

MU

Rulebook



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Hello, citizen. You are there to try to get into Mū's elite caste. To test your aptitudes, you and a handful of other chosens will build an exceptional Source City.



Setup

1 Put aside the basic Project cards (the ones with a yellow Source back). Shuffle the Project cards and Building cards separately. Depending on the player count, remove some of these Buildings from the game (see the box below).

Create two separate draw piles, face down.

For your first games, please put the Expert Projects with red numbers back into the box.

2 Give a player board to each player. It should be placed in front of them.

3 Give each player the two basic Project cards with numbers 1 and 2 (in the bottom right corner).

Each player places those beside their board, face up.

4 Put all Source and Outcome tokens somewhere all players can reach.

5 Take the 6 Battle cards, and shuffle them face down. Discard one of them at random (do not reveal it).

Deal the five other at random in three rows, as shown on the picture. There should be 1 card for the first Battle, 2 cards for the Second and Third Battles.

Flip one card on each row.

These five cards will show the rows and columns where Battles will be held this game.



Goal of the game

To win, you need to be the citizen with the most Achievement Points (AP) at the end of the game.



Components

- 60 Building cards
- 40 Project cards (10 basic projects)
- 6 Battle cards
- 75 Source tokens
- 25 double-sided Outcome tokens
- 5 player boards
- This rulebook

5



1 card for the 1st Battle

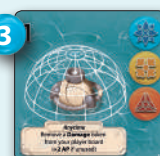


2 cards for the 2nd Battle



2 cards for the 3rd Battle

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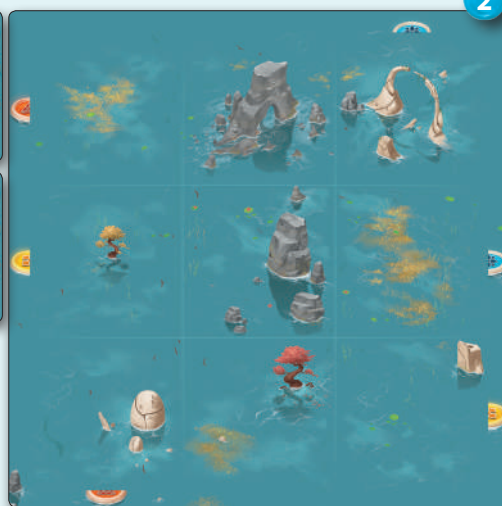
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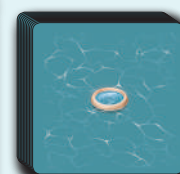
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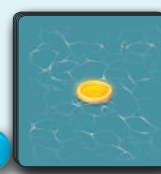
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1



Project cards



Basic Project cards

1



Building cards




- **5 players:** don't remove any Building cards
- **4 players:** remove 2 Building cards of each type from the game (10 cards).
- **3 players:** remove 4 Building cards of each type from the game (20 cards).
- **2 players:** remove 6 Building cards of each type from the game (30 cards).







Important concepts

In Mū, you will build a city with 9 Building cards.




The Buildings are the core of your future city, and are split among 5 types bearing some symbols: **Strength** , **Faith**  and **Food** . On each of the four edges of a building you will find a Source Fragment.

The Project cards and their abilities are an essential tool for the development of your city, and activate through the use of Source tokens – you get those by completing Sources.

After the players erect their third, sixth and ninth Building card, they fight by comparing their respective **Strength**  on the row and column indicated by the Battle cards.


At the end of the game, the players **feed** their city during the **Harvest** and add up their **Faith**  symbols to gain extra AP.

CREATING SOURCES

Each Building card has a Source Fragment on each of its edges. As soon as two Fragments of the same color are combined together, a Source is created and generates a Source token ,  or , of the corresponding color.

