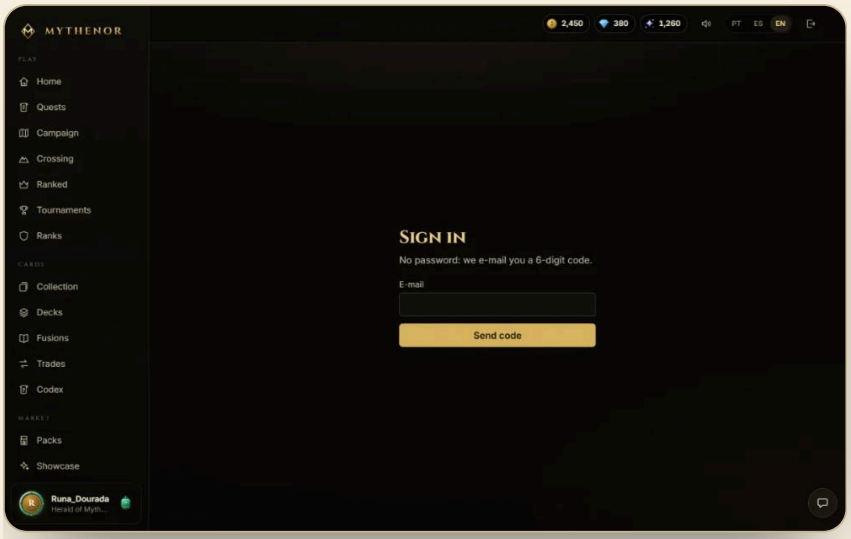
Guest or with an email, how to sign in, how to save your progress and how to adjust the game.

✦ IN SHORT

- There are two ways in: as a guest (an account on the spot) or with an email, using a password or a code sent by email.
- A guest depends on the browser: save with an email so you do not lose access.
- In Settings you change language, sound, animations and graphics quality.

Two ways in

	PLAY AS GUEST	SIGN IN WITH AN EMAIL
How	One tap; the account is created on the spot.	You type your email and sign in with the **password** or with a **6**-digit code sent to the email. The first time, the code creates the account.
Progress	Tied to the browser: clearing the browser data loses access.	Tied to the email; works on any device.
Purchases	Cannot buy.	Can buy (aged **18** or older).



The code

The code is valid for **10 minutes** and accepts **5 attempts**. If you get it wrong too many times, ask for another. For safety, each e-mail accepts at most **40 attempts per 24 hours**, counting all its codes; past that, wait until the next day (password sign-in keeps working). Do not share the code with anyone.

The password

In **Settings** → **Account** you can **create a password** (at least **10** characters; common passwords or ones containing your email are not accepted). Before saving, the game sends a code to your email, and when you save, your other devices are signed out. The email code keeps working. Forgot the password? In **Sign in** → **Forgot password** you get a code and choose a new one. After several wrong attempts, password sign-in is blocked for a while; the email code is not blocked.

Saving a guest account

As a guest, after your **duel no. 1** the game asks for an email to **save your progress**: you type it, check the address and keep playing, **no code needed**. If you tap **Not now**, the request comes back once from duel no. **3**; after that it stays only on the **Profile**, where you save (or fix the email) whenever you like. The account stays a guest until you **confirm the email with a code**: just sign in with that email, on this or another device — the account becomes registered, with everything, and the other devices are signed out. Trading cards, using chat and buying still need the confirmed account. You can also sign in with a **new email**: the guest becomes a registered account, **with everything** you had.

> ⚠ HEADS UP
>
> If the email you use **already has an account**, you sign in to **that** account, and the guest's progress is **not added** to it. If the idea is to keep what you played, use an email that does not yet have a MYTHENOR account.

On your **first visit** there is no age screen: you create your account and play. The confirmation that you are **18 or older** and the acceptance of the Terms of Use, Privacy Policy and Refund Policy appear only **at the moment of a purchase** (unticked box), and are recorded with the date and the **version of the documents**. The texts stay available in the footer.

A player with an **e-mail account** who has reached **Rank 6** and has not told their age yet sees VIP in What's new as **Confirm my age**. On the VIP screen, the game explains that VIP is only for players aged **18 or over** and asks: "Are you **18** or over?". **Yes** asks for the date of birth and the acceptance of the Terms, just once, and the date decides: under **18**, purchases stay closed. **No** sends nothing: the whole game stays open, and VIP is no longer offered on this device (in What's new, in the Trial of the Gods and around the duel).

Reminder email

If you saved an email and **have not played again** between **20** and **28** hours after your last activity, the game sends **one single reminder email** to the saved address: the result of your last duel, what is waiting for you (free or welcome packs still unopened) and a button to play again. It is not sent to anyone who declared being under 18, to anyone who turned the reminder off, nor to anyone in the European Union, the EEA, the United Kingdom or Switzerland (or in an unknown country). Every email carries a link to **stop reminders** in one tap, without signing in; you can also turn it off in **Settings → Account → Reminder e-mails**.

In **Settings → My data** you can **download your data** (a JSON file with what we keep about the account) and **delete your account**. Deleting asks you to type your player name, erases personal data, ends the sessions and cannot be undone; payment records are kept, as the law requires. This also applies to a guest account.

The session

The session lasts **30 days** and renews with use. To sign in on another device, sign in with the password or the "E-mail code".

Player name

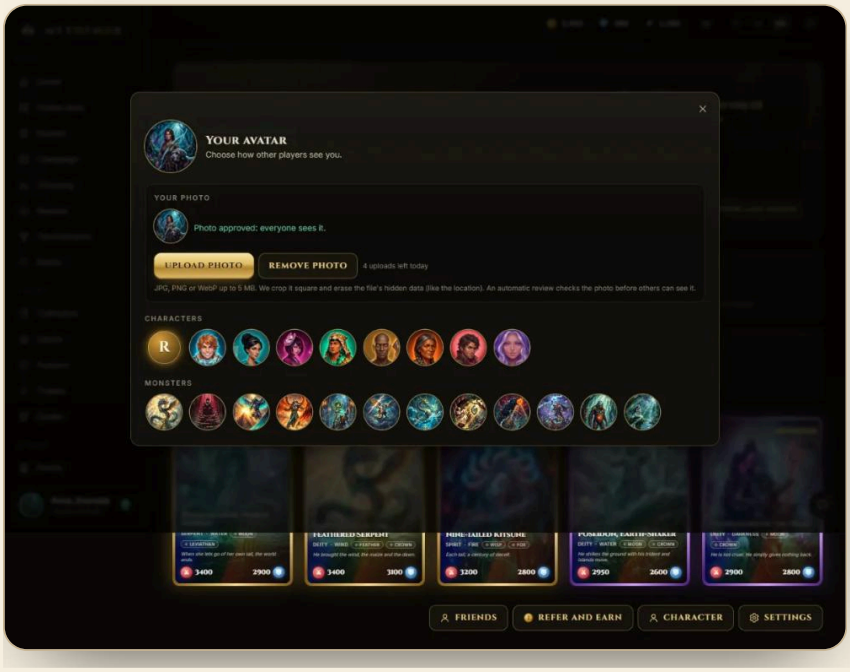
On your first sign-in with an email, the game asks you to choose your **name** and your **character**. The name is **3** to **16** characters long, with letters, numbers and the underscore (_), starting with a letter. Reserved names (of the brand or the team), offensive ones or ones already used by someone else are not accepted; upper and lower case count as the same name. Once chosen, you can change it once every **30** days, in **Settings** → **Account**. Anyone who already had an account and still wore the generated name chooses once, on signing in. If you prefer to keep your current name, the **Keep this name** button skips this screen and it does not come back.

Avatar and profile photo

On your **Profile**, tap your avatar (or **Change photo**) to choose how others see you: the **medallion** with your name's initial (the default), one of the game's **8 characters**, one of the **12 monster artworks** or a **shop avatar** you already own. All free, guests included. The avatar shows at the top of the screen, on the profile, in friends, in chat, in the rankings and on the duel plate (a chosen picture shows in place of the character portrait).

Players with an **account with a confirmed e-mail** who are **18 or older** (declared age) can also **upload their own photo**: JPG, PNG or WebP up to **5** MB, at most **5 uploads a day**. The game crops the photo square (**256×256** pixels) and erases the file's hidden data, such as the location. An **automatic review** checks the photo: **approved**, everyone sees it; **under review**, only you see it and others keep seeing your previous avatar; **rejected**, the reason shows on screen and the photo is deleted. If the review cannot run right away, the photo stays under review: it is never approved without the review. **Remove photo** deletes it at once, and so does deleting the account. Guests and players under 18 see only the game's pictures.

Saw an inappropriate profile photo? In the player menu, use **Report** with the reason **Inappropriate profile photo**.



Trading and account age

Account age counts from the first visit (guest included): to **trade cards** it takes **14** days of account age, **10** days with a duel (**5** of them PvP) and Rank **9**; for epic-or-better cards, **30** days of account age. See Who can trade.

Refer and earn (experimental)

In the menu, under **Refer and earn**, anyone with an account with a confirmed e-mail who is **18** or older accepts the program rules and gets **their own link** (mythenor.com/r/code). Only a **new account** created from the link counts (it is kept in the browser for **30** days); accounts that already existed do not count, and nobody can refer themselves. A guest reads the whole page and is invited to create the account.

