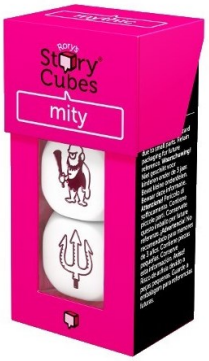
Dorota Bazylczyk, "Entry on: Rory's Story Cubes MIX: Mythic by Rory O'Connor", peer-reviewed by Elżbieta Olechowska and Susan Deacy. Our Mythical Childhood Survey (Warsaw: University of Warsaw, 2018). Link: http://omc.obta.al.uw.edu.pl/myth-survey/item/227. Entry version as of November 01, 2026.

Rory O'Connor

Rory's Story Cubes MIX: Mythic

Ireland (2015)

TAGS: Argo Charon Cyclops / Cyclopes Hades Heracles Hercules Hydra Hypnos Icarus Labyrinth Maze Medusa Minotaur Olympus Pandora's Box Remus Romulus Styx Trojan Horse Zeus



Courtesy of REBEL Publishing House.

General information	
Title of the work	Rory's Story Cubes MIX: Mythic
Studio/Production Company	The Creativity Hub (2015); HUCH! (2015); Rebel (2015)
Country of the First Edition	Ireland
Country/countries of popularity	Worldwide
First Edition Date	2015
First Edition Details	The Creativity Hub, Belfast, Ireland, 2015.
Official Website	storycubes.com (accessed: August 20, 2018)
Available Onllne	The Official Trailer of Rory's Story Cubes: youtube.com (accessed: August 20, 2018)
Genre	Board games*, Instructional and educational works, Myths, Puzzles and games
Target Audience	Crossover (For Ages 6+)
Author of the Entry	Dorota Bazylczyk, University of Warsaw, dorota.bazylczyk@student.uw.edu.pl
Peer-reviewer of the Entry	Elżbieta Olechowska, University of Warsaw, elzbieta.olechowska@gmail.com Susan Deacy, University of Roehampton, s.deacy@roehampton.ac.uk

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.

Creators



Rory O'Connor

Rory O'Connor studied Computer Graphics & Animation, Puppetry at the London School of Puppetry. He trained in: Creative Problem Solving with Win Wenger PhD; Conflict Resolution with Marshall Rosenberg, founder of the Center for Nonviolent Communication; Spiral Dynamics (a model for understanding the dynamic nature of human values) with Don Beck; and Guided Self-Healing with Andrew Hahn*. Rory O'Connor is a co-founder of The Creativity Hub, which he set up with his wife – Anita Murphy in 2006. He is known as the creator of a popular worldwide game *Rory's Story Cubes*.

Bio prepared by Dorota Bazylczyk, University of Warsaw, dorota.bazylczyk@student.uw.edu.pl

* See the interview with Rory O'Connor conducted by Justina Huddleston in 2012, posted here (accessed: December 14, 2017).

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.

Additional information

Translation	[Czech edition] "Rory's Story Cubes: Báje," The Creativity Hub, 2015. Language: Czech. [Multilingual edition] "Rory's Story Cubes MIX: Mythen", HUCH! & friends, 2015. Languages: English, French, German, Italian. [Polish edition] "Rory's Story Cubes: Mity" , REBEL, 2015. Language: Polish.
Sequels, Prequels and Spin-offs	[Multilingual first edition] "Rory's Story Cubes: Fantasia", The Creativity Hub, 2017. Languages: English, French, German. [German first edition] "Rory's Story Cubes: Fantasia", HUCH!, 2017. Language: German. [Polish edition] "Rory's Story Cubes: Fantazje ", REBE, 2017. Language: Polish. [Gamewright English edition] "Rory's Story Cubes: Fantasia", Gamewright, 2017. Language: English.
Summary	"Rory's Story Cubes MIX: Mythic" is a set of 3 cubic dice (3 x 19 mm)* which are an extension to the game "Rory's Story Cubes" (the basic version is a set of 9 cubic dice). The whole game consists of inventing/telling stories. Depending on the game mode (there are various), we roll a certain number of cubes and we select the illustration that caught our attention the most. Then, we start to create a story involving the selected icon. We can start with a formula "Once upon a time..." or chose any type of introduction. The main goal of the game is to create a story which will link all the icons displayed on the dice**. The illustrations presented on the cubes are intentionally unambiguous so that everyone can read them in a different way***. * Read more about the specification of the product (accessed: August

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood... The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.