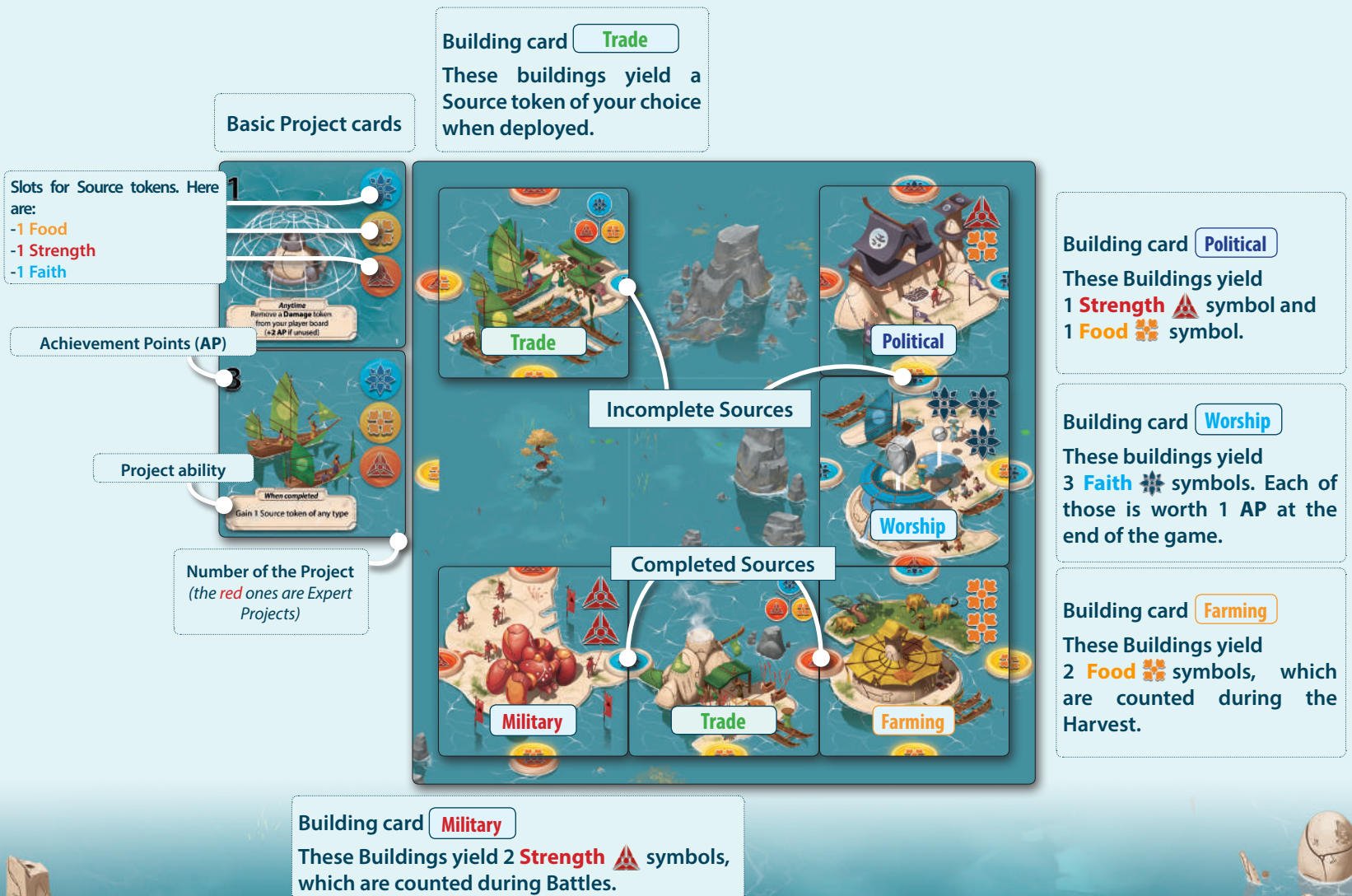
The Source token must be used immediately to pay the cost of a Project card. Otherwise it is lost and discarded.

Sources also give you an edge during the game and at endgame:

Each  Source gives you a **Faith**  symbol. It is worth 1 AP at the end of the game.

Each  Source gives you a **Food**  symbol during the **Harvest**.

Each  Source gives you a **Strength**  symbol in the row and column where they are created. These symbols are used during Battles.





Game flow

A game of Mū is played over 4 rounds:

- 1 Project round,
- 3 Building rounds.

At the beginning of every round, each player receives a hand of 4 cards (Projects for the first hand, then Buildings). These cards are dealt at random.

Each round is split in 3 turns in which the players will play one card from their hands at the same time. At the end of each Building round, one or two Battles take place.

PROJECT ROUND

The Project round has three turns, and each of those is played using this sequence:

1. Choosing 2 cards
2. Playing a card
3. Passing hands

1 Choosing 2 cards

Each player takes their Project cards without showing them to the other players. They choose two cards and place them face down in front of them. The remaining cards are to be put between their left neighbor and them.

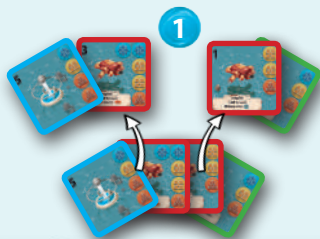
2 Playing a card

Once all the players have chosen their two cards, they play one of their Project cards at the same time. It is put, face up, beside their player board. Their second card should be kept face down in front of them.