The friend becomes **active** after **10 valid duels on 3 different days**, within **30** days of creating the account (friendlies do not count). **14 days** after becoming active, the amount joins the balance, if the friend's account still exists. The friend must **create the account with an e-mail** (confirmed with the code, which also protects their account): while they only play as a guest the referral waits, and if they do not confirm the e-mail within **74** days of creating the account, it expires.

Country where the friend created the account	Value per active friend
Tier 1 (31 countries, such as the US, Canada, the UK, Germany and Japan)	US$ **0.50** of balance
Tier 2 (36 countries, such as Brazil, Mexico, Argentina and Poland)	US$ **0.20** of balance
Other countries	💎 **50** gems straight to the wallet

The country is the one detected from the connection at sign-up. **There is no daily limit**; the cap is **US$ 500.00 a month** per person (referrals and videos together), and anyone who hits the cap can **ask for a review** in the panel. The program also has a monthly budget (US$ **1,000.00** by default): if it runs out, the program **pauses for everyone** and new credits are held.

The page and the home screen card show an **example** in dollars, not a promise: **100** active friends in Tier 1 = US$ **50.00**. Right below come the value per active player of each tier and the monthly cap.

The **balance** turns into gems at any time, from US$ **1.00**, at the rate of the store's biggest pack (**140** gems per dollar). **Cash withdrawal** is by PayPal, from US$ **20.00**, and only for the value of referrals whose friend also played **online duels against 3 different people**; otherwise the referral counts as store-only credit (like video credit). The panel shows the referrals by status and, for those that did not count, the reason: same device or same network, automated or banned account, more than one

country, several accounts from the same network on the same day, matches that look automated, deleted account or time window over.

> ⚠ HEADS UP
>
> The program is **experimental**: the rules may change and it may end at any time. The balance already earned keeps its value in the store. The full rules are on the program page itself.

Creators

A **public YouTube video** showing the game, with your referral code in the description and sent through the program form, is worth **US$ 10.00 in store-only credit** (💎 **1,400** gems) once it passes **1,000 views** with at least **10** likes (or **0.5%** of the views, whichever is higher) and still does **30 days** later. Up to **4** credited videos a month and **5** under review at once; a video and a channel count for one person only. Deadlines from the first check: the code must show in the description within **7** days, and a video that does not reach the numbers within **60** days leaves the review. Whoever joins through the link in the description counts as a referral.

Creators Program (Launch Season)

Whoever makes gaming videos or streams has, in the program panel, a highlighted **creator code** to copy and share. The follower joins through the link (the code goes along) or, when the link is not clickable (TikTok, Reels, Shorts), **types the code** in **Settings** or on the program page, up to **7** days after creating the account, if it did not come through another link. Whoever joins through a creator gets **1 extra free pack**; only the creator gets paid.

In the menu, **Creators** (on phones: a card on the home screen, next to Refer and earn, and a button in the Profile) opens the program page speaking to creators, with the example **150** active players in Tier 1 = US$ **110.00** (US$ **75.00** for the players + US$ **35.00** from the season milestone bonuses), a link to the full creators page and another to the Creators Ranking. When joining the program, and at the top of the panel while no network is saved, there is an **optional** field to paste your channel link: it shows on your ranking card, and leaving it blank does not stop you from joining.

The amount is the same as for referrals: the follower becomes active with **10** duels on **3** different days and an account with a confirmed email; for the amount to be withdrawable, they must also play **PvP against 3 different real people** (without it, the same cents are store-only credit). In one sentence, for the audience: “play **10** duels on **3** different days and play PvP against real people, so your creator gets paid in dollars”. The panel shows each person from sign-up: duels, days, PvP, confirmed email, status and, for those already active, the amount **releasing** and the date it joins the balance (**14** days later).

ACTIVES IN THE SEASON	MILESTONE
10	Influencer badge, a spot in the public ranking and a rare card
50	US$ **10.00** bonus and an epic card
150	US$ **25.00** bonus and an epic card
500	US$ **75.00** bonus, your own playable character and an in-game announcement of your arrival (delivered by the team within **7** days)
1,500	US$ **200.00** bonus and a feature on the home screen (delivered by the team within **7** days)

The bonus is program credit (it counts toward the monthly cap): withdrawable when at least half of the actives counted have PvP; otherwise, store credit. The three creators with the most actives in the month get US$ **100.00**, US$ **50.00** and US$ **25.00** in program credit. The **Creators Ranking** (in Refer and earn, “See the creators ranking”) is public, by season and by month, and shows whoever has **10** or more actives in the season, with up to **7** socials the creator adds in the panel (https links from YouTube, TikTok, Instagram, Twitch, Kick, Facebook or X).

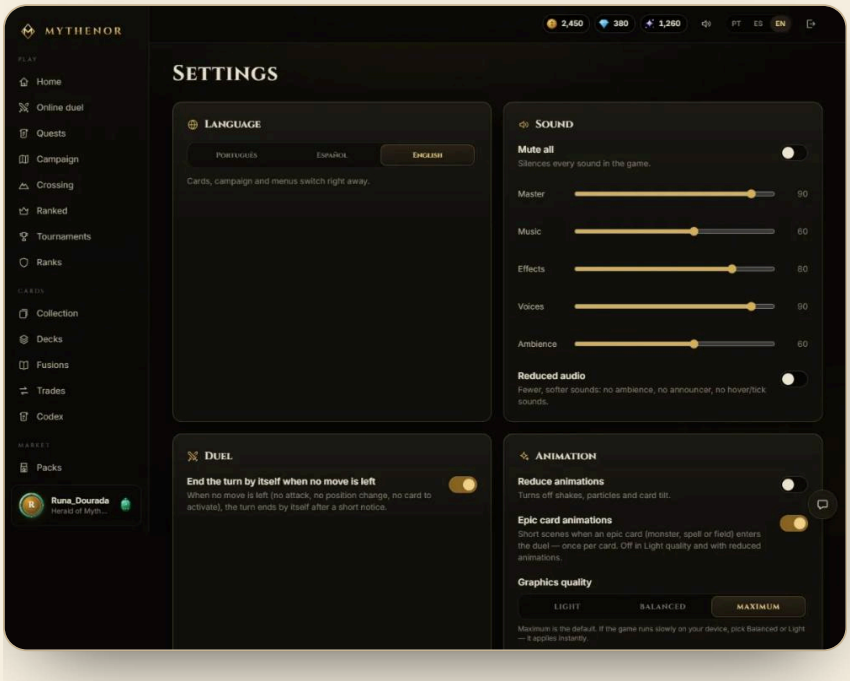
> ⚠ HEADS UP
>
> The Launch Season runs until **18/01/2027**: it may end earlier or be extended, and what was earned stays. You must be **18** or older to get paid, and whoever posts must say it is a referral link (#ad).

