

SING O MUSE RULES

Strap on your winged sandals and your mirrored shield and tune up your lyre, as you are about to embark on a game of Sing! O Muse!

In this game you will command a Crew led by one of the great Heroes of classical mythology. Your crew will embark on a Quest in which they will overcome Foes and Ordeals, winning Laurels as their names are hung in the stars. Your goal is to be the first player to collect 7 Laurels... but if you and your friends are up for an epic length game you might set your goal at 10 Laurels or even more.

GETTING STARTED

The Quest cards (whose backs say “quest”) should be separated from the Sing! O Muse deck (hereafter called the Muse deck). These two decks will never be mixed together during the course of the game. Put the Quest cards face up, spread out so that players can look at the info on these cards at any time.

From the Muse deck, give each player one purple bordered Hero card and three other random cards. Each player lays their Hero face up in front of them. The player who has the Hero with the lowest Might may take the first turn.

Shuffle the Muse deck and put it face down.

ON YOUR TURN

Each turn, you’ll take 3 actions: Draw cards, play cards, and Quest.

DRAW CARDS: you’ll draw 3 cards from the Muse deck.

PLAY CARDS: Cards are played differently according to their type.

If you draw a Hero (purple), Companion (light blue), or Treasure (yellow), place them face up in front of you. This is your Crew!

Each of these cards will be bringing something to make your Crew stronger. What they bring is determined by the symbols on the cards.

Traits:

Might  a character’s valor in battle – the only trait rated in numbers.

Wisdom  a character’s knowledge and good judgment

Cunning  the ability to outwit or manipulate a foe

Fire ♠ applies to characters who are known to use fire to solve their problems

Shooting 🏹 with bow, spear, sling... even discus!

Flight 🦅 Tip: Don't get too close to the sun!

Instinct 🐾 the understanding of animals

In order to tackle any challenge, you'll want to have at least one character or Treasure with each of these traits and the highest Might number you can muster.

If you've drawn a second Hero, he or she can join your Crew as a Companion. If they do this they count as Companions unless a card says otherwise. Alternatively, you may start a second Crew with a second Hero (but not a third).

Treasures are classified as weapons, armor, shields, baubles and shared treasures, as noted on the cards. A Hero or Companion may possess one weapon, one piece of armor, one shield, and an unlimited number of baubles. Shared treasures belong to the player, not any individual character, and their effects apply to all the characters in that player's Crew(s).

You can have no more than seven characters in a Crew. If you draw a character and there is no room for him or her, you can decide whether to discard that character or one of the other members of the crew.

A Crew can only be led by a Hero. Any additional heroes count as Companions, meaning that any event that affects Companions can also affect a Hero serving as a Companion. It's possible for some Foes, like Amazons, Centaurs, and Dragon's Teeth Warriors, to join your Crew too. In those cases they no longer count as Foes. They too are Companions.

If you drew an Ordeal or a Foe, arrange them in two queues across the table. There can be no more than 5 Ordeals in one queue and 5 Foes in the other. If you are about to place a 6th Foe or Ordeal, you may decide which of the cards that were in the queue before you drew you'd like to discard ("bump") to make room for your new Ordeal or Foe.

Some Ordeals and Foes have striped borders, meaning they're going to function as another kind of card as well. Silver stripes mean the Foe or Ordeal also has a Play Immediately effect which will be described on the card.

If you've drawn an orange bordered **Hold This Card** card, keep it in your hand and hidden from your opponents until you need to use it. You can play this card at any time, even in the middle of your opponent's turn!

Many of these **Hold This** cards are deities. Every deity has two effects – a **Favor** which you would normally bestow on your own **Hero** or a **Wrath** effect you can bestow on an opposing player's **Hero**. Place the **Deity** right-side up beside your **Hero** to indicate the **Hero** has favor. Place the deity upside down (card face up, character's head pointed own) to indicate this **Deity's Wrath** is on a **Hero**.