3 Passing hands

Each player takes the cards that were given by their right neighbor, and they add that to their remaining card. A new turn now starts.

At the end of the 3rd turn, players will have played 3 Project cards each, and have only one unplayed card in front of them. This card is discarded face down.



1 David has 4 Project cards in his hand at the beginning of the turn (1 Blue card, 2 Red cards and 1 Green card).

He chooses to keep the Red and Green cards, and thus passes the Red and Blue cards face down to his left neighbor.



2 At the same time as the other players, David chooses to reveal the Red card. He puts it beside his own player board and keeps his Green card.

3 He retrieves the cards from his right neighbor and adds them to his hand. He now has a hand of three cards: two from his neighbor and the Green one he kept.

BUILDING ROUNDS

A building round is split in three turns. Each of these is played using this sequence:

1. Choosing 2 cards
2. Playing a card
3. Gaining and allocating Source tokens
4. Project ability trigger
5. Passing hands

1 Choosing 2 cards

Each player takes their Building cards without showing them to the other players. They choose two cards and place them face down in front of them. The remaining cards are to be put between their right neighbor and them during the first and third Building rounds, and passed to the left during the second Building round.

2 Playing a card

Once all players have chosen their two cards, they play only one Building.

- Building cards are put inside the player boards, on an empty space.
- A Building does not have to touch another or the edges of the board.
- You do not have to complete any Sources.
- The Building cards must face the same way, and be "readable". (They cannot be rotated.)

The players keep their second card face down.

3 Gaining and allocating Source tokens

If, when playing your Building, the card matches and creates one or more complete sources with another Building or the edge of the board, it awards the player the Source token(s) of the corresponding color:



A Source token should be allocated immediately on a free space of a Project card the player owns.

If the player has no valid space of that color on their Project cards, the token is lost and discarded.



4 Project ability trigger

As soon as a Project card is activated – when all the spaces are filled with Source tokens, the player immediately benefits from its ability, and from its AP for the final scoring (see The Project cards box).

5 Passing hands

Each player takes the cards that were given by their neighbor, and they add their remaining card. A new turn now starts.

At the end of the 3rd turn, players will have played 3 Building cards each, and have only one unplayed card in front of them. This card is discarded face down.

Game turn example:

1 Bertrand has 3 Building cards at the beginning of his turn: a **Worship**, **Military**, and a **Trade** Building.

He chooses to keep the **Military** and **Trade** Buildings. He passes on the **Worship** card face down to his left neighbor – this happens during Building Round 2. (If it were during Building Round 1 or 3, Bertrand would pass the card to the right.)



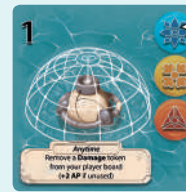
2 Bertrand secretly chooses to play a **Military** card, and reveals it at the same time as the other players. He places it on his player board and keeps the **Trade** Building face down.

3 His **Military** building card allows him to form two Sources:

- A Source with a building he played previously, and a Source with the edge of his player board.
- He gets a **Faith** Source token and a **Strength** token . He must place them on his Project cards.



4 The **Strength** token allows him to activate his Project card #2, and he now benefits from its ability. He needs to resolve it immediately, as written on the card.



The **Faith** Source token does not complete his #1 Project card. He still needs a **Food** and a **Strength** token. He does not benefit from this Project's ability.

5 Bertrand gets the card coming from his neighbor and adds it to his hand. He now has a hand of two Building cards: a **Farming** Building and a **Trade** Building.



Project cards

In order to benefit from the ability (text box) of a Project card, a player needs to activate said Project with as many Source tokens as shown on the card.

The keyword above the ability tells when the ability should be triggered.

When complete: as soon as the Project card is completed.

Anytime: this ability may be triggered once per game, when its owner wishes to.

Endgame: the ability is resolved only during the final scoring – this is mostly extra AP.

The Project cards also yield APs (indicated in the top left corner). Those will be counted at the end of the game.

BATTLES

At the end of each of each of the Building rounds, one or two Battles trigger.



Refer to the Battle(s) according to the current Building round. Start with the face-up card.




A Battle card shows a row or a column of the player boards, where a Battle will take place. All the players sum up their **Strength** symbols on this row or column.

The **Strength** symbols come from the **Strength** Sources , from the **Military** Buildings and from the **Political** Buildings.

The player with the most **Strength** symbols is the winner of this Battle. They take a victory token . They keep it beside their board and will score it during the final scoring.