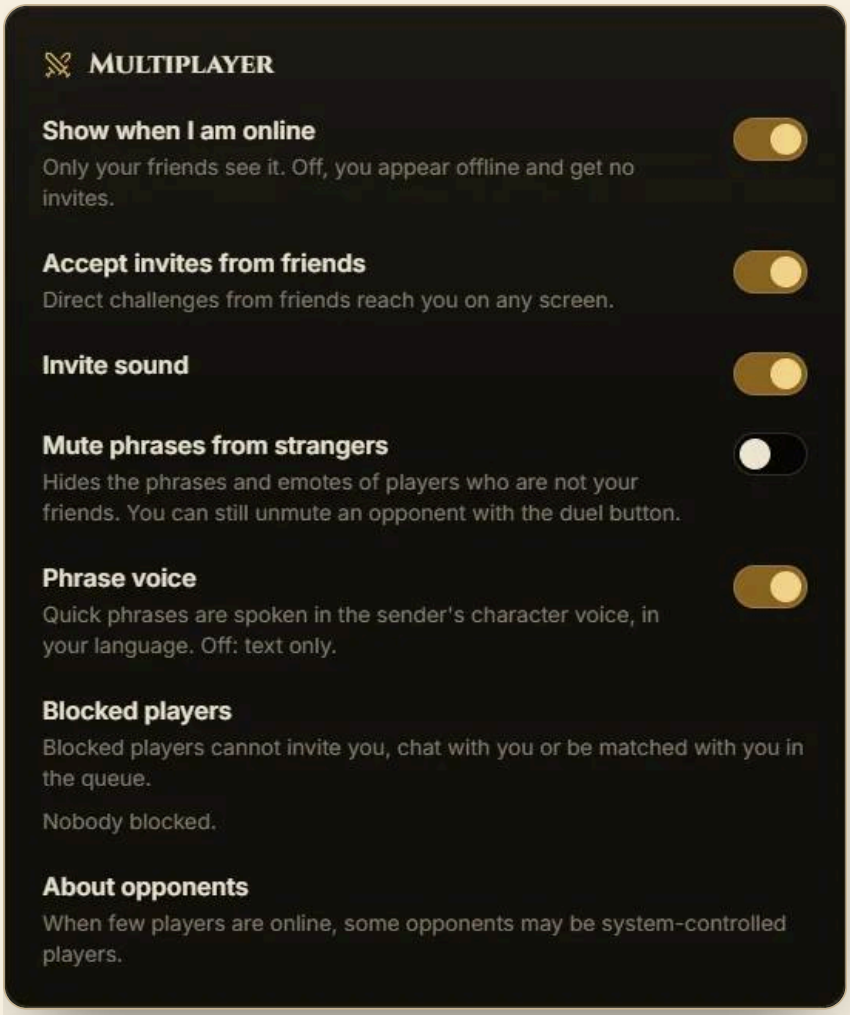
Settings

- **Language:** Portuguese, Spanish or English; it changes instantly.
- **Sound:** master, music, effects, voices, ambience, mute all and reduced audio.
- **Animations:** "Reduce animations" (the game also respects your system's preference).
- **Epic card animations:** short scenes when an epic card (monster, spell or field) enters the duel, once per card in each duel; on by default, and it turns itself off in Light quality and with "Reduce animations".
- **Graphics quality:** Maximum (the default for everyone), Balanced or Light. The change is instant, even in the middle of a duel. **Maximum** shows everything; **Balanced** eases the picture (lower resolution, no edge smoothing, fewer particles and glows); **Light** uses the simplest picture (no bloom glow, far fewer particles and no epic card animations). Players with a weaker device switch here. The game never lowers the quality by itself: only you switch it.
- **Phone notice:** on phones and tablets only, once, after the first visit, the home screen shows a card saying “If the game runs slowly on your device, switch the quality with one tap.” with the buttons **Balanced**, **Light** and “Not now”. If the game measures slowness for several seconds in

a duel, the same card shows once per session. The game never lowers the quality because of the notice: only your tap switches it, and choosing (or tapping “Not now”) removes the notice for good.

- **Characters:** change character, “Character cut-ins” and “Character voice lines” and “Automatic taunts” (on by default; Automatic taunts).
- **Privacy:** the “Usage measurement” switch (Privacy and safety).
- **Multiplayer**, in this order: “Show when I am online” and “Accept invites from friends” (registered accounts only; a guest sees “Create your account to have friends and receive invites.”), “Invite sound” (Social multiplayer); “Mute phrases from strangers” and “Phrase voice” and “Receive taunts” (on by default, but off for anyone who declared being under **16**) (Quick phrases and emotes); **Blocked players**, the list of people you blocked, with **Unblock** (Blocking); and “About opponents”.
- **Refer and earn:** “Recording mode” shows your link (mythenor.com/r/...) small on the side of the duel screen, without covering the buttons; it shows for players who joined the program.
- **Creator code:** on an account created up to **7** days ago that did not come through a link, the field “Did a creator invite you? Type their code”.
- **Account:** your email, the player name, “Reminder e-mails” (on by default; Reminder email), the password and, on an account with an email, the Sign out button.
- Language, sound, animations, quality and the phrase options are saved on the device. In the duel, you can also change the **speed** of the animations and **skip** them.





Settings → Multiplayer: presence and invites, quick phrases, Blocked players and About opponents.

Installing as an app

MYTHENOR can be installed from the browser, like an app (PWA), on the computer and on the phone.

In every duel, the **Install app · so you don't forget** button at the top of the screen, and a card on the result screen, put MYTHENOR on your screen as an icon. In Chrome and Edge (Android, Windows, Mac) it opens the browser's own install prompt. On iPhone and iPad a 2-step guide appears: **Share**, then **Add to Home Screen**. In other browsers, the guide shows the right way and the site address in big letters. The × hides the button for **3** days on this device, and it never shows inside the installed app.

> ✦ PRO TIP
>
> Played as a guest and enjoying it? Save with a new email before clearing browser data or switching devices.



PART 7 · ACCOUNT AND SAFETY · CHAPTER 28

Privacy, fair play and safety

How the game protects duel results, your account and your privacy.

✦ IN SHORT

- Every duel runs on the server and is checked before any reward is paid.
- Selling cards or accounts for money is prohibited.
- Purchases are only for people aged **18** or older, with an email account.

The server decides

Every duel runs **on the server**, and the result is **re-verified** (the game replays the duel) before rewards are paid. Nobody can cheat the result.

Fair play

- **Real duels:** only they pay XP, quests and PvP gold; the per-opponent limit prevents fixing results (Real duel).
- **Trades:** only between friends, with a fee and a daily limit (Showcase, dust and trades).
- **Buying and selling for money:** selling or buying cards and accounts for money (so-called "RMT") is prohibited by the terms and leads to a ban.
- **Guest accounts:** there is an anti-fraud limit of **20** guest accounts per network per hour.

How the game protects the economy

Cards are only worth something if they are hard to get. That is why the game looks after the economy the same way for everyone:

- **Strong cards are scarce on purpose.** Rares, epics and legendaries come from packs with published odds (the Traveler's Pack costs 🪙 **1,500** gold), from campaign milestones (the card of

each first victory has a rarity ceiling set by the opponent's role, and no duel gives a legendary) and from the forge, which costs dust. Nobody fills a collection with strong cards all at once.

- **The starting gift is small.** A new account gets **3** welcome packs with only commons and uncommons, and the day's Free Pack brings **1** card. Accounts created in bulk on the same network or the same device do not get the welcome packs again.
- **Trading takes real play.** Trades and Honor Duels only open after **14** days of account age, days of real dueling (including PvP against other people) and a minimum Rank; epic-or-better cards ask for even more (**30** days). Each account makes at most **3** moves a day and receives at most **1** epic-or-better card every **30** days.
- **Nothing is taken from anyone who already has it.** When a rule changes, it applies from then on: the cards you already own stay yours.
- **The server decides.** Trying to dodge a rule gains nothing: the game checks everything on the server.

Purchases

Buying gems, the pass, cosmetics, characters or the Supporter Seal requires an **account with an email** and the declaration of being **18 or older**. Cards from paid packs have a trade lock (Packs) and the Hall of Myths is a cosmetic purchase (Hall of Myths).

Privacy

The game's usage measurement uses **its own tools** only (no Google, no Meta): nothing goes to third parties. Outside the European Union, the European Economic Area, the United Kingdom and Switzerland the measurement comes **on**; inside those regions (or when the country is unknown) it comes **off**. You can change it in **Settings** → **Privacy**, on the "Usage measurement" switch. With measurement on, "Ad you came from" also appears: measuring which ad brought you and telling Meta (Facebook/Instagram) when you start playing, so we can measure our ads. It follows the same rule as measurement (on outside those regions, off inside them or when the country is unknown), can be turned off on its own in the same place and the notice to Meta is never sent for anyone who told us they are under **18** (our ads are shown only to adults **18+**). There is no privacy notice when the game opens.

Safety between players

- **Chat only between friends:** written chat exists only between accepted friends, both with registered accounts. Someone who is not your friend cannot write to you; in the duel, there are only the quick phrases, a closed list (Chat between friends).

- **No links or contacts:** links, e-mails, phone numbers and @handles are refused in chat for everyone, and offensive words become ***.
- **Under 16:** anyone who declared being under **16** has no written chat; quick phrases still work.
- **Taunts:** the taunts of the duel are phrases from a closed list, at most **10** per duel for each player, they close when the duel ends, and you can turn receiving them off in Settings → Multiplayer (for anyone who declared being under **16**, they already start off). Muting or blocking the opponent silences all of that (Quick phrases and emotes).
- **Block and report:** the Safety shield, in the duel and on the Friends screen, blocks or reports a player, even if you are a guest. The game attaches the latest messages and the duel data by itself (Blocking and Reporting).
- **How long chat is kept:** messages older than **30** days are deleted; those attached to a report are kept with it for longer.

Simple precautions

- Do not share the sign-in code with anyone, not even someone who says they are from the game.
- Save your guest account with an email (Account, settings and accessibility).
- Be wary of anyone offering cards or accounts for money outside the game.
- Someone bothered you? Block and report them with the Safety shield; the player is not told.

> ✦ PRO TIP
>
> If something looks off in a purchase, stop and check the country and currency shown before confirming.



PART 7 · ACCOUNT AND SAFETY · CHAPTER 29

Social multiplayer

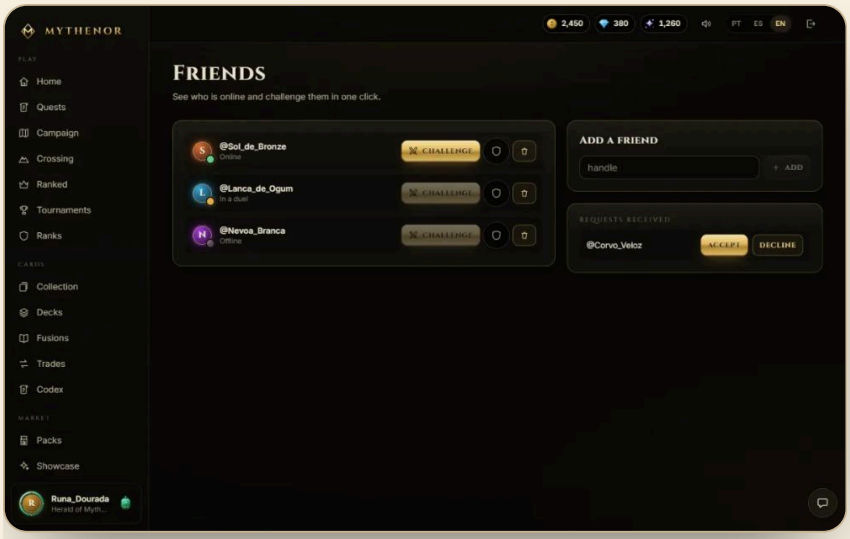
Friends, challenges, chat, trades and safety: how to play together with other people.