Any **Hero** can only be affected by one **Deity** at a time, so if a **Deity's Wrath** is placed on a **Hero** who has another **Deity's Favor**, the favor ends and the **Deity** who granted it is discarded. Companions, including **Heroes** and **Foes** serving as **Companions**, cannot earn the **Favor** nor the **Wrath** of **Deities**.

If you've drawn a silver bordered **Play Immediately** card, you should play it immediately. Its effects will be described on the card.

Other than “**Play Immediately**” cards, you can play the cards you've drawn in any order you like.

QUEST: Once you've played your cards, you'll want to advance on your **Quest**. If you have a **Crew** that isn't on a **Quest**, you can choose one of the face up **Quest** cards in the middle of the table (you can't take on a **Quest** that another **Crew** is currently working on) to embark on. Take that **Quest** card from the middle of the table and place it in front of your **Crew**. Choosing a **Quest** is “free” – it does not count as your **Quest** action so once you've embarked, you'll want to tackle the first challenge right away.

Quests usually ask you to tackle a string of **Foes** and **Ordeals**. You must overcome these challenges in the order they appear on the **Quest** card.

If your **Quest** card is telling you to take on an **Ordeal**, look at the queue of **Ordeals**. Each one has requirements. Often these requirements will be a combination of **Wisdom**, **Cunning**, and the other characteristics granted by your **Hero**, **Companions**, and **Treasures**. If you meet the requirements the **Ordeal** card demands, announce to the other players that you are taking on the **Ordeal**. It's possible that one of them has a **Hold This Card** that can stop you. But if not, you overcome the **Ordeal**, discard it from the queue, and mark on your **Quest** card that

you've completed a step. You can use pennies, beads, pomegranate seeds, or whatever you have lying around to mark completion of the steps on your Quest.

Foes are pretty similar, except most Foes require you to have a certain amount of Might to defeat them. Some Foes include the word Requires, meaning you need not only Might but whatever other trait the card specifies. For example, it's impossible to defeat the Hydra without Fire. Other Foes include the word Vulnerable, meaning that if you have a certain trait, the Foe's Might is cut in half. For example, you don't actually need a mirrored shield to fight Medusa – but it makes the task a lot easier! Mark a defeated Foe as a step completed on your Quest as you would for an ordeal.

Sometimes a defeated Foe or Ordeal will become a Treasure, or even Laurels that count towards your ultimate victory. Make sure you hold onto these cards rather than discarding them. Sometimes you may use your Quest action to tackle a Foe or Ordeal which does not advance you on your Quest, just to get these rewards. Doing this counts as using your Quest action for that turn.

In addition to Foes and Ordeals, Quests will sometimes require you to Cross the Sea. You don't need any special cards or traits to accomplish this. Just say to the player on your left, "I'm crossing the sea. Will you stop me?" If that player has a card that can stop you and wants to use it, you are Wrecked and must abandon your Quest! Otherwise, you can move on and ask the next player if they intend to stop you. If no player stops you, then you have Crossed the Sea and can mark it completed on your Quest card.

If you have two Heroes leading two different Crews, only one of them may advance during your Quest action.

When you overcome the last challenge on a Quest, you have completed the Quest and can claim its Laurels. Put your completed quests along with any other cards that grant Laurels into your victory pile.

Sometimes you won't be able to advance on your Quest, often because the queues don't contain a Foe or Ordeal that you're able to defeat. When it's time for you to Quest, you are allowed to do nothing, which we refer to as "treading water".

You also have the option to Withdraw from a Quest. When you do this you may remove some or all of your characters from the Quest. Whether you remove some or all, Withdrawing counts as your Quest action for the turn. If you only withdrew a

few characters (with the intention of moving them to your second Crew) you can place them in their new location when you play your cards next round.

Withdrawing or being Wrecked means that you are no longer on the Quest. Return the Quest card to the middle of the table and remove any progress markers from it. If you want to embark on this Quest again, you'll have to start over.

