

# Muse

## ★ RENAISSANCE ★

### Rules of Play

**MUSE: RENAISSANCE** is a stand-alone game that expands the world of **MUSE**: a party game where you use cryptic clues to inspire your friends.

**RENAISSANCE** has a set of fresh Masterpiece cards, and introduces a new scoring system that offers individual rewards for guessing and giving correct clues.

### Game Setup

Each player will **choose one of the 8 colors** and take 6 **Voting Tokens** of that **color** (numbered 1-6).

**Shuffle** both decks of cards.

The **last player** to go to a **museum** will take the **first turn as the Muse** (clue giver).

### Components

- ◆ 54 **Inspiration Cards**
- ◆ 84 tarot-sized **Masterpiece Cards**
- ◆ 48 **Voting Tokens**
- ◆ 108 **Victory Point Tokens**



For a 2-player or cooperative game, refer to the included variant rules supplement card.

# How to Play

## DURING YOUR TURN ...

- 1 ♦ You (the Muse) will draw 1 **Masterpiece card** and 2 **Inspiration cards** *face down*.
- 2 ♦ Choose 1 of the 2 **Inspiration cards** and place the other card on the bottom of the deck. (*If a deck is depleted, reshuffle its discard pile to form a new deck.*)



- 3 ♦ Show the other players the **Inspiration card** you have chosen, and then look at the **Masterpiece card** *without showing it to anyone else*. **Perform your clue**, following the instructions printed on the **Inspiration card**.

- 4 ♦ Draw 5 other **Masterpiece cards**, and without looking at them, **shuffle** the first card into the stack. Lay the cards down in a line, **face-up** for all players to see.

- 5 ♦ Using your **numbered tokens**, place the token *corresponding to the correct answer* **face-down** on the table, in front of the arrangement of cards.

*Player sees 4th card from the left is the answer.*



4 Player chooses **token 4** and flips it *face-down*.

- 6 ♦ The other players will use their numbered **voting tokens** to make their guess as to which **Masterpiece** is correct. They will place their token **face-down** in front of them to show they have decided.

**NOTE:** *The Muse cannot speak or help in any way other than by repeating the clue given previously.*

- 7 ♦ Once everyone has decided, the Muse will flip their token to reveal which was the **correct Masterpiece**. Each player that guessed **correctly** earns 1 **Victory Point**, and the Muse will earn 1 **Victory Point** per **correct answer** (*up to a maximum of 3*).

3 2 4 1 6 2 4 PINK & PURPLE earn 1pt each



2 players **CORRECT** on Green's turn:  
GREEN earns 2pts



- 8 ♦ Once you have completed your turn, **discard** all of the played cards and gather your personal token.

Play passes to the **left** of the previous Muse.

Each player will get 2 **turns** as Muse.

When all players have completed their turns as Muse, add up the Victory Points.

**The person with the most is the winner!**



Two golden thumbs pointing up, one on the left and one on the right, framing the title. The background of the title box is a colorful nebula with purple, blue, and orange hues.

# Two-Player OR Cooperative Variant

**It's simple to play MUSE: RENAISSANCE  
games one-on-one, or cooperatively  
as a group!**

*Instead of distributing or earning  
Victory Points in Step 7 of the  
normal rules:*

Place **correctly-guessed Masterpiece  
cards** into a **group-scoring area**, and set  
**incorrectly-guessed cards aside.**

The group **wins** if they get **five  
Masterpieces correct** *before* they have set  
**three incorrectly-guessed cards aside!**