✦ IN SHORT

- On the Friends screen you see who is online, challenge with one tap and ask for a rematch at the end of the duel.
- Written chat is only between friends with registered accounts, with a word filter and limits.
- Any player, even a guest, can block or report another player.

Friends, challenges and rematch

- **Friends:** the **Friends** screen (in the menu; on the phone, from your Profile) shows each friend as Online, In a duel or Offline. Add by **player name** (**3** to **16** characters), accept or decline the requests you receive, cancel the ones you sent and remove friends. Unanswered requests disappear after **14** days. Friends are for **registered accounts**: a guest neither adds nor receives requests.
- **Challenge:** next to an online friend, **Challenge** sends a direct invite that lasts **60** seconds and shows up for them on any screen, with Accept and Decline. The code and the link still work (Friend challenge).
- **Rematch:** at the end of a Ranked, Casual or Friend challenge duel, **Rematch** asks for another duel with the same decks; the request lasts **30** seconds, a ranked rematch is casual (no points) and up to **5** in a row are allowed.
- **Trades:** cards for cards, only between friends (Showcase, dust and trades). Since friendship needs a registered account, a guest cannot trade cards.
- **Queues and tournaments:** Ranked and Casual (PvP); brackets between players (Tournaments).
- **In the duel:** quick phrases and emotes against another person (Quick phrases and emotes), the **Chat** button and the **Safety** shield (below); if the opponent disconnects, you see a notice with the grace countdown.
- **Replay:** watch any duel of yours again once it is over (Replay).



The Friends screen: who is online, the Challenge button, the Safety shield and the friend requests.

Chat between friends

Written chat exists **only between accepted friends**, and **both** need a **registered account** (with an e-mail). A guest neither writes nor receives messages. Anyone who declared being **under 16** has no written chat, and nobody chats in writing with that account; the duel's quick phrases still work. With a blocked player (blocked by you or by them), chat does not work.

- **Outside the duel:** the round conversation button in the corner of the screen opens your **Conversations** with your friends. The red number on the button counts unread messages; each conversation shows the last message and your unread ones.
- **In the duel:** the **Chat** button, next to the quick phrases, opens the conversation over the duel when the opponent is your friend (see The Chat button in the duel).

Limits

- Each message has up to **200 characters**; the counter under the box shows how many you used.
- You can send up to **5 messages in a row**; after that, one every **1** second.
- In total, up to **30 per minute** and **300 in 24 hours**.
- **New friendship:** in the first **10** minutes after accepting the friendship, **10** messages to that friend are allowed.
- Went over a limit? The message is not sent and the game tells you how many seconds to wait: "Easy! Wait ...s before sending again."
- The **third identical message in a row** to the same friend is refused: "You already sent this message. Try something else."

Filter

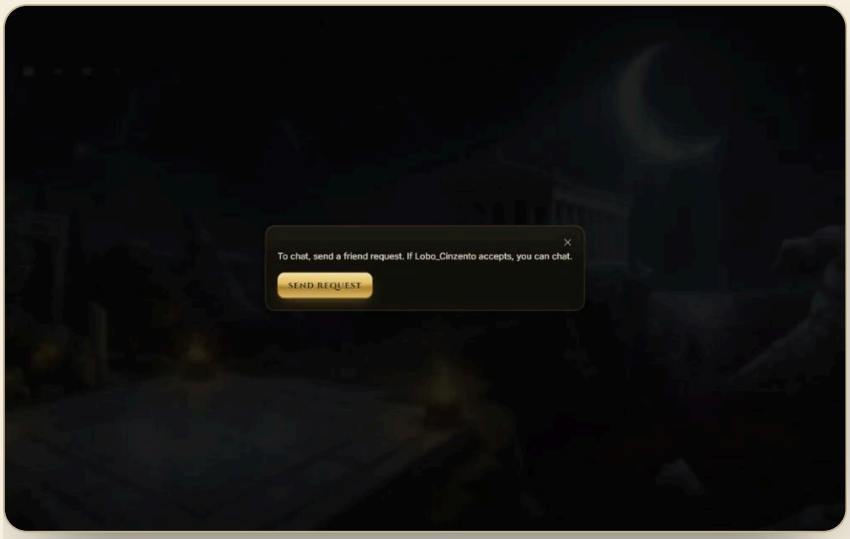
Swear words, insults and slurs in **Portuguese, Spanish and English** are replaced with ***, even when written with numbers instead of letters, repeated letters or letters split apart. When that happens, you see “Some words were filtered.”

> ⚠ HEADS UP
>
> **Links and contact details** (website addresses, e-mails, phone numbers, @handles and messaging apps with a contact) are refused for **everyone**: “Links and contact details are not allowed in chat.” Keep everything inside the game.

The Chat button in the duel

In duels against another person, the **Chat** button shows one of these answers, depending on the situation ([name] is the opponent’s name):

Situation	What you see
You are friends	The conversation opens over the duel.
You are not friends	“To chat, send a friend request. If [name] accepts, you can chat.” and the **Send request** button. After sending: “Request sent. If [name] accepts, you can chat.”
They already sent you a request	“[name] already sent you a friend request. Accept it to chat.” and the **Accept request** button.
You play as a guest	“Create your account to add friends and chat.” and the **Create account** button.
The opponent plays as a guest	“[name] is playing as a guest and cannot receive requests.”
One of you declared being under 16	“Written chat is not available for this account. Quick phrases still work.”
There is a block between you	“You cannot chat with this player.”



The duel's Chat button with an opponent who is not a friend: the friend request and the Send request button.

Add as friend during the duel

In a duel against another person, the button with a person icon and a **+**, next to Chat, is **Add as friend**: it sends a friend request to the opponent and, once accepted, you can challenge each other and chat. The result screen has the same button, next to **Rematch**. The button changes with the situation: after sending, it stays disabled as "Request sent"; if you are already friends, it shows "You are friends"; if they already sent you a request, the button becomes **Accept request**; and a guest sees "Create your account to add friends and chat." with the **Create account** button. The request follows the usual rules: it stays pending until the person accepts and disappears after **14** days.

Typing on a phone

When you tap the text box, the phone keyboard opens and the conversation **moves up to sit above it**, without closing: it only closes when you tap close (×) or outside it. This holds for the conversation over the duel and for the Conversations drawer outside the duel, and the duel updating behind it does not drop the keyboard or erase what you typed.

Blocking

In the duel, the **Safety** shield (next to Chat) opens **Block** and **Report**; on the Friends screen, the same shield sits next to each friend; and in a chat conversation, at the top of the conversation. Guests can block too. When you block, the game asks: "Block [name]? You will no longer be friends and cannot invite each other, chat or be matched in the queue. Their phrases arrive muted."

- Your friendship ends, and a pending friend request is deleted.
- Open duel invites between you are cancelled; from then on, neither of you can send a friend request, a challenge or a rematch to the other.
- Chat stops **both ways**.
- The Ranked and Casual queue **never** matches the two of you.

- If you still face each other in a duel, their phrases, emotes and taunts arrive muted, and that applies **right away**, even if you block in the middle of the duel.
- The blocked player is **not told**: for them, attempts only say it was not possible.

To undo it, go to **Settings** → **Multiplayer** → **Blocked players** and tap **Unblock**. Unblocking does not restore the friendship: if you want, send a request again.

Reporting

From the same **Safety** shield, **Report** asks “What happened?” and offers **8** reasons: Insults or offensive language; Harassment; Cheating; Looks like an automated program; Spam; Inappropriate name; Inappropriate profile photo; Other. There is a **Details (optional)** field of up to **300** characters. Guests can report too.

- You do not need to collect evidence: the game attaches the latest messages between you by itself and, if you reported from the duel, that duel’s data.
- The answer is always “Report received. Thanks for helping keep the game safe.”
- Each player can file up to **10 reports in 24 hours** (“You reached today’s report limit.”).
- There is **one open report per player and per place** (in the duel, in a chat conversation or in the friends list): repeating shows “You already reported this player — we are looking into it.”

A chat can be **muted for a while**: if **3 different people** report someone’s chat (from the conversation) within **24** hours, that person’s chat is muted for **24** hours. Only a report about a conversation where the reported person actually wrote messages counts. Meanwhile, the muted player sees “Your chat is temporarily muted.” and messages are not sent.

> ✦ PRO TIP
>
> Agree with friends by player name: people who are already friends can chat, trade cards and challenge each other without waiting in the queue.

PART 8 · REFERENCE · CHAPTER 30

Glossary

The game's terms in English, Portuguese and Spanish, with a one-line definition.

✦ IN SHORT

- ✦ Each term appears in the three languages of the game.
- ✦ The names follow exactly what you see on screen in each language.
- ✦ The chapter links lead to the full explanation.

