



# MUSES

Game Variants Rules 1.0

## 1. The Neutral Muse

To take advantage of the Neutral Muse (present in 2-player or 4-player games), you can add this variant – not compatible with Mnemosyne (pg.5)!

### Game end and scoring

When comparing dice, do not eliminate the Neutral Muse from the game. Keep aside her die with the value showing (with the potential effect of the Will of Apollo).

After calculating the final scores (potentially including Divinities from the expansion), the player with the most dice of the same value as that on the Neutral Muse gets 1 additional Bronze Sun.



## 2. Extended Duration

If the game seems too short, you can try this version. To play, you will need another set of dice per player, the same in color but different in some way (size, texture, design, etc).

The ideal would be to use the official expansion because it has dice with the same design as the base game.

### Setup

Once the First Player has been determined, they roll their dice and all the other players copy the values by displaying it on their dice.

Alternatively, the players can agree on which values to play with.

When playing a Muse, the player must place one of their own dice there as normal, but it must be showing the agreed or previously obtained value.

**Note:** The die on the potential Neutral Muse or the dice on Mnemosyne (see pg.5) must be the “special” ones, and they must always be placed showing the value of 1.



## Rule changes

- When one or more dice reach 6, the game continues.
- When a die that is showing 6 is increased, either by a dance step or a Muse's Power, the player controlling it replaces it with one of the special dice from their color, starting again from 1.
- Special dice in the game can no longer return to normal (not even by applying Power -1 to them).
- The Swap Values Power can only be applied to 2 dice of the same type (normal with normal, or special with special).

## Game end and scoring

- The game finishes when at least 1 special die reaches 6.
- When comparing dice, each player places theirs in descending order of value and type: if you have dice of equal value, you place the special ones first, before the normal ones.
- Higher values beat lower values as normal. However, if you have equal values between normal and special dice, the special die wins.



## 3. Best of 2 rounds

At the start of the game, the players can decide to play 2 *rounds* and declare the winner at the end of the second round.

### Rule changes

- At the end of the first round, follow the normal rules until the end of the game and continue with the second round.
- At the end of the *second* round, the Company with the highest winning dice value (i.e., whichever won in the *leftmost* column) gets the Golden Sun token, or the Silver Sun token, if it was not awarded in the first round.

### Game end and scoring

Follow the normal rules for winning, with this tie-breaker rule replacing the first one in single-game play:

- In case of a tie, the Company with the highest value token (Golden > Silver > Bronze) wins.



## 4. Mnemosyne

Mnemosyne is the mother of all the Muses, and the protector of memory. It is an additional double-sided tile and provides two different Game Variants.

### Setup (the same for both sides of the tile)

The player whose turn it is places Mnemosyne at the center of the table as the *first tile*.

In 2- or 4-player games, it takes the place of the Neutral Muse which is instead set aside (and, as always, face down in a 2-player game or face up in a 4-player game) and placed as the *last* tile.

For the purposes of the rules, she is considered like any other Muse.

### SLEEPING MNEMOSYNE

When played on this side, Mnemosyne is a simple obstacle.

She cannot carry out any dance steps, neither on her own nor in a group.





## AWAKEN MNEMOSYNE

### Setup changes

During Setup, put all the unused dice on Mnemosyne, i.e., 3 neutral dice in a 2- or 4-player game, or 1 die of each color in a 3-player game.

### Rules

When Mnemosyne completes a dance step, all the dice on her increase in value by 1.

The Powers of the other Muses used on her can only affect the value of 1 of her 3 dice.

### Game end

Awaken Mnemosyne has a Will of Apollo of 3. At the end of the game (or round, if you're playing with the Variant from pg. 4), each die on her that has a value of 3 increases to a value of 6.



## Scoring

In a 3-player game, each die on Mnemosyne is added to the dice comparison of the relative Company of the same color.

In 2- or 4-player games, her dice are instead joined with the die on the Neutral Muse, and all four are counted as if they were a virtual third Company – who can then win the game!

# 5. Dionysian Version

Dionysus represents the divine spirit, the primeval element of the Cosmos, the current of Life that pervades everything. Philosopher Friedrich Nietzsche contrasts the Order of Apollo with the frenzied creative and generative “Chaos” of Dionysus.



When the players decide to play the Dionysian Version of *Dance of Muses*, all the dice that end the game by reaching 6 are then returned to the relevant Muse’s Will of Apollo, completely changing the victory strategies.

The Will of Apollo is not active: the Muses that get it do not increase their dice to 6!

## 6. Tyche

Feeling lucky? Tyche, Goddess of Fortune and Fate, will make your *Dance of Muses* game truly unpredictable! To play this Variant, you will need *DeckKreative*, the randomizer deck with endless uses!

With *DeckKreative*, you can modify existing games and even create new ones! With over 30 random elements on each card, it's known as the "Swiss army knife of creativity".

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## Rules

At the *beginning* of each player's turn, as an optional additional action, they may draw 2 cards from the *Deckreative* deck, observing the values of the D6 die and the name of the Muse (element 9).

The player chooses the value of the die on one card and the name of the Muse on the *other* card. The player will then have two possible combinations.

If the value of the D6 is greater than that of the Muse, the die on that Muse *increases* by 1; if it is lower, the die *decreases* by 1. If it is the same, the die remains unchanged.

- If a die reaches 6 because of an effect by Tyche, the game (or the round, see pg.4) ends as normal.
- If a Muse that is not visible in the game is chosen (because it is a Mysterious Muse), the player must change the value of the die on one of the Mysterious Muses of their choice.
- If the “cocked dice” (i.e., dash) is chosen for the D6, or the same die value on the target Muse, the player may use any Power (+1, -1, or Swap) on any adjacent space, as long as it moves Tyche's own target Muse.