The player with the lowest number of **Strength** symbols  loses this Battle and takes a Damage token  token, which he places against his player board, facing the column or row where the battle took place.


In case of a tie for Victory  or Damage , all tied players take a Victory or Damage token. If all players have the same **Strength**  – even no **Strength** at all, they all take a Victory token.

Note: once the face-up Battle card has been resolved, **flip the second Battle card** (except during the first Building round, where there is only one Battle card to resolve) and resolve it in the same fashion.

The players are at the end of the second Building round, and will start the first Battle of the second row.

On the face-up battle card, symbols indicate the first Battle takes place in the central row.

Building Destruction

As soon as a player has a Damage token  on a row **AND** on a column, the Building at the intersection of those is **destroyed**.


Note: at this point you may use your Project #1's ability – provided the project is complete.

Put the Damage tokens on this Building's symbols. These Damage tokens cannot be used to destroy another Building. If more than one Building may be the target during the same destruction, only one Building will be destroyed (the choice is left to the owner).

If the intersection of the Damage tokens is an empty space, put the Damage tokens on the empty area. Whenever a Building card is put there, it is immediately destroyed.



In both cases, a destroyed Building loses its type and symbols. However, it still retains Sources and the ability to form complete Sources.




Sylvain already owns damage tokens onto his center row and bottom row, and just lost a Battle in the rightmost row. He must choose where to put his Damage tokens.


*Either on his **Worship** Building, which cancels the three **Faith** symbols  on this card. He would put the Damage tokens onto these symbols.*



- Or on the bottom right space of his board. He puts the Damage tokens there and the future Building that is going to be build will be immediately destroyed as it comes into play. Sylvain will not benefit from the symbols, and from the Building's type. (However he is still able to create Sources with it.)





Johan counts the number of **Strength** symbols  he has on his Battle line, for a total of 5 .

His opponents have less **Strength** on their center rows: 2  for Sylvain, 4  for Bertrand and 2  for David.

As Johan is the **strongest**, he gains a Victory  token. This will be worth 3 **AP** at the end of the game.

David and Sylvain are the players with the least **Strength** symbols . They both take a Damage token  they put against their game board, facing the center row.

Note: The  symbols show two **Strength** sources  that are not counted, because they do not belong to the center row, which is evaluated in this fight. They respectively belong to the right and left column.

Once this Battle is over, the players flip the second Battle card of the second row face up and proceed to resolve it in the same fashion.



HARVEST AND FINAL SCORING

After the two Battles of Building Round III, players proceed to **the Harvest**.

Each player counts the number of **Food** symbols 🍷 they have collected with their Buildings, Projects and Sources, and compares that to how many undamaged Buildings they have.

Each **Food** 🍷 supplies a Building. Each supplied Building is worth **1 AP**. If players have extra **Food** 🍷 after supplying all of their Buildings, each extra symbol is worth **2 AP**.



David has 10 **Food** symbols 🍷 in his city. The **Farming** Building at the bottom right yields no **Food** 🍷 since it has been destroyed. David still has the **Source** he created with it, yielding 1 **Food** symbol 🍷. With his 10 **Food** symbols 🍷, he can feed his 8 Buildings, which is worth a total of 8 **AP**.

He has 2 extra **Food** symbols 🍷. Each of them is worth 2 **AP**.

For the Harvest, he totals $8+2+2 = 12$ **AP**.

Add up the points you scored for your **Harvest** with:

- 1 **AP** for each **Faith** symbol 🍷 on Buildings and Sources,
- the **AP** value of each completed Project (shown on the top left corner of each card),
- the **AP** of some Project abilities (text box),
- 3 **AP** for each Victory token 🍷.

The player with the most **Achievement Points (AP)** wins the game.

In case of a tie, the tied player who has the most Victory tokens 🍷 wins the game. If there is still a tie, players share victory.

RULES YOU WILL FORGET

- It is always possible to put a building next to another, even if the Source Fragments do not match.
- A Source token must be put on a on a empty matching space found on a Project card. If it cannot be placed immediately, it is lost and discarded.
- A Building at the intersection of two Damage tokens is immediately destroyed.
- A destroyed Building no longer provides symbols. However, it retains its Sources.
- Do not count destroyed Buildings when you feed your population during Harvest.