In the duel

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Life	Vida	Vida	Each duelist's points; reaching zero means losing.
Deck	Deck	Mazo	The cards you bring to the duel.
Hand	Mão	Mano	The cards you hold and have not yet played.
Graveyard	Cemitério	Cementerio	Where destroyed or discarded cards go.
Zone	Zona	Zona	A space on the table where a card sits.
Summon	Invocar	Invocar	Put a monster on the table.
Set	Colocar	Colocar	Put a card face-down in its zone.
Face-down	Virada	Boca abajo	A card with its face hidden.
Attack / Defense	Ataque / Defesa	Ataque / Defensa	The two positions of a monster.
Direct attack	Ataque direto	Ataque directo	An attack against an opponent with no monsters.
Turn	Turno	Turno	Your time to play (The table and the turn).
Taunt	Taunt	Provocación	A playful phrase: one you pick in the Taunt tab or the character's automatic line (Automatic taunts).

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Real duel	Duelo de verdade	Duelo real	A duel that meets the minimum to pay rewards (End of the duel).
Classic / Competitive	Clássico / Competitivo	Clásico / Competitivo	The two deck-rule modes (Collection and decks).

Fusion and constellations

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Fuse / Fusion	Fundir / Fusão	Fusionar / Fusión	Join cards from your hand, in order, into a new monster (Fusion).
Specific fusion	Fusão específica	Fusión específica	A named recipe with a fixed result.
General rule	Regra geral	Regla general	Fusion by type and element, with no named recipe.
Minimum step	Passo mínimo	Paso mínimo	How far the general result must exceed the strongest material.
Material	Material	Material	A card used in a fusion.
Chain	Cadeia	Cadena	A fusion of three cards (the maximum), resolved pair by pair.
Fusion Book	Livro de Fusões	Libro de Fusiones	The record of the recipes you discovered.
Constellation	Constelação	Constelación	A monster symbol that decides battle advantages (Constellations).
Celestial / Earthly Cycle	Ciclo Celeste / Terreno	Ciclo Celeste / Terrenal	The two constellation wheels.

Cards

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Rarity	Raridade	Rareza	Common, Uncommon, Rare, Epic or Legendary.
Type	Tipo	Tipo	The monster's family (Dragon, Serpent...).
Element	Elemento	Elemento	Fire, Water, Earth, Wind, Light, Darkness or Thunder.

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Level	Nível	Nivel	A reference for a monster's strength.
ATK / DEF	ATK / DEF	ATK / DEF	A monster's attack and defense.
Field	Campo	Campo	A card that boosts and weakens monsters on both sides.
Equipment	Equipamento	Equipo	A card that boosts a monster permanently.
Ritual	Ritual	Ritual	A card that summons a ritual monster.
Fusion-only	Só por fusão	Solo por fusión	A monster that does not come in packs.
1/1 card	Carta 1/1	Carta 1/1	A card exclusive to the highest Hall of Myths level.
Codex	Códice	Códice	The public encyclopedia of the cards.

Grades

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
POW	POW	POW	The duel's Power grade.
TEC	TEC	TEC	The duel's Technique grade.
Grade (S–D)	Nota (S–D)	Calificación (S–D)	The letter that sums up your performance.

Game modes

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Campaign	Campanha	Campaña	The six regions and the villain (Campaign).
Guardian	Guardião	Guardián	The last duelist of each region.
Free duel	Duelo livre	Duelo libre	Repeating a duelist you already beat.
Drop	Drop	Drop	The card won on a victory.
Daily Challenge	Desafio do Dia	Desafío del Día	A boss with special rules, every day.
Modifier	Modificador	Modificador	A rule change in the Daily Challenge.

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Legend Mode	Modo Lenda	Modo Leyenda	Tougher rematches, with stars.
Crossing	Travessia	Travesía	The floor-by-floor journey (Crossing of Myths).
Kit	Kit	Kit	A character's starting cards in the Crossing.
Realm	Reino	Reino	One of the three stretches of the Crossing map.
Obols	Óbolos	Óbolos	The journey-only currency.
Blessing / Curse	Bênção / Maldição	Bendición / Maldición	Effects that help or hinder the journey.
Phoenix Flame	Chama da Fênix	Llama del Fénix	Revives you once in the Crossing.
Forge / Awaken	Forja / Despertar	Forja / Despertar	Fuse deck cards; boost a monster.
Trial Grade	Grau de Provação	Grado de Prueba	The Crossing's difficulty, from 0 to **5**.
Ranked / Casual	Ranqueado / Casual	Clasificatoria / Casual	The PvP queues.
Elo	Elo	Elo	The Ranked score.
League / Division	Liga / Divisão	Liga / División	The Elo band and its five steps.
Season	Temporada	Temporada	One UTC month.
Soft reset	Reinício suave	Reinicio suave	The new season starts halfway.
Friend challenge	Desafio a amigo	Desafío a un amigo	A duel by code, with no prizes.
Tournament / Bye / Walkover	Torneio / Bye / W.O.	Torneo / Pase libre / W.O.	An elimination bracket; going straight through; a win by absence.

Progression

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Rank	Patente	Rango	One of the **60** career steps (Ranks).
Tier	Tier	Nivel	A group of five Ranks.
Gate	Portão	Barrera	An achievement XP cannot buy.

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Career XP	XP de carreira	XP de carrera	What makes your Rank go up.
Season pass	Passe	Pase	The monthly **50**-level track (Season pass).
Free / premium track	Trilha grátis / premium	Ruta gratis / premium	The pass's two tracks.
Quest	Missão	Misión	A daily or weekly goal.
Daily gift	Presente diário	Regalo diario	The seven-day calendar.
Grace day	Tolerância	Tolerancia	One missed day forgiven per cycle.

Economy

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Gold	Ouro	Oro	Currency earned by playing.
Gems	Gemas	Gemas	Currency bought with money.
Dust	Pó	Polvo	Currency from disenchanting and crafting cards.
Daily Offering	Oferenda Diária	Ofrenda Diaria	The free pack.
Welcome Pack	Pacote de Boas-vindas	Sobre de Bienvenida	A new account's packs.
Traveler's Pack	Pacote do Viajante	Sobre del Viajero	The pack bought with gold.
Reliquary	Relicário	Relicario	The gem packs: Bronze, Silver and Gold.
Themed pack	Pacote temático	Sobre temático	Only cards from one mythology.
Guarantee	Garantia	Garantía	The rare card that comes after several purchases in a row.
Showcase	Vitrine	Vitrina	**6** cards a day, just for you.
Disenchant / Craft	Desmontar / Criar	Desencantar / Crear	Exchange cards for dust, and dust for cards.
Trade / Trade fee	Troca / Taxa de troca	Intercambio / Tarifa	Card for card between friends, with a gold fee.

TERM	PORTUGUÊS	ESPAÑOL	WHAT IT IS
Locked card	Carta presa	Carta bloqueada	A card that cannot be traded yet.
Cosmetic	Cosmético	Cosmético	A looks item, with no power.
Character / Mythic Edition	Personagem / Edição Mítica	Personaje / Edición Mítica	The two levels of premium character.
Supporter Seal	Selo de Apoiador	Sello de Apoyador	The Hall of Myths cosmetic purchase.
Hall of Myths / Era / Monument	Salão dos Mitos / Era / Monumento	Salón de los Mitos / Era / Monumento	The place that recognizes supporters.



PART 8 · REFERENCE · CHAPTER 31

Frequently asked questions

The most common questions, with the short answer and the chapter to go deeper.

✦ IN SHORT

- The answers follow the game's rules today.
- Each one points to the chapter that explains it best.
- If your question is not here, use the search on the cover of the guide.

Money and shop

Do I have to pay to play? –

No. Gold, quests, the daily gift, free packs and the free pass track give cards and rewards without spending money. What is bought with money (gems, premium pass, cosmetics, characters, Supporter Seal) is optional. See Currencies and where to earn them.

What can I earn without paying? –

The Daily Offering (every **24** h, stores up to **2**), **3** welcome packs, quests (**3** a day), the Daily gift and the free pass track (**2,000** gold and **5** packs per season).

Why don't I see gem packs? –

Gem packs are sold where purchases are open; in the European Union, the United Kingdom and Switzerland purchases are still closed. See Rules by country.

How do I buy cards in Brazil? –

Through the Showcase, which works in every country: **6** cards a day, at a fixed price in gold or gems. See Showcase, dust and trades.

How does the pack guarantee work?

Only Reliquaries have a guarantee: an epic on the **15**th purchase in a row without one and, in the Golden Reliquary, a legendary on the **25**th without a legendary. See Packs.

Does the Supporter Seal give an advantage in duels?

No. The benefits are cosmetic and about recognition. The only exception is the highest level's 1/1 card, which is a legendary of normal power. See Hall of Myths.

Can I ask for a refund?

The game quotes a refund period of **7** days for the Supporter Seal. A chargeback reverses the total and the decoration follows.

Duel rules

My fusion gave nothing. Why?

A pair with no recipe, no general rule and no compatible equipment fails: the previous card goes to the graveyard and the chain goes on. In the general rule there is only a result if a monster exists with ATK at least **300** above the stronger one. See Fusion.

