



# MUSES

## DIVINE INTERVENTIONS

### Rules version 1.0

Divine Interventions is a pack of 6 mini-expansions. Each token represents a different Divinity who intervenes in the Dance of Muses and generates new effects that will strongly influence the game strategy.

By adding the 6 tokens to Mnemosyne and the variants included in the base game, you have 576 combinations of different game variants to enjoy!

Each token can be played on its own or combined. You can combine as many as you like, even all of them!

However, we recommend using the tokens after becoming familiar with the base game, and only introducing a couple at a time, starting with the low-complexity ones.

You will also find some “Scenarios” at the end of the booklet.



# General token rules

## Setup changes

Before beginning the game, first choose which tokens you want to play with and place them within reach but in an area outside of the playing area. This is “Olympus.”

Note: all the tokens (except Apollo/Dyonisus) have a side with summary symbols of their rules. Use this side when they are in Olympus, and the artwork side when they are in play.

## Game flow

At the end of a player’s turn, after having carried out a dance step and potentially using the active Muse Power, a player can take one – and only one – token from Olympus and play it, following its specific rules.

If there is already at least one token in play, that player may instead move one – and only one – token already in play (always at the end of their turn and following the rules specific to that token).



# Single Token Rules

## Zeus

Complexity: low.



This token must be placed in the center of a Muse tile: Zeus will strike her with lightning! As long as a Muse has this token on her, she cannot perform any single or group dance steps. Once in play, this token cannot be removed, only moved.

Note: This token does not prevent other Muses from using their Power on the Muse that has been struck with lightning.

## Poseidon

Complexity: low.



This token must be placed outside the Muses' dance group in play, in one of the four directions (north, east, south, west). No Muse can complete any single or group dance step in the direction in which the token is placed.

Once in play, this token cannot be removed, only moved.

## Eros

Complexity: medium.



This token must be placed between the orthogonal sides (horizontally or vertically, but not diagonally) of two adjacent Muses.

If you want to move one of the Muses, they must move together with a dance step involving at least both Muses and in the direction in which they are bound (horizontally or vertically).

They can never carry out movements that break the base game rules.

### Examples:

- Clio can move towards the right, pushing Calliope, but not towards the left or upwards, where Calliope cannot follow her.
- Urania wants to move upwards, but doing so would separate the two Muses bound by Eros, so she cannot complete this dance step.



## New rule: the corner concept.

The following tokens must be positioned at a corner (maximum one token per corner).

A “corner” is defined as a space made up of the corners of at least 2 Muses that has stable support.

The corners of two diagonally adjacent Muses have a stable support, like in the example on the left.



Better yet those with three or four adjacent Muses.

On the other hand, 2 orthogonally adjacent Muses do not have a stable support, so a token cannot be placed on them.

During the dance step, the tokens placed on a corner stay in the same position they were in before the dance step, in other words, they do not follow the Muse.



As soon as the tokens no longer have a stable support – like in the example on the left – they fall and must be immediately moved to the Olympus area.

## Artemis

Complexity: medium.



When comparing dice at the end of the game, an additional Bronze Sun is awarded to the Company with the most Muses touched by this token. In a game of 2 or 4 players, the Neutral Muse is ignored in the counting. This means that a Company that had only one of its own Muse and the Neutral Muse touched by the token would also receive the additional point.

### Examples of scoring with Artemis:



Terpsichore is Neutral, so the White Company has the majority.



The Orange Company has the majority (3 dice against 2 White and 1 Purple).

## Aeolus

Complexity: high.



At the end of the game, any dice with a value equal to 4 that are on a Muse touched by this token are increased to 6. This is the Will of Aeolus!

When playing with Aeolus, we recommend including Artemis in the game as well.

## Apollo / Dionysus

Complexity: crazy. Only for experts!



When placed in Olympus at the start of the game, this token must show Apollo's side. Whenever this side is showing and regardless of where the token is, the game follows the normal rules.

If Dionysus' side is showing instead, regardless of where it is, the "Dionysian Version" explained on page 7 of the Variants booklet applies. In short: whichever Muses close the game by bringing their dice to 6 will bring them back to their Will of Apollo.

When taken from Olympus and put into play, the player can place this token on whichever side they choose. However, when it is moved or falls and returns to Olympus, the side on which it was placed remains visible.

# Scenarios

Not sure which tokens to choose? Here are some groups that create interesting game scenarios when used together!

## All in the family

Complexity: low.  
Zeus + Mnemosyne (Awaken).

## Love & Thunder

Complexity: medium.  
Zeus + Eros.

## Love is in the air

Complexity: medium.  
Eros + Aeolus.

## The sacred hunt

Complexity: medium.  
Eros + Artemis.

## Dance on the island

Complexity: medium.  
Poseidon + Artemis.

## The perfect storm

Complexity: high.  
Zeus + Poseidon + Aeolus.

## The quest for Andromeda

Complexity: high.  
Mnemosyne (Sleeping) + Poseidon.

## A sibling's quarrel

Complexity: crazy.  
Artemis + Apollo/Dionysus.

**Game design:** Marco Baglioni & David Trambusti (Tanuki Board Games).  
**Art by:** Sara "Sbilemi" Marino. **Editor:** Francis Green. **Art director & graphics:** Giulia D'Urso. **Tile layout:** Beatrice Lenzi. **English Translation & copy editing:** Amaia Wilson Frade, Fiona Gray (Board Game Circus).

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