



“Masters to Mythics”

Social Media Guide for Magicians

Frequently Asked Questions

“What is ‘Masters to Mythics?’”

“Masters to Mythics: Behind the Magic” is a family friendly board game that anyone, anywhere can play and enjoy. It expands (and perfects!) upon classics like “Splendor” with its unique puzzle-based, engine-building, simultaneous-play mechanic... creating a fun but tense race to arrange your “runes” (tokens) and collect “legendary magicians” (cards) before your opponents. The cards are custom commissioned by several different artists, many using the likeness of some of famous contemporary magicians. It is a perfect opener to a weekend game night or a quick activity for a family after a weeknight dinner.

“What is [Kickstarter](#)”

“Kickstarter is a funding platform that helps creatives get their ideas... ideas that otherwise would not exist ... to be funded and produced. Creators set up a page that shows backers what their project details are and prototypes through the use of videos, images, and text. The more backers pledge (“pledge levels”), the more rewards they earn and unlock. If the funding goal is reached by the deadline, then the funds are delivered to the creator, who uses the funds from the backers to develop and complete the project” (Source: [Hatchwise](#))

“Why should I support a board game, rather than some sort of magic related kickstarter?”

“Masters to Mythics” is to be a one-of-a-kind board game with universal appeal, but it also has another goal: to serve as an ideal introduction to the world of magic. The diminishing presence of magic from pop culture is frustrating and some people have

preconceived notions that prevent them from giving magic a chance. But to practice magic is to practice an art form, and the greatest magicians deserve to be celebrated and magic ought to be more popular in 2025 (and beyond!).

“Masters to Mythics” not only introduces kids and teens to leaders in modern magic (featured on the cards), but provides access to an online catalog of magician lore and 100+ magic trick tutorials that take them step by step through iconic, foundational moves. By offering these via a board game, the hope is to offer magic to people that otherwise never come into meaningful contact with the magic community. Our goal is to raise \$1 million + and get this game in the hands of as many people as possible so that more of the masses might investigate and discover the wonder and awe of magic and become a magician.

“How will this game lead to more people becoming magicians?”

- 1) Players will be interacting with 150+ historical and ancient magicians on the cards. These cards include famous household names (*ex: Houdini*) as well as lesser known, ancient figures from across the globe (*ex: Vainomoinen*). Once they inevitably get curious and want to learn more, they can go to our site, which will eventually have a blog post on each figure on the card.
- 2) Much of the artwork of the “mythic” cards features the likeness of famous modern magicians. This is made known to the backers, many of whom will look up the magicians and catch an upcoming performance.
- 3) Kickstarter backers will receive exclusive, free access to 100+ magic trick tutorials. This will make the game a perfect gift for a son, daughter, niece, nephew, family friend, or neighborhood kid looking for a multifaceted hobby worthy of becoming a passion.
- 4) Once a kickstarter succeeds the kickstarter is able to email its backers important information relevant to the game. We will be able to nurture our backers by informing them on nearby shows, the unique benefits of magic, and provide access to other ways they can get connected with the magic community.

“What is a board game?”

“A “board game” is any packaged set of rules and components that allows you to play a specific game or set of games. So a deck of cards isn’t a board game, but a deck of cards and a crib board is. Classic examples include “Monopoly” and “Clue”. Modern examples include “Settlers of Catan”, “Ticket to Ride” and “Codenames”.

“Why do people like board games?”

- **Social:** a great reason to get together in person with friends and family
- **Memory-Making:** a fun, unique, shared gaming experience will never be forgotten
- **Strategy:** Focused, critical, tactical thinking moves ahead of opponents is a fun leisurely activity!
- **Aesthetics:** from pieces to cards to playmat... a good board game is beautiful to look at and play
- **Affordable:** cheaper than most other big group activities
- **Diverse:** there is literally a board game out there for every playstyle and interest.
- **Not-Screens:** gets everyone off their phones and in the real world

“Is there a board game similar to ‘Masters to Mythics’ I can compare it to?”

MtM is similar to the board game “[Splendor](#)”, which has become a foundational piece of any board game collection. Splendor is famous for its being a game that is quick to play, easy for anyone to learn, and yet involves strategy instead of dice rolls to keep the game tense from beginning to end. MtM improves upon this game design by adding a puzzle solving mechanic, which combines long-term and short-term strategy so that the game stays fresh and fun many plays later.

“What kind of board game is ‘Masters to Mystics?’”

- **Puzzle Solving:** players must solve token arrangement puzzles in order to advance throughout the game.
- **Card Collecting:** players gain victory points as they collect cards.
- **Engine Building:** the more cards players collect, the better they are able to solve puzzles.
- **Drafting:** all players have access to a set of cards, from which they must choose which to select.
- **Simultaneous Play:** players do not take turns; everyone moves and goes during gameplay.
- **Semi-Abstract:** theme is mostly aesthetic and the gameplay outcome is determined entirely by player choice .

“Out of curiosity... is there any overlap between board games and performing magic? “

Just like the art of performing magic, board games are a great way for kids to develop important life skills. In order to regularly win board games, kids need to learn critical thinking, social interaction, how to win and lose gracefully, how to plan steps ahead, how to adjust those plans, and how to communicate clearly and effectively.

“How can I help promote the kickstarter?”

- 1) Tell local magic shops or friendly local game stores (FLGS) about it
- 2) Promote the game on your social media platforms
- 3) Email your subscribers about the game
- 4) Tell anyone at your shows to support the game
- 5) Find ways your Ring can promote it in your area
- 6) Back the game yourself within the first 24 hours!

What to Share on Socials

Important Dates: The kickstarter launches May 6th and closes May 31th.

Basic Details: is 1-6 players, for ages 6+, and takes between 20 -45 minutes to play.

