



Playtesting Release

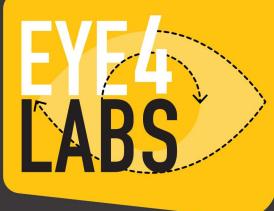


MUSES



Beta Version 1.0

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GAMES



Muses

A game for 3–5 players that runs 30 min

You are artists praying to the nine muses of Greek mythology in hopes of getting divine favor.

COMPONENTS

- 80 Devotion tokens
- 9 Muse Deck cards
- 29 Action cards
 - 5 Moon Devotion cards
 - 5 Moon Revolution cards
 - 5 Sun Devotion cards
 - 5 Sun Revolution cards
 - 9 Inspiration cards
- 1 Moon token
- 1 Sun token

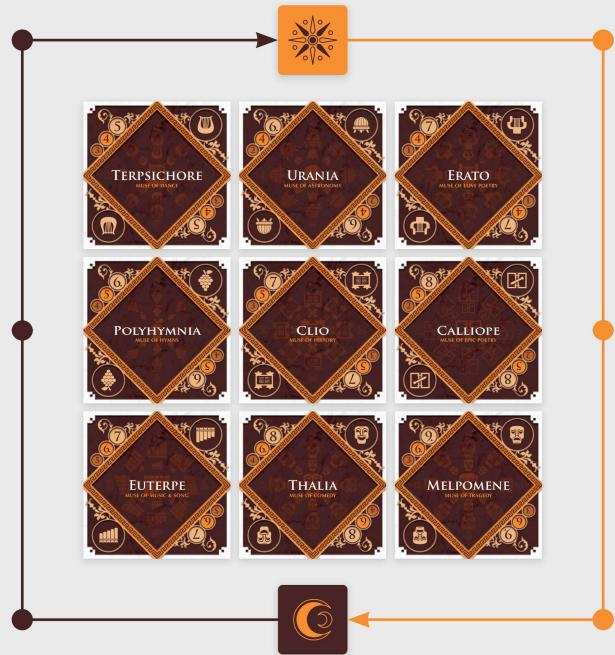
GOAL

Have the most points at the end of 9 rounds.

SETUP

1. Shuffle the deck of Muse cards and then arrange the cards face-up in a 3x3 grid.
2. Place the Sun token at one side of the grid, next to the middle card. Place the Moon token by the middle card on the opposite side of the grid. These are those tokens' starting positions.
 - The Muse directly next to the Sun token is considered to be in the "*sunlight position*" and the Muse directly next to the Moon token is considered to be in the "*moonlight position*."
3. Deal each player a hand of four Action cards that includes one Sun Devotion card, one Moon Devotion card, one Sun Revolution card and one Moon Revolution card.
4. Give each player a set of 20 Devotion tokens.
5. Deal each player one Inspiration card.

The Sun and Moon tokens move one space clockwise around the grid after each round, as illustrated below.

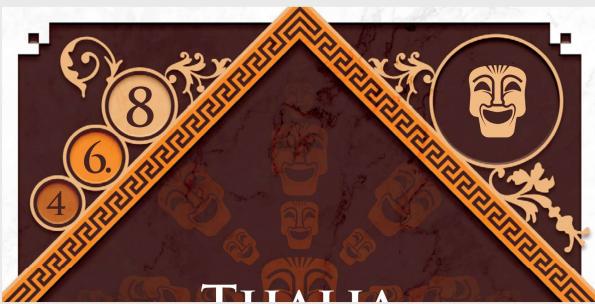


THE MUSE CARDS & SCORING

SCORING

Players place Devotion tokens on Muse cards to gain points, which are awarded at the end of the game. Players who have more Devotion tokens on a given Muse card will collect more points from it than players who have fewer tokens.

Each Muse card shows three numbers in the left hand corner of the card. These are Point Levels and indicate how many points the cards will deal out at the end of the game.



Thalia will give 8 points to whoever placed the most devotion tokens on her card. The player with the second most tokens and third most tokens will collect 6 and 4 points, respectively.

The highest Point Level — the largest number — indicates the amount of points that the player with the most Devotion tokens on the Muse will collect.

The player with the second most Devotion tokens on the Muse collects the points indicated by the middle level, and the player with the third most Devotion tokens on the Muse takes points equal to the lowest level (the smallest number).

