

# Introduction

Welcome to Mythic: Game Master Emulator, improvisational role-playing using your favorite role-playing games. Mythic: GM Emulator is meant for use by role-players with a little experience under their belts and their favorite game in hand. It is not a stand-alone game. For that, we have Mythic (just Mythic), which is a fully fledged, universal role-playing game. Mythic was published in early 2003 as an attempt to produce an rpg that could be played solo or with a group, minus the game master. Or, with the Game Master, but without preparation.

Judging from the enthusiastic response from those who purchased and played Mythic, the system is a success.

Mythic is really two products in one. It is a universal rpg, and a system for emulating a GM for any role-playing game. Some bought Mythic for both portions, while others use only the emulation system. Recognizing that not everyone wants the universal game sections of Mythic, we are publishing this version that contains only the emulation rules. The system presented here is slightly updated from the original version published in Mythic.

Now, on to the meat of the matter. What is GM emulation? I'm glad you asked ...

## WHAT IS THIS THING ALL ABOUT?

Most RPGs operate under the principle that there are players and there is a Game Master, who is responsible for running the show. The GM prepares all the details of an adventure, and then “runs” the players through that adventure. This usually requires a great deal of preparation on the part of the GM and the handling of many details.

Mythic: GME is different in that it requires no preparation from the GM. Mythic adventures are meant to be played off the cuff, with perhaps a few minutes of brainstorming to come up with the opening scene.

Mythic can also be played entirely without a GM. The same mechanics in Mythic that allow a GM to run an adventure without preparation also allow a group of players to do without the GM.

You can think of Mythic as an artificial intelligence. It is designed to use simple rules of logic to answer any yes/no question. So, whether you are playing alone, or acting as an unprepared GM, or are a group of players without a GM, just ask your questions ... only, instead of asking a live GM, you ask Mythic.

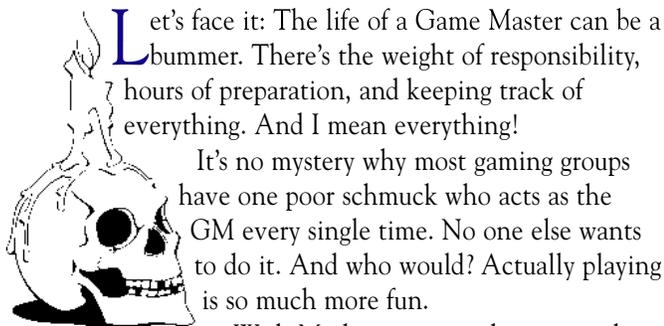
We'll get into this more in a bit. Just you wait and see.

## ABOUT THIS BOOK

In each chapter you will find shaded boxes and “torn paper” boxes. The shaded boxes provide examples and clarifications, while the paper boxes offer useful rules. At the back of this book you will find a summary of most of these rules, and other bits of useful information collected for you to find easily.



# Mythic Adventures



Let's face it: The life of a Game Master can be a bummer. There's the weight of responsibility, hours of preparation, and keeping track of everything. And I mean everything!

It's no mystery why most gaming groups have one poor schmuck who acts as the GM every single time. No one else wants to do it. And who would? Actually playing is so much more fun.

With Mythic, you can do away with the GM entirely, if you wish. Or, if your GM enjoys playing God, Mythic can make adventures more fun for the GM by eliminating all of that nasty preparation. In a Mythic adventure, the GM (or players sans GM) can start an evening's entertainment with about five minutes of prep time. As the adventure unfolds, the GM is just as surprised by the twists and turns as the players are.

Fun for everyone.

## No GM? What you talkin' 'bout Willis!

Mythic is a gaming system that automates the functions of a living, breathing GM. It works through interpretation and logical principles. (We'll get more into that later. For now, trust me.) The upshot is, with Mythic acting as your GM, that poor schmuck can finally roll up a character and get his hands dirty. It also means you can play solo if you wish (and who hasn't wanted to do that, just once?)

How can such a system be used? Let's see ...

### No GM, multiple players

Everyone whip out your character! To get an adventure going, players either roll up or decide on an opening scenario, and perhaps a few details or two, and Mythic: GME takes it from there. All action is decided through the asking of yes/no questions and the application of logical principles. By asking and answering questions, the adventure moves along, with the occasional random event throwing players a curve ball. The action is broken into scenes, just like in a movie, to keep everything straight.

### No GM, one player

Mythic: GME can be used to go solo. There have been various solo systems in the past. But let's be honest, none of them are truly satisfying. How many variations of "Choose-Your-Own" can you go through before you start longing for something more? Solo play in Mythic works the same as in group play. You're just alone.

### One GM, any number of players

For those who like to be a GM, we have something for you, too. The same tools that allow Mythic to automatically generate adventures on the fly without a GM also work with a GM. This means very little to zero preparation, if you don't want to prepare. Simply create an opening scenario (you can come up with that on the drive over), or roll one up, and follow Mythic as it guides you along. Mythic will throw in its own twists and turns, so the GM will be just as shocked as the players as the adventure proceeds.

This is not to say, though, that total control is taken out of the hands of the GM. The GM is free to break away from the structure that Mythic puts together. If nothing else, Mythic will generate an adventure skeleton that the GM can work with. At the most, Mythic will spin the entire adventure for the GM, whose job will be to administer the process.

### Mythic with other RPGs

Mythic: GME generates dynamic, unfolding adventures on the fly. As a GM emulator, Mythic is meant to be played with other role-playing games. Mythic takes the place of the GM, but the main RPG's rules still handle character creation, combat, task resolution and everything it would normally handle. Questions that players would ask the GM are now asked to Mythic, instead.

### The write stuff

Finally, Mythic: GME can be used as a writing tool. The architecture that creates dynamic adventures is really an automated story-telling system. It will work just as well without any games or formalized characters attached. Just set the scene, ask some questions, and start writing.