Sometimes, an Ordeal or Foe will Block your Quest. Put it sideways across your Quest card. Now, any Crew that wants to advance on this quest must be able to overcome the Blocking challenge before they can continue. Overcoming this blocking card takes up your Quest action for that turn but does not count as a step towards completing the Quest. Even if you Withdraw from this Quest and place it back in the middle, the Blocking card stays on it. The Blocking card has become an extra step on the Quest, awaiting any Crew that dares to take it on.

After you've Withdrawn or completed a Quest, your Crew members are between Quests. At this point you can feel free to rearrange these characters, appoint a Hero who had been serving as a Companion to take over leadership of the Crew, pass treasures between characters, split characters between two Crews as long as you have a Hero to lead each one.

LOSING COMPANIONS: Sometimes a card will tell you to discard or transform a Companion. If you are forced to put a Companion in the discard pile, do not mourn, for there are many ways in Sing! O Muse to retrieve a fallen friend from the discard pile, and in any case if the game goes long enough you'll end up shuffling the discards when the Muse deck runs out.

If a character is transformed (into stone, gold, a plant, an animal - it doesn't matter), don't put the card in the discard pile. Just turn it sideways. Some cards might restore your transformed character and there are even ordeals that require a transformed character to succeed. But as long as they are Transformed, characters cannot contribute their Might nor any other traits to the Crew. They don't count towards the seven characters you can have in your Crew. Think of them as luggage.

"Discard/Transform a Companion" means you decide which of your Companions suffers this fate.

“Discard/Transform a Companion at random” means that you must shuffle all the Companions in the Crew, including Heroes serving as Companions, and blindly choose the target.

“Discard/Transform a character at random” means that you must select a random card from all your characters – including the Hero leading the Crew.

If any effect makes you discard or transform a Hero leading a Crew, you may immediately make a Hero serving as a Companion the Crew’s new leader. If any effect makes you discard or transform your only Hero, you may ignore that effect. **EXCEPTION:** If your only Hero learns that he has Killed his Father AND Married his Mother, that Hero is lost and you lose the game.

WAR: If a War breaks out, likely because Ares or Helen of Troy has reared their head, it will be fought between two Crews. If a player has more than one Crew, the Crew with the higher Might is the one that will fight in the War. Make note of whether the characters in this Crew had any Treasures or Favor of any deity that increases their Might, because these will increase their Might in the upcoming battle.

The Crew with fewer characters puts all their characters (but none of their Treasures etc) into a pile. The Crew with more characters makes a pile of an equal number of characters, leaving their lowest Might character(s) aside.

Each player shuffles and flips their characters over one at a time. Each one is matched against a character the opponent has just revealed. The higher Might character (including any weapons, etc. he was carrying at the outbreak of the War) kills the lower Might character. It’s pretty much War, favorite card game of six year olds. Place killed characters in the discard pile. The winner of the duel may take any personal Treasures of the discarded character. Sometimes the two warriors will have equal Might. In this case they fight to a draw. Both characters survive and keep their Treasures.

When all the duels have been resolved, the players count up the Might of all remaining characters, not including those who sat out of the War. Whomever has more Might at the end of the War has won the War. If this was the Trojan War, the winner completes the Trojan War Quest and has possession of the Helen of Troy Treasure.

A War can end in a tie! If this was the Trojan War, the person who drew Helen may keep her but neither side can claim the points for the Quest.

A War does not count as any player's action. After a War, each player involved may distribute and reshuffle surviving characters and treasures (including treasures acquired in battle!) into crews as they see fit and return them to the Quests they were pursuing.

And a couple more rules of thumb

When a card asks for half of a number, always round up.

Some cards will specifically use a phrase like "in this Crew". If such a phrase is not used, assume the instructions apply to the Player and all their Crews.

That's it. Go forth and win your Laurels!

Below is a diagram of a game in progress. Note that the traits of Companions, Treasures and Deities are arranged on the cards so that they can be stacked and the information will still be visible.