Game Components: 150+ unique cards, 6 neoprene mats, 32 weighted plastic chips, and an official magic wand

Provide Essential Links (*see below*)

Include 1-3 of the Following Features and Benefits in each post (*feel free to use your own words to communicate the idea!*):

Feature: Unique artwork using the likeness of past and present master magicians.

Benefit: The ONLY game featuring the greatest magicians of our age performing their favorite magical effects.

Feature: Magicians- themed board game

Benefit: A board game by magicians... for magicians, families, and board game hobbyists.

Feature: Created by an actual, established, long-time magician

Benefit: An introduction to magic by an award-winning master magician

Feature: Cards feature over 150+ of history and myth's greatest magicians

Benefit: Explore unprecedented depth of the magic world

Feature: Art designed by Natia Warda, Polina Campbell, Tristram Rossin, Marcell Kertesi, and the two Michael McClure Sr. And Jr. .

Benefit: Beautiful commissioned artwork you can admire

Feature: No AI used in the development of the game

Benefit: For human enjoyment, by human expertise

Feature: Diverse magicians drawn from many different eras, cultures, and religions

Benefit: A worldwide heritage of magic passed down through the ages... on your kitchen table.

Feature: No dice and little randomness

Benefit: Win or lose by your wit and skill ALONE

Feature: Players must solve many puzzles throughout a game

Benefit: A satisfying sense of accomplishment with every move

Feature: A balanced game any mind can adapt to and master

Benefit: Develop tactics unique to you alone

Feature: Quick, creative, gameplay

Benefit: Build mental skills in kids with gameplay that challenges adults.

Feature: Fast-paced, tense gameplay

Benefit: Race to stay steps ahead of your opponents!

Feature: Simple mechanics that take minutes to learn

Benefit: Unbox and play before the pizza arrives.

Feature: Simple mechanics that all ages (6+) can play, regardless of education or locale.

Benefit: A game perfect for grandparents, parents, teens, and kids!

Feature: Puzzle arrangement mechanic

Benefit: A clever game that is only possible on the tabletop.

Target Audience Relevance: "Board Gamers"

Feature: A casual game you can make competitive

Benefit: A game that fits the energy of your table

Feature: Simultaneous play instead of turns

Benefit: Solve puzzles under playful pressure!

Feature: Play in person with friends and family.

Benefit: Put away the screens and connect with loved ones

Feature: Heavy plastic tokens, neoprene player mats, and linen cards

Benefit: Quality you can feel that spares no expense

Feature: Strategic thinking needed to win

Benefit: Stay steps ahead of your opponents to stand a chance

Feature: Language Agnostic

Benefit: For anyone, anywhere, at anytime

Feature: Only a few decks, some mats, and tokens

Benefit: Easily transport and play at the FLGS, park, beach... anywhere!

Feature: Tens of thousands of different winning combinations

Benefit: No two games will ever be the same

Feature: Access to magician bios

Benefit: Learn the Lore Alongside the Rules

Feature: Access to 100+ magic trick tutorials

Benefit: Free Tuition to Magic 101!

Links to Share

Kickstarter Pre-Launch Page:

<https://www.kickstarter.com/projects/846261475/masters-to-mythics-behind-the-magic>

“Masters to Mythics” Website: <https://www.baskervilleproductions.com/masterstomythicsprecampaign>

Baskerville Productions Facebook Page: <https://www.facebook.com/baskervilleproductions>

Images to Use in Your Posts:

<https://www.dropbox.com/scl/fo/34d63v7hfu3dkkxon47ac/ACmX46PdSpt1RSNu-29KadU?rlkey=q9qxqjz0lcfg1sc5pi8tv5ymm&st=h0lyrr0h&dl=0>

Modern Magicians Featured on Cards

- Alan Fisher as “Luca Pacioli”
- Andi Gladwin as “Loki”
- Bill Goodwin as “Simon Magus”
- Caleb Wiles as “Abraham Abulafia”
- Darryl Lenz as “King Clovis”
- David Parr as “Cyprian”
- Dewayne Hill as “Anasi”
- D.J. Edwards as “Enki”
- Doug Conn as “Nicholas Flamel”
- Doug Souza as “Merlin”
- Gary Chan as “Xuanwu”
- Guy Bavli as “Hypnos”
- Harry Monti as “The Brahan Seer”
- Jay Sankey as “Acetabularia”
- Janette Mendoza as “Coaticue”
- Jeff Kublin as “Kanaloa”
- Joe Page as “Gerald Fitzgerald”
- Koume as “Amaterasu”
- Lance Burton as “Mercury”
- Mike Dunagan as “Vaiinomainen”
- Sandy Weise as “Caerus”
- Shawn Farquhar as “Michel Scot”
- Shep Hyken as “Caerus”
- Steve Buesking as “Edward Kelley”
- Steve Finkelstein as “Djedi of Djed Sneferu”
- Steve Zuehlke as “Faust”
- Tom Gentile as “Neptune”
- Timothy Shegitz as “Nostradamus”

About Michael W. McClure

Michael McClure is a life-long practitioner of the magic, award-winning magician, and one of the leaders of Ring 1 of the International Brotherhood of Magicians. Since he was 7 years old he has been fascinated by the intricacies of magic and delighted by the drama of performance and is committed to sharing the mysteries and wonder of magic with the next generation.

For 60 years later, Michael has performed countless magic shows, introduced innovative magic activities, produced theatrical shows, and created his own line of magic effects for others to enjoy. “Masters to Mythics” is his latest and most ambitious attempt to create a natural on-ramp for the general public to join the magical community.

You can learn more about Michael, his contributions to the magic community, and his many other interests at the [Baskerville Productions website](#).