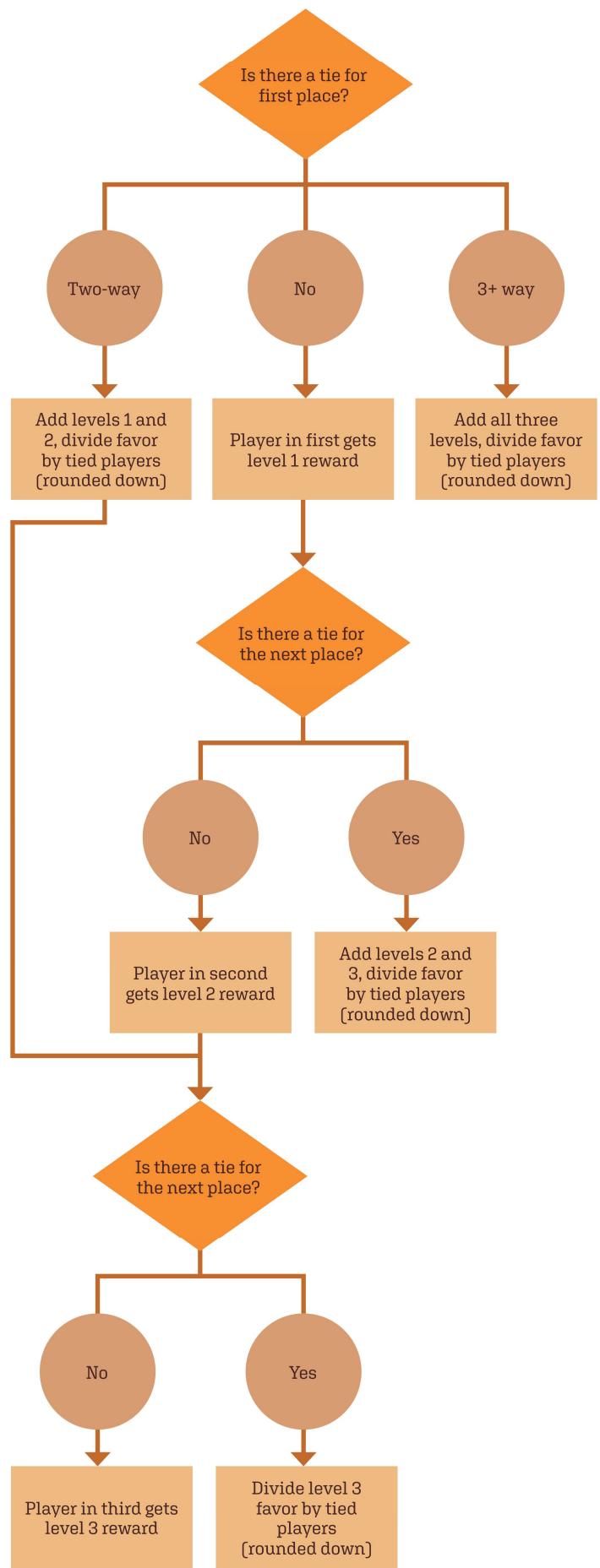
If players tie for Devotion tokens, add together the points awarded by the level for which they tied with those awarded by the level immediately below it (if there is one). Divide the combined point amounts evenly among the tied players, rounding down.

Example: Three players have put Devotion tokens on the Muse Thalia, and two of them tie for placing the most tokens. The tied players add the points awarded by the highest Point Level (8 points) with those awarded by the middle-level (6 points), and split the sum evenly between them, taking 7 points each. The third player takes points according to the remaining, lowest level (4 points).

Special Instance

If three or more players tie for the most tokens, add together the points awarded by all three Point Levels and divide this sum evenly, rounding down. In the case of Thalia, three players would split 18 points, taking 6 points each. See the flowchart on the right for how that works.

Note: You cannot gain points from a Muse if you do not play tokens on that Muse. Having zero Devotion tokens on a Muse that two other players have placed on does not earn you third place.



THE ROUND

During each round, players each choose one of the five Action cards in their hands to play, then simultaneously reveal their selections. The five Action cards are Sun Devotion, Moon Devotion, Sun Revolution, Moon Revolution, and Inspiration.

Whichever Action card was selected by the most players indicates the action that will take place first. If there are ties, the tied actions occur in the order below. (If no players select the same card, this is also considered a tie).

