

Muse

* AWAKENINGS *

Rules of Play

Awakenings is a standalone game that expands the world of Muse: a party game where you use cryptic clues to inspire your teammates.

Awakenings introduces a set of fresh Masterpiece cards, 22 all-new Inspiration cards, and a new scoring system that offers better rewards for attempting more difficult clues.

Components

- 84 tarot-sized Masterpiece Cards
- 50 Inspiration Cards

Setup

Divide your group into two or three teams, each team with at least two players. Then, shuffle the Masterpiece and Inspiration decks separately, and place them in easy reach of all teams.

The team with the youngest player takes the first turn.

For a game with fewer than four players,
refer to the included rules supplement card.



How to Play

During your team's turn...

1. Pick one player on your team to be the Muse. Try taking turns as Muse however you like!

2. The team to your left draws 6 Masterpiece cards and 2 Inspiration cards.

3. That team secretly chooses and passes one of those Inspiration cards and one of those Masterpiece cards to your team's Muse.



4. Your team's Muse reveals that Inspiration card, then gives your team a clue to lead you to the Masterpiece card. Your Muse's clue must follow the instructions printed on the Inspiration card.

5. The team to your left takes that Masterpiece card, secretly shuffles it in with the other five they drew earlier, and then lays them face-up for all players to see.



6. You and your team work together and make one guess to discover which Masterpiece card your Muse was handed in step 3. Your Muse cannot speak or help you in any way other than by repeating the clue given in step 4.

7. Your Muse reveals whether your guess is correct or incorrect. If correct, your team claims the Inspiration card and scores the points indicated on that card; if incorrect, the team to your left scores that card instead!

Once your team has completed its turn, discard all other cards used.

If a deck runs out of cards, reshuffle its discard pile to form a new deck. Play passes to the next team clockwise in order.

The first team to score a total of 12 or more points wins.

Resolving Disputes

If more than one player feels that a clue given in step 4 was unfair, we recommend redoing the entire turn. As Muse, you can avoid this by making sure the clues you give are in the spirit of the game!