Why did the general fusion give a "weak" monster?

Because the general rule creates the **lowest**-ATK monster that beats the materials with a **300** margin, not the strongest of the type. Fusing again climbs the next step.

Can I choose the constellation of a fusion monster?

No: the monster born from a fusion enters with the first constellation of the card. The choice exists when summoning a single card. See Summoning, positions and face-down cards.

Can I attack on the turn I summoned?

Yes, except on the starting player's turn 1.

Why can't I attack on turn 1?

The player who starts the duel does not attack on turn 1; the second player can already attack on turn 2. See The table and the turn.

My trap did not trigger. Why?

Only the first face-down trap in the row, left to right, triggers, one per attack. Also, the Daily Challenge "No traps" modifier stops all of them.

Can there be a draw?

No. Every duel ends with a winner.

I lost on time or by a dropped connection. Now what?

When the turn clock runs out, the turn passes by itself; only **3** timeouts in a row are a defeat. Abandonment is a defeat too: in PvP there are **60** seconds of grace to come back; against the computer, **300**. See The clock.

Rewards

Why did the duel give no XP or quest progress?

Only a real duel pays XP, quests and PvP gold. See Real duel. A friend challenge never pays.

Why didn't I earn gold?

Gold against the computer has a daily cap of **300** gold, and PvP gold of **300** gold. A defeat against the computer pays no gold.

I repeated the Guardian and no card came.

On a rematch, only one card comes per UTC day, and never above Rare. The card from the first win against each duelist comes only once.

How do I save my guest account? And what if I already had an account? –

Sign in with a new email and the guest becomes a registered account, with everything. If the email already has an account, you sign in to it and the guest's progress is **not added**. See Account, settings and accessibility.

Progression

Can my Rank drop? –

No. Your Rank never drops.

Why is my Rank stuck? –

In the high ranks there are gates (achievements XP cannot buy). XP keeps coming in and the Rank jumps when the gate opens. See Ranks.

What happens to my Elo in the new month? –

The season restarts at **1,000** + (final Elo − **1,000**) × **50%**. See PvP.

Why is a card locked for trading? How much does trading cost? –

Cards from paid packs and the premium track are locked for **7** days. A trade costs a gold fee, per side, by the highest rarity (from **50** gold to **2,000** gold).

Crossing and social

Does the Crossing use my cards? –

No. Each character starts with a kit of their own; your collection does not come in. See Crossing of Myths.

I lost the crossing. Do I lose anything? –

You lose the journey in progress, but what it already paid in the main game (gold, XP, packs) stays with you. In Grades 0 and 1, the Phoenix Flame gives a second chance per journey.

Does the game have chat? –

It has written chat **between friends** with registered accounts, with a word filter and limits. In the duel, against anyone, there are also quick phrases and emotes (Quick phrases and emotes). See Chat between friends.

What are the duel taunts? Can I turn them off? –

They are playful lines from the characters, in a bubble, that show up on their own at moments of the duel (a big hit, a comeback, an opponent stalling) and never pause it. To turn them off, go to Settings → Characters → "Automatic taunts". See Automatic taunts.

How do I stop receiving taunts from the opponent? –

In Settings → Multiplayer, turn off "Receive taunts": the phrases from their Taunt tab stop showing and playing, and they are not told. "Mute opponent" in the duel and blocking also work, right away. See Quick phrases and emotes.

How do I chat with someone? –

First you need to be friends: add the person by player name on the Friends screen, or tap **Chat** in the duel and then **Send request**. Once they accept, open your **Conversations** with the round button in the corner of the screen, or use the **Chat** button in your next duel together.

Why can't I chat? –

Written chat only works when: you are friends; both of you have registered accounts (a guest has no chat); neither of you declared being under **16**; and there is no block between you. Even then, links and contact details are always refused and there are message limits, and the game tells you how many seconds to wait. See Chat between friends.

How do I block or report a player? –

Tap the **Safety** shield, in the duel or next to the friend on the Friends screen, and choose **Block** or **Report**. Guests can too. The blocked player is not told; to unblock, go to Settings → Multiplayer → Blocked players. See Blocking and Reporting.

Can I trade cards as a guest? –

No. Trades are only between friends, and having friends needs a registered account. Save your guest with a new e-mail (Account, settings and accessibility) and add friends.

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APPENDICES

The complete tables, generated from the same data the game uses.

✦ IN SHORT

- Nine reference tables: general fusions, Ranks, packs, modifiers, Crossing, Starter deck, pass, supporters and quests.
- The values come straight from the game, so they never go out of date.
- Use the guide's search to find a term.

A. The general fusion rules

The general rule only works with monster + monster. The **first** row of the table that matches the pair (in either order) applies; the result is the **lowest-ATK** monster of the type (and element, if any) that beats both and sits at least **300** above the stronger one (Fusion).

#	Material A	Material B	Result: a…
1	Dragon	Thunder	**Dragon** · Thunder
2	Dragon	Fire	**Dragon** · Fire
3	Dragon	Darkness	**Dragon** · Darkness
4	Dragon	Light	**Dragon** · Light
5	Dragon	Water	**Serpent** · Water
6	Dragon	Serpent	**Dragon**
7	Dragon	Dragon	**Dragon**
8	Serpent	Water	**Serpent** · Water
9	Serpent	Bird	**Serpent** · Wind
10	Serpent	Serpent	**Serpent**
11	Bird	Thunder	**Bird** · Thunder
12	Bird	Fire	**Bird** · Fire

#	Material A	Material B	Result: A…
13	Bird	Wind	**Bird** · Wind
14	Bird	Bird	**Bird**
15	Warrior	Beast	**Beast-Warrior**
16	Warrior	Spellcaster	**Spellcaster** · Light
17	Warrior	Machine	**Machine**
18	Warrior	Undead	**Undead**
19	Warrior	Fire	**Warrior** · Fire
20	Warrior	Warrior	**Warrior**
21	Beast	Spirit	**Spirit**
22	Beast	Insect-Plant	**Beast** · Earth
23	Beast	Fire	**Beast** · Fire
24	Beast	Beast	**Beast**
25	Spellcaster	Darkness	**Spellcaster** · Darkness
26	Spellcaster	Light	**Spellcaster** · Light
27	Spellcaster	Spellcaster	**Spellcaster**
28	Spirit	Light	**Deity** · Light
29	Spirit	Undead	**Undead**
30	Spirit	Spirit	**Spirit**
31	Undead	Darkness	**Undead** · Darkness
32	Undead	Undead	**Undead**
33	Machine	Thunder	**Machine** · Thunder
34	Machine	Fire	**Machine** · Fire
35	Machine	Machine	**Machine**
36	Insect-Plant	Insect-Plant	**Insect-Plant**

B. The 60 Ranks

#	Tier	Ranks
1	Rune Apprentice	1–5
2	Torchbearer	6–10
3	Threshold Warden	11–15
4	Relic Hunter	16–20
5	Oracle Scribe	21–25
6	Pantheon Knight	26–30
7	Herald of Myths	31–35
8	Tamer of Legendary Beasts	36–40
9	Demigod	41–45
10	Constellation Weaver	46–50
11	Ancestral Titan	51–55
12	Primordial God	56–60

#	Rank	Total XP	Entry Gate
1	Rune Apprentice I	0	—
2	Rune Apprentice II	100	—
3	Rune Apprentice III	250	—
4	Rune Apprentice IV	450	—
5	Rune Apprentice V	800	—
6	Torchbearer I	1,300	—
7	Torchbearer II	1,900	—
8	Torchbearer III	2,650	—
9	Torchbearer IV	3,550	—
10	Torchbearer V	4,650	—

#	Rank	Total XP	Entry Gate
11	Threshold Warden I	5,950	—
12	Threshold Warden II	7,450	—
13	Threshold Warden III	9,150	—
14	Threshold Warden IV	11,050	—
15	Threshold Warden V	13,150	—
16	Relic Hunter I	15,550	—
17	Relic Hunter II	18,250	—
18	Relic Hunter III	21,350	—
19	Relic Hunter IV	24,850	—
20	Relic Hunter V	28,850	—
21	Oracle Scribe I	33,350	—
22	Oracle Scribe II	38,250	—
23	Oracle Scribe III	43,550	—
24	Oracle Scribe IV	49,250	—
25	Oracle Scribe V	55,450	—
26	Pantheon Knight I	62,150	—
27	Pantheon Knight II	69,450	—
28	Pantheon Knight III	77,350	—
29	Pantheon Knight IV	85,850	—
30	Pantheon Knight V	95,050	—
31	Herald of Myths I	105,050	—
32	Herald of Myths II	116,050	—

#	Rank	Total XP	Entry Gate
33	Herald of Myths III	128,050	—
34	Herald of Myths IV	141,550	—
35	Herald of Myths V	156,050	—
36	Tamer of Legendary Beasts I	172,050	Defeat Kaelmyr, Devourer of Pantheons; 45 named fusions discovered
37	Tamer of Legendary Beasts II	189,550	—
38	Tamer of Legendary Beasts III	209,050	—
39	Tamer of Legendary Beasts IV	230,550	—
40	Tamer of Legendary Beasts V	254,050	—
41	Demigod I	280,050	3 seasons finished in Diamond or above; 60 named fusions discovered; 360 different cards in the collection
42	Demigod II	310,050	—
43	Demigod III	345,050	—
44	Demigod IV	385,550	—
45	Demigod V	432,550	—
46	Constellation Weaver I	487,050	6 seasons finished in Diamond or above; 1 tournament(s) won; 75 named fusions discovered; 480 different cards in the collection
47	Constellation Weaver II	550,550	—
48	Constellation Weaver III	624,050	—
49	Constellation Weaver IV	709,550	—