1. Inspiration
2. Sun Devotion

3. Sun Revolution

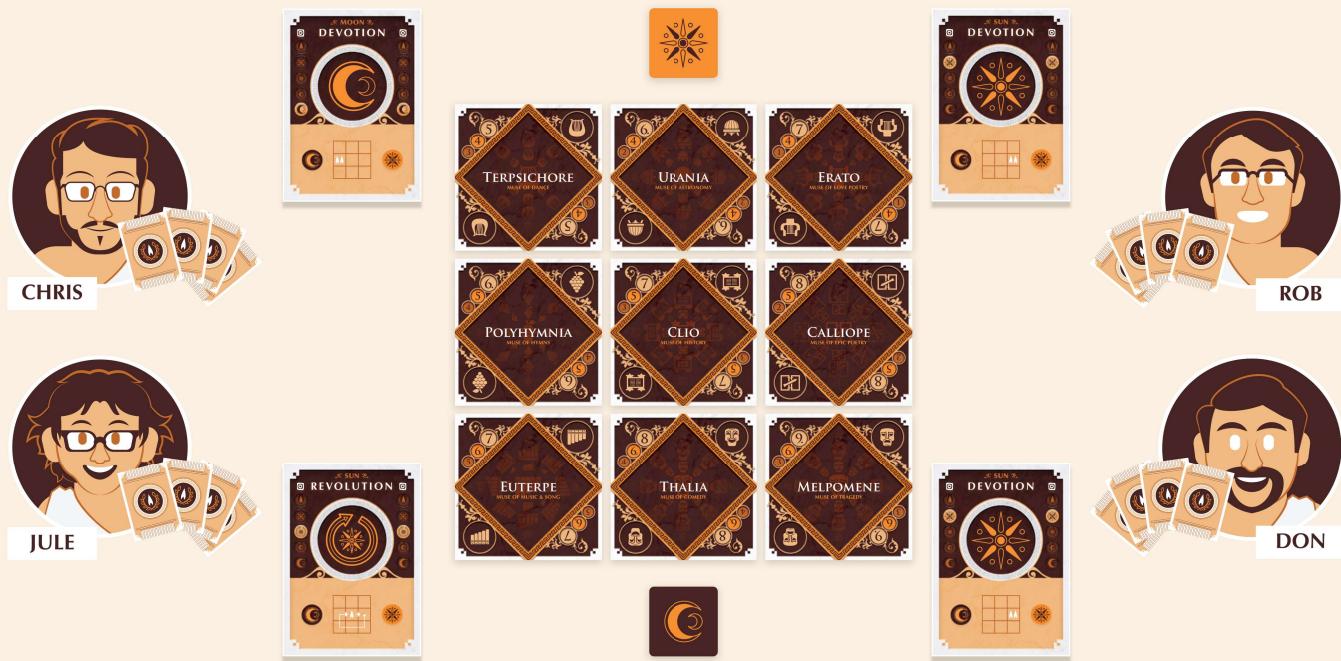
4. Moon Revolution

5. Moon Devotion

Players only take the action corresponding to the card they played. Each action also only occurs once, no matter how many players used the card. (For example, even if four players choose the Sun Revolution card, the Muse cards only cycle once toward the sun. All four of those players place Devotion tokens).

After all the selected actions have been completed, move the Sun token and Moon token clockwise by one space each.

Example Turn: Rob and Don choose Sun Devotion, Jule chooses Sun Revolution, and Chris chooses Moon Devotion. The most players chose Sun Devotion, so this action takes place first: Don and Rob place two tokens on Urania.



The number of players who chose Sun Revolution and Moon Devotion are tied. According to the tie-breaking list, Sun Revolution occurs before Moon Devotion: Jule places one token on Clio, then puts Clio in the sun position and rotates the Muse cards until Thalia moves to the center space.

Lastly, Moon Devotion occurs: Chris places two tokens on the Muse in the moon position, which is now Melpomene.

CARD EFFECTS

DEVOTION

If you played **Sun Devotion** place two Devotion tokens on the Muse that is in the sunlight position.

If you played **Moon Devotion** place two Devotion tokens on the Muse that is in the moonlight position.

INSPIRATION

Each **Inspiration** card depicts the image of a grid. Orient the card so that the grid it shows matches the Muse grid on the table, based on the position of the sun and moon. Then place Devotion tokens on each location in the Muse grid that is marked on the card's grid (one token per flame).

Inspiration cards can only be used once per game — discard the card after use.

Inspiration cards that depict the sun and moon at the corner of their grids can only be played if the sun and moon are in corner positions on the table. Inspiration cards that show the sun or moon along one side of the grid can only be played if the sun and moon are at the sides – not corners – of the Muse grid on the table.



Using Erato's Inspiration, the gold player places two devotion tokens on Terpsichore.