Project cards clarifications

1. Allows to remove a Damage token that was placed against your player board. Doesn't remove Damage tokens from destroyed Buildings. Put the removed Damage token onto this Project to remember you have used it.
2 / 4 / 5. The earned Source tokens should be immediately placed on a free space of a Project card. Else, they are lost and discarded.
17. If Buildings should be destroyed, this Project allows you to destroy the Building of your choice instead of destroying the Building at the intersection of two Damage tokens.
20. Can be used only once. Can be used when your opponents announce how many **Strength** symbols 🍷 they have.
22. You may put up to 4 Source tokens (of any color) on this card after its cost is paid. Each of these extra tokens is worth 2 **AP**.
26. Each building can only be counted in one pair.
28. You may put up to 4 Source tokens (of one color of your choice) on this card after its cost is paid. Each of these extra tokens is worth 3 **AP**.
29. Incomplete Sources you are able to cover with Source tokens must be mismatched Source halves.
30. Once this Project is complete, you may use your Source tokens from any color to complete your other Projects.





Solo rules

Set the game as if you were playing a two-player game (by removing 6 Buildings of each type).

Take a player board for yourself, and one for the neutral player, who you will control as well. The neutral player plays without any Projects. He will earn Source tokens (their color doesn't matter). Those will have an impact on your own performance.

Project round

Play through the Project round like in a regular game, except that if you should get cards from your neighbor, take those from the Project deck; the cards you should pass are discarded instead.

Building Rounds

At the beginning of each turn, draw two Building cards and put them face up in front of you. Repeat this process once so that you end up with 2 pairs of Buildings. Choose a pair of Buildings, and put one of the Buildings of that pair in your City. Play through the Source token gain and allocation as normal. Also perform the Project triggers if necessary – do all those like in a regular, multi-player game.

The remaining Building of the pair goes on the neutral player's board, on the same space you put your Building on.

If the Building of the neutral player forms one or more Sources, take as many Source tokens (of any color) and put them beside the neutral player's board – his stock.

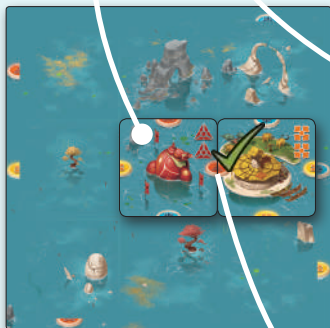
The unused pair of Buildings is discarded.



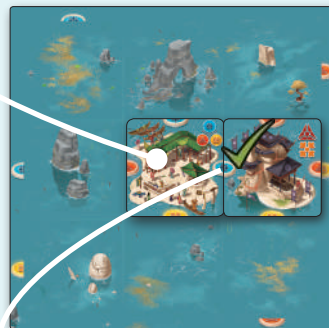
Sylvain chooses the **Military** Building card and places it in his city.

He gains a Source token and puts it on one of his projects. He then places the **Worship** Building card on the same spot on the neutral player's board.

This card creates Source. Sylvain thus places a Source token in the neutral player's stock.



Sylvain's board



Neutral player's board

Battle

Every third card you place (at the end of the 3rd, 6th and 9th rounds), play a Battle with the Neutral player, as you would in a regular game.

Like you, the Neutral player obtains Victory and Damage tokens, and may have his Buildings destroyed.

Harvest

Play through Harvest like you would normally do with multiple players. Then for the neutral player, perform a harvest using **Food** and **Faith** symbols rather than only **Food** .

ONLY count extra symbols for him – the number of symbols above the number of UNDESTROYED Buildings the neutral player has in his city.

Add a Source token to the neutral player's stock for each of these extra symbols.



The neutral player owns 10 **Food** symbols in his city and 6 **Faith** symbols..

His bottom right **Farming** Building yields no symbols as it is damaged; however he keeps his source, creating an additional symbol.

He owns 7 undamaged Buildings in his city.

He has $16-7 = 9$ extra symbols. Sylvain takes 9 Source tokens and places them into the neutral player's stock.

Final scoring (count AP only for you):

- Each **Faith** on Buildings and Sources is worth 1 AP.
- Each completed Project card yields the amount of AP indicated in the Project's top left corner.
- Some Project cards yield additional AP (see text boxes).
- Each Victory token is worth 3 AP.
- Add AP collected during **Harvest**.
- Each (Source and Victory) token in the neutral player's stock makes you lose 1 AP.

Level:

- 50 AP or more** **Stellar.** The leaders are exalted to welcome you into their fold.
- 45 to 49 AP** **Impressive.** Congratulations! This was good thinking, and the execution is flawless.
- 40 to 44 AP** **Good.** Now that's interesting. Maybe a bit conventional, but it is efficient nonetheless.
- 36 to 39 AP** **Average.** There are results, but you lack hindsight to go above and beyond.
- 35 AP and less** **Weak.** You will need much more work and practice if you mean to join the elite caste.