#	Rank	Total XP	Entry Gate
50	Constellation Weaver V	808,550	—
51	Ancestral Titan I	923,550	Defeat Kaelmyr with grade S; 12 seasons finished in Diamond or above; 3 seasons finished in Mythic; 3 tournament(s) won; 90 named fusions discovered; 600 different cards in the collection
52	Ancestral Titan II	1,043,550	—
53	Ancestral Titan III	1,173,550	—
54	Ancestral Titan IV	1,308,550	—
55	Ancestral Titan V	1,448,550	—
56	Primordial God I	1,598,550	6 seasons finished in Mythic; 5 tournament(s) won; 648 different cards in the collection; All 24 legendaries in the collection
57	Primordial God II	1,748,550	—
58	Primordial God III	1,898,550	9 seasons finished in Mythic; 7 tournament(s) won
59	Primordial God IV	2,048,550	—
60	Primordial God V	2,198,550	24 seasons finished in Diamond or above; 12 seasons finished in Mythic; 10 tournament(s) won; 720 different cards in the collection

C. Odds of every pack

Pack	Price	Cards	Common	Uncommon	Rare	Epic	Legendary
Daily Offering	free	1	64%	33.02%	2.8%	0.15%	0.03%
Welcome Pack	free	5	70%	30%	0%	0%	0%
Traveler's Pack	**1,500** gold	5	63.71%	29%	7%	0.24%	0.05%
Bronze Reliquary	**100** gems	5	61.9%	29%	8%	1%	0.1%
Silver Reliquary	**250** gems	5	48.6%	33%	15%	3%	0.4%

PACK	PRICE	CARDS	COMMON	UNCOMMON	RARE	EPIC	LEGENDARY
Golden Reliquary	💎 **600** gems	5	33%	35%	25%	6%	1%

PACK	GUARANTEE
Bronze Reliquary	An epic on the 15th purchase in a row without one
Silver Reliquary	An epic on the 15th purchase in a row without one
Golden Reliquary	An epic on the 15th purchase without one and a legendary on the 25th without one
Daily Offering · Welcome Pack · Traveler's Pack	No guarantee

D. The 13 Daily Challenge modifiers

MODIFIER	WHAT CHANGES
4000 starting LP	Both duelists start with 4000 LP.
Hand of 6	Opening hand of 6 and draw up to 6 every turn.
Fusion +300 ATK	Every monster made by fusion gets +300 ATK.
Constellations +1000	The constellation advantage is worth +1000 instead of +500.
No traps	Set traps never trigger.
Fixed field	A mythology field is active all duel; field cards cannot be activated.
Turn-1 attack	The first player may attack on turn 1.
Themed boss deck	Every monster in the boss deck shares one type.
Double direct damage	Direct attacks deal double damage.
Double spell power	Spell heals, burns, boosts and weakens are doubled.
Blitz duel	Each deck keeps only 20 cards — decks run out fast.
Wall	Every monster has +500 DEF.
Fortified boss	The boss starts with +2000 LP.

E. Crossing content

Blessings

Blessing	Tier	Effect
Bronze Astrolabe	Common	Your constellation bonus 500 → 700.
Guiding Star	Common	When summoning, pick any constellation.
Celestial Map	Rare	Your constellations also beat the next one in the cycle.
Eclipse	Legendary	Enemy monsters never get the constellation bonus against yours.
Eternal Ember	Common	Fire +300 ATK.
High Tide	Common	Water +150 ATK / +300 DEF.
Deep Root	Common	Earth +400 DEF.
Wind Feather	Common	Wind +200 ATK; first direct attack of each duel +500 damage.
Blade of Light	Common	Light +300 ATK.
Veil of Darkness	Common	Face-down Darkness monsters +500 DEF.
Thunder Drum	Rare	A Thunder monster that destroys another deals 300 direct damage.
Runic Crucible	Common	Generic fusion results +300 ATK.
Artificer's Seal	Rare	Named fusion results +500 ATK/DEF.
Golden Chain	Rare	Each chain step beyond the first: +400 ATK on the result.
Patient Crucible	Common	An incompatible material goes to the bottom of the deck instead of the graveyard.
Short Step	Rare	Generic fusions need a minimum climb of 0 (more fusions, smaller jumps).
Titan's Leap	Legendary	Generic fusions need a minimum climb of 700 (fewer fusions, huge jumps).
Fusion Echo	Rare	After fusing, draw 1 card (once per turn).
Living Forge	Common	Fusing with a monster on the field: +300 ATK on the result.
Traveler's Grimoire	Common	Reveals 1 named recipe of each realm you enter.
Obsidian Mirror	Rare	Reflect traps reflect 150 %.
Double Chain	Legendary	The first trap you trigger each duel returns to your hand.
Watcher's Eye	Common	On your first turn of each duel, the enemy monsters are revealed.

BLESSING	TIER	EFFECT
Mead Chalice	Common	+1500 life after each won duel.
Jaguar Heart	Rare	Travessia max life 8000 → 10000.
Obol Purse	Common	+50 % obols.
Feather of the Scale	Rare	Once per duel, dropping below 2000: heal 2000.
Guarana Seed	Common	Opening hand of 6 in each duel.
Muiraquitã	Legendary	Hand size 6.
Crown of the Field	Rare	Each duel starts with your myth field spell active.
Pack Totem	Rare	Each of your monsters gives +200 ATK to your other monsters of its type.
Bronze Aegis	Rare	The first direct attack you take each duel deals 0.
Lapis Scarab	Rare	Once per duel: your monster destroyed in battle returns to your hand.
Temple Bell	Common	Enemies start with −600 life.
Thirsty Obsidian	Common	Your burn spells +300; each heals you 200.
Jade Mask	Legendary	Once per duel: an extra play from your hand in the same turn.
Inkwell of Thoth	Rare	Scrolls cost 0 at the Market.
Uirapuru Nest	Rare	Every card reward offers 4.

Curses

CURSE	EFFECT
Kaelmyr's Shadow	Enemies +300 ATK.
Dimmed Star	Your constellation bonus 500 → 300.
Heavy Hand	Opening hand of 4.
Torn Purse	−50 % obols.
Blindfold	The Grimoire shows no pairs.
Open Wound	Max life −1000.

Events

Event	Options
Mímir's Well	Pay with life: −1500 life → 2 Scrolls. Take a sip: 1 Scroll + curse Blindfold. Move on: Nothing happens.
Oracle of Delphi	Hear the prophecy: 1 Recipe Scroll. Ask for luck: Random common blessing + random curse. Move on: Nothing happens.
Pandora's Box	Open: Rare blessing + random curse. Break: −2000 life, rare blessing. Move on: Nothing happens.
Kitsune at the Crossroads	Accept the trick: Transform 2 cards (rarity +1). Lightning duel: Enemy with 2000 life; win = 1 of 3 epic cards. Move on: Nothing happens.
The Oni's Forge	Awaken two: 2 monsters +300 ATK/DEF + curse Dimmed Star. Pay for the work: 1 monster +300 ATK/DEF for 80 obols. Move on: Nothing happens.
Tlatelolco Market	Trade two for one: Give 2 cards, pick 1 of 3 of a higher rarity. Sell one: Sell 1 card for 50 obols. Move on: Nothing happens.
Altar of the Fifth Sun	Sacrifice life: −2000 max life → a powerful blessing. Sacrifice a card: 1 rare-or-better card → rare blessing. Move on: Nothing happens.
Scale of Judgment	Light heart: Deck of 22 cards or fewer: rare blessing. Lighten the load: Remove 2 cards for free. Move on: Nothing happens.
Night Barque	Rest aboard: Heal 2000. Row against the night: The next node becomes an Elite with double rewards. Move on: Nothing happens.
Curupira's Footprints	Follow them: The next node becomes an Elite with double rewards. Turn back: The next node becomes a Fountain. Move on: Nothing happens.
Boitatá's Fire	Embrace the fire: Fire cards +200 ATK for the run; lose 1 random Water card. Move on: Nothing happens.
Saci's Whirlwind	Pay the Saci: 60 obols and he leaves. Chase him: A short duel; win = 2 common blessings. Ignore him: Lose 1 random common blessing.

Event	Options
Wandering Duelist	Trade a card: Give 1 card and pick 1 of 3 from his deck. Challenge him: A duel for a rare blessing. Move on: Nothing happens.
Altar of the Constellations	Move on: Nothing happens.
Rift of the Void	Touch the rift: Every common in the deck rises in rarity + curse Kaelmyr's Shadow. Seal the rift: Purify 1 curse (the oldest). Move on: Nothing happens.