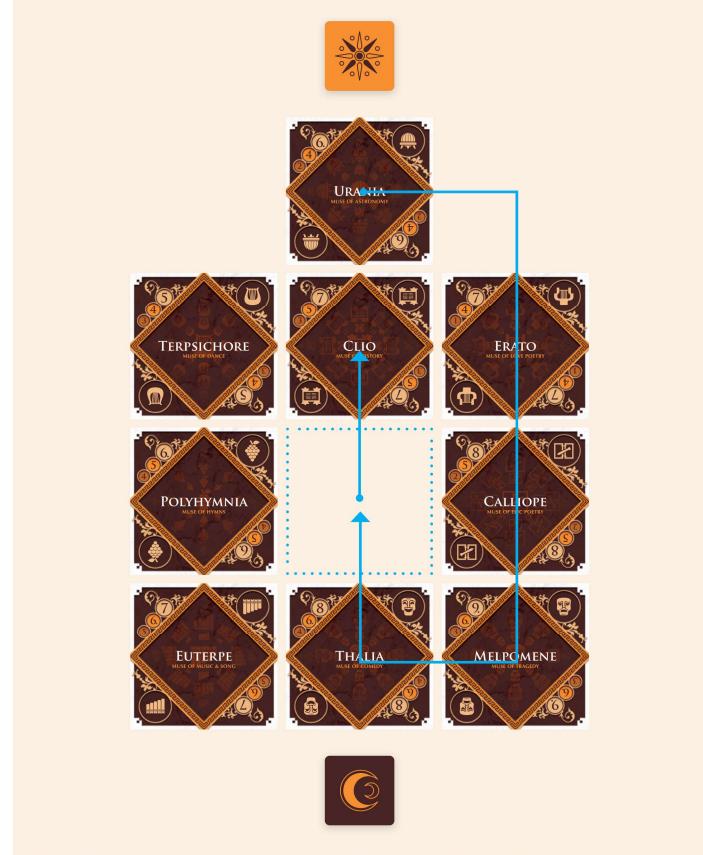
REVOLUTION

When you play a Revolution card, put one Devotion token on the Muse that is currently in the center of the grid.

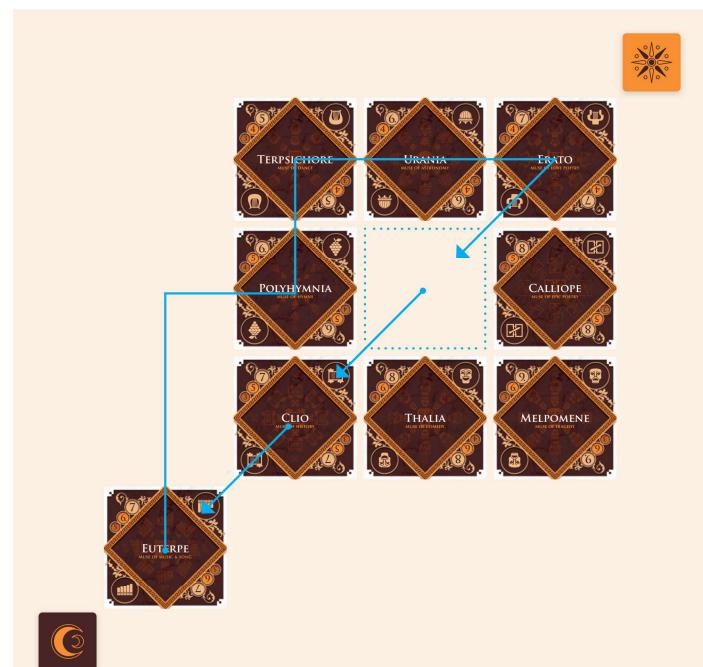
Then take the Muse card out of the center and move it one space in the grid.

If you played **Sun Revolution**, move the center Muse toward the Sun token. The Muse that was already in that spot is bumped one space clockwise in the grid, which pushes other Muse cards one space as well, until the Muse that is in the moonlight position moves into the center. The effect will be that six of the Muses in the grid shift their positions by one space and a new Muse is placed into the center.

If you played **Moon Revolution**, push the center card toward the Moon token, and shift cards clockwise until the Muse in the sunlight position is bumped to fill the empty spot into the center.



Sun Revolution moves the center Muse into the sunlight position and places one Sun Devotion token on it. The Muse that was in the sunlight position shifts clockwise in the grid, pushing other Muse cards until the Muse in the moonlight position moves into the center.



Moon Revolution pushes the center Muse into the moonlight position and places one Moon Devotion token on it. The Muse that was in the moonlight position is bumped one space clockwise in the grid, which pushes other Muse cards one space as well, until the Muse in the sunlight position is bumped into the center.

GAME END

When the sun returns to its initial position, it is the start of the final round. The game will end once all the actions taken during this round are completed.

Once the game ends, tally up the points that players receive from each Muse on which they have Devotion tokens. The player(s) with the most points win(s).

SEND FEEDBACK

We're testing this game, so we appreciate any feedback you can give. Contact us with feedback by email at support@eye4games.com or use this Google form: <https://forms.gle/fQ6webEpdwoUodQj9>

CREDITS

ORIGINAL CONCEPT

Chris Baum, Don Mitchell,
Robert Karl, Jr.

SYSTEMS DEVELOPMENT

Don Mitchell, Robert Karl, Jr.

ART & DESIGN

Chris Baum

RULES, EDITING

Jule Pattison-Gordon

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