20, 2018).

** See how to play "Rory's Story Cubes" (accessed: August 20, 2018).

*** Read more about the playing techniques (accessed: August 20, 2018).

Analysis

Each cubic dice of the "Mythic" extension has 6 different illustrations associated with the world of Greek and Roman mythology – the extension contains 18 unique illustrations in total (the illustrations are drawn contour, so their fulfillment is white as the dice). When combined with other sets, "Mythic" dice are used to weave mythical threads into the created stories. Most of the mythical images are not obvious, so they can be associated with a specific myth easily or not at all – this was the main intention of the authors, who wanted to create icons that will bring the players many different associations. The dice display various characters and objects from the ancient world such as:

- Zeus on a cloud, depicted as a bald man with a long beard and a grimace on his face, measuring something/or someone with a lightning rod;
- A muscular Minotaur, depicted as a half-bull, half-human character;
- A cyclops (with an angry grimace on his face) with a club in his hand;
- A man holding a sword and shield, standing on a rock surrounded by the helmets of the defeated/ or standing on the head of some monster. It can remind many famous ancient heroes (such as Herakles, Perseus), warriors, leaders and Gods (Ares);
- Medusa – portrayed as a dangerous half- woman, half-serpent monster, with a serpent's hair and an angry grimace on her face;
- Icarus with wings, flying next to the sun;
- A hooded figure guiding the boat on the water, recalling the character of Charon (but can be also easily associated with Hades, the Underworld etc.);
- A hypnotized face (the eyes of this character look like sliders), which may resemble Hypnos – the God of sleep;
- Two, holding each other figures (one hides something behind his

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.

	back) which may resemble the story of Romulus, who killed his brother – Remus; • An Olympic throne surrounded by two torches; • A labyrinth that can be a Minotaur's Maze; • The Mount Olympus with the temple on the top (above the clouds); • Lyre/An ancient stringed instrument; • An open suitcase or box, that can be associated with the myth of Pandora; • The ancient Greek ship (probably a trireme) decorated with an eye; • Poseidon's Trident; • Hermes' winged boot; • Trojan Horse.
Classical, Mythological, Traditional Motifs, Characters, and Concepts	Argo Charon Cyclops / Cyclopes Hades Heracles Hercules Hydra Hypnos Icarus Labyrinth Maze Medusa Minotaur Olympus Pandora's Box Remus Romulus Styx Trojan Horse Zeus
Other Motifs, Figures, and Concepts Relevant for Children and Youth Culture	Intellect Interactivity Society Storytelling
Further Reading	Bazylczyk, Dorota, *References to Antiquity in "Rory's Story Cubes: Mythic"*, available online at ourmythicalchildhoodblog.wordpress.com (accessed: Augut 20, 2018). [video] Chocoboasylum, *Rory's Story Cubes #1 - Travelling Mythical Creatures*, available online (accessed: August 20, 2018). Huddleston, Justina, *Q&A With Rory O'Connor, Inventor of Rory's Story Cubes*, Posted January 1, 2012 at toydirectory.com (accessed: August 20, 2018). [video] *Interview with Rory O'Connor and Anita Murphy About Rory's*

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.

Story Cubes Expansions, and Extraordinaires Design Studio, available online (accessed: August 20, 2018).

"Rory's Story Cubes – Fantasia" on BoardGameGeek (accessed: August 20, 2018).

"Rory's Story Cubes MIX: Mythic" on BoardGameGeek (accessed: August 20, 2018).

Creators of Rory's Story Cubes launch their next big thing, 4th June 2013, available online at artscouncil-ni.org (accessed:August 20, 2018).

Profile on Facebook (accessed: August 20, 2018).

Profile on Twitter (accessed: August 20, 2018).

Profile on Instagram (accessed: August 20, 2018)

The official Polish website of Rory's Story Cubes (accessed: August 20, 2018).

The official website of The Creativity Hub (accessed: August 20, 2018).

This Project has received funding from the European Research Council (ERC) under the European Union's Horizon 2020 Research and Innovation Programme under grant agreement No 681202, *Our Mythical Childhood… The Reception of Classical Antiquity in Children's and Young Adults' Culture in Response to Regional and Global Challenges*, ERC Consolidator Grant (2016–2021), led by Prof. Katarzyna Marciniak, Faculty of "Artes Liberales" of the University of Warsaw.