

# Mykerinos

A game for 2-4 players by Nicolas Oury. Condensed rules by Eric Postpischil, <https://edp.org>.

## Introduction

Each terrain-patron tile's terrain side has a land parcel with a 3×2 grid of spaces.

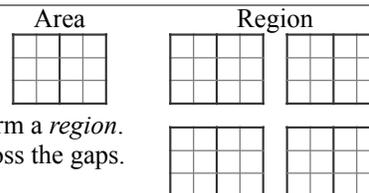
Two terrain-patron tiles abutting by their long sides form an *area*.

In each season, a 2×2 (seasons 1-3) or 3×2 (season 4) array of areas is dealt to form a *region*.

Areas are separated slightly for visibility but spaces are nonetheless adjacent across the gaps.

Spaces are also adjacent across the cartouche in the center of each tile.

35 of the 36 tiles show a patron on the back, also shown in the cartouche. The 36<sup>th</sup> is blank.



## Setup

Put the board on the table, off-center to allow space for tiles.

Randomly give the first-player marker to a player.

Randomly put a patron marker (disk with colored shape) on each patron circle around the Museum (numbered 1-5).

Randomly rotate (180°) and shuffle the terrain-patron tiles, either side up.

Give each player the 3 marker disks and 25 cubes of one color.

- Each player puts 1 marker disk in score 0, 1 off the board by the passing track, and 1 in front of them.
- Each player puts their 25 cubes aside as a reserve. (Their personal stock starts empty.)

## Play

Play four seasons. In each, do the New Season, Excavate, and Survey phases below. Then do game-end scoring.

### New Season

In seasons 1-3, deal 8 tiles to form a 2×2 array of areas, terrain-side up. In season 4, deal 12 to form a 3×2 array.

With 3/4 players, each player adds 11/8 cubes to their personal stock from their reserve, adding to any leftovers.

- When their reserve is exhausted, they take no more cubes this season, and there is no compensation.

### Excavate

Clockwise from the first player, each player performs one of the four actions below.

Continue until all players but one have passed, after which that last player may take one more action.

#### Start a new excavation

Put a cube from your personal stock onto an empty space (no pyramid or cube in the space).

#### Extend a pre-existing excavation

Put a cube from your personal stock onto an empty space orthogonally adjacent to a space already