Corrupted Guardians

Corrupted Guardian	Own Rule
Freydís, Guardian of Yggdrasil — corrupted	*Fimbulvetr*: Your monsters lose 100 ATK per turn on the field (max −800); hers do not.
Aristeia, Champion of Olympus — corrupted	*Twelve Labors*: Each of her monsters destroyed gives +300 ATK to the others; she starts with 2 set traps.
Kaguya, Guardian of the Torii — corrupted	*Full Moon*: Her Moon constellation is worth +1000; the lunar field is active from turn 1.
Itzel, Guardian of the Fifth Sun — corrupted	*Solar Bloodletting*: Each of her turns both lose 300; she heals 1000 when she destroys a monster.
Merytamun, the Last Sentinel — corrupted	*Weighing of the Heart*: Every 2 of her turns, her strongest graveyard monster returns with −500 ATK.
Jaci-Miri, Sentinel of the Forest — corrupted	*Living Forest*: She starts with 2 Insect/Plant in defense; her monsters +200 DEF per turn; your Fire monsters +500 against her.

F. The complete Starter deck

Card	Kind	Rarity	ATK / DEF	Qty
Tide Jewel	Equipment	Uncommon	—	1
Runic Bearded Axe	Equipment	Common	—	1
Megingjörð, the Belt of Strength	Equipment	Uncommon	—	1
Otomí Shock Warrior	Monster	Uncommon	1650 / 1200	1

Card	Kind	Rarity	Atk / Def	Qty
Burning Sands Warrior	Monster	Uncommon	1650 / 1100	1
Aurora-Veil Dragon	Monster	Uncommon	1650 / 1500	1
Hrólfr's Bear-Guard	Monster	Uncommon	1650 / 1700	1
Breath of Ehécatl	Monster	Uncommon	1600 / 1300	1
Hyena of the Starless Night	Monster	Uncommon	1600 / 1200	1
Herald Beyond the Veil	Monster	Uncommon	1600 / 1800	1
Pythia of Delphi	Monster	Uncommon	1600 / 1700	1
Stone Komainu	Monster	Uncommon	1600 / 1800	1
Black Igapó Dragon	Monster	Uncommon	1600 / 1500	1
Deep-Forest Bushmaster	Monster	Uncommon	1600 / 1100	1
Sandstorm Vulture	Monster	Uncommon	1550 / 1100	1
Atlatl Spear-Thrower	Monster	Common	1300 / 800	1
Chariot Archer	Monster	Common	1300 / 900	1
Young Spartan Hoplite	Monster	Common	1300 / 1400	1
Mountain Lightning Falcon	Monster	Common	1250 / 950	1
Aeolian Storm Drakon	Monster	Common	1250 / 1000	1
Lake Texcoco Serpent	Monster	Common	1200 / 1100	2
Caiman-Warrior of the Sacred Lake	Monster	Common	1200 / 1200	1
Glass-Sand Wyrm	Monster	Common	1200 / 1000	1
Lycian Lion	Monster	Common	1200 / 1000	2
Bakeneko, the Shapeshifting Cat	Monster	Common	1200 / 800	1
Yūrei of the Abandoned Bridge	Monster	Common	1200 / 1000	1
Echo of the Forgotten Priest	Monster	Common	1100 / 900	1
Scribe of the Forbidden Words	Monster	Common	1100 / 1000	1
Sparks of the New Fire	Spell	Common	—	1
Ambrosia of Olympus	Spell	Common	—	1

Card	Kind	Rarity	ATK / DEF	Qty
Ariadne's Thread	Spell	Uncommon	—	1
Mead of the Einherjar	Spell	Common	—	1
Breath of Fimbulwinter	Spell	Uncommon	—	1
The Smoking Mirror	Trap	Common	—	1
Jaws of the Sacred Well	Trap	Uncommon	—	1
The Trojan Horse	Trap	Common	—	1
The Polite Bow	Trap	Uncommon	—	1
Shield Wall	Trap	Common	—	1

G. Rewards of the pass's 50 levels

Level	Free track	Premium track
1	40 gold	40 dust + 15 gems
2	40 gold	40 dust + 15 gems
3	40 gold	40 dust + 15 gems
4	40 gold	40 dust + 15 gems
5	40 gold	40 dust + 15 gems + Sigurd the Dragonslayer
6	40 gold	40 dust + 15 gems
7	40 gold	40 dust + 15 gems
8	40 gold	40 dust + 15 gems
9	40 gold	40 dust + 15 gems
10	40 gold + 1 × Traveler's Pack	40 dust + 15 gems + Young Heracles + Nordic Sleeve
11	40 gold	40 dust + 15 gems
12	40 gold	40 dust + 15 gems
13	40 gold	40 dust + 15 gems
14	40 gold	40 dust + 15 gems

LEVEL	FREE TRACK	PREMIUM TRACK
15	40 gold	40 dust + 15 gems + Inari's Fox Messenger
16	40 gold	40 dust + 15 gems
17	40 gold	40 dust + 15 gems
18	40 gold	40 dust + 15 gems
19	40 gold	40 dust + 15 gems
20	40 gold + 1 × Traveler's Pack	40 dust + 15 gems + Ancestral Quetzal of the Sacred Plumes + Greek Sleeve
21	40 gold	40 dust + 15 gems
22	40 gold	40 dust + 15 gems
23	40 gold	40 dust + 15 gems
24	40 gold	40 dust + 15 gems
25	40 gold	Guaraci, the Sun
26	40 gold	40 dust + 15 gems
27	40 gold	40 dust + 15 gems
28	40 gold	40 dust + 15 gems
29	40 gold	40 dust + 15 gems
30	40 gold + 1 × Traveler's Pack	40 dust + 15 gems + Ancestral Giant Sloth + Tupi Sleeve
31	40 gold	40 dust + 15 gems
32	40 gold	40 dust + 15 gems
33	40 gold	40 dust + 15 gems
34	40 gold	40 dust + 15 gems
35	40 gold	40 dust + 15 gems + Heimdall, Watcher of Bifröst
36	40 gold	40 dust + 15 gems
37	40 gold	40 dust + 15 gems
38	40 gold	40 dust + 15 gems
39	40 gold	40 dust + 15 gems

Level	Free Track	Premium Track
40	40 gold + 1 × Traveler's Pack	40 dust + 15 gems + Eagle of Zeus + Volcanic Arena
41	40 gold	40 dust + 15 gems
42	40 gold	40 dust + 15 gems
43	40 gold	40 dust + 15 gems
44	40 gold	40 dust + 15 gems
45	40 gold	40 dust + 15 gems + Raijin, the Thunder Drummer
46	40 gold	40 dust + 15 gems
47	40 gold	40 dust + 15 gems
48	40 gold	40 dust + 15 gems
49	40 gold	40 dust + 15 gems
50	40 gold + 1 × Traveler's Pack	40 dust + 15 gems + Captain of the Burning Sands + Glacial Arena

H. The 12 supporter levels

Level	Lifetime total (US$)	Material
1. Devotee	5	Bronze
2. Initiate	10	Silver
3. Guardian	20	Gold
4. Champion	40	Obsidian
5. Hero	80	Jade
6. Legend	100	Ruby
7. Myth	200	Sapphire
8. Demigod	500	Diamond
9. Titan	1,000	Mythic aura
10. Primordial	5,000	Living constellation
11. Eternal	25,000	Eternal crown

Level	Lifetime total (US$)	Material
12. Mythmaker	50,000	Flame of creation

I. Quest templates

Quest	Period	Difficulty
Play 3 duels	day	easy
Win a duel	day	easy
Make 3 fusions	day	easy
Use 2 spells	day	easy
Deal 4,000 damage	day	easy
Win 2 duels	day	medium
Make 6 fusions	day	medium
Use 4 spells	day	medium
Trigger 2 traps	day	medium
Deal 8,000 damage	day	medium
Play 5 rare-or-better cards	day	medium
Win with an A grade or better	day	medium
Get an S grade	day	hard
Summon a legendary	day	hard
Win a ranked duel	day	hard
Win losing at most 2,000 LP	day	hard
Win 3 duels	day	hard
Make 10 fusions	day	hard
Win within 10 turns	day	hard
Deal 15,000 damage	day	hard
Win 2 duels with Norse cards	day	hard
Play 6 Norse cards	day	easy

QUEST	PERIOD	DIFFICULTY
Win a duel with Norse cards	day	medium
Play 6 Greek cards	day	easy
Win a duel with Greek cards	day	medium
Play 6 Japanese cards	day	easy
Win a duel with Japanese cards	day	medium
Play 6 Aztec cards	day	easy
Win a duel with Aztec cards	day	medium
Play 6 Egyptian cards	day	easy
Win a duel with Egyptian cards	day	medium
Play 6 Tupi cards	day	easy
Win a duel with Tupi cards	day	medium
Play 15 duels	week	easy
Make 25 fusions	week	easy
Deal 40,000 damage	week	easy
Win 15 duels	week	medium
Win 5 duels with an A grade or better	week	medium
Use 20 spells	week	medium
Play 25 rare-or-better cards	week	medium
Complete 5 Daily Challenges	week	hard
Get an S grade 3 times	week	hard
Summon 5 legendaries	week	hard
Win 5 ranked duels	week	hard
Win 5 duels losing at most 3,000 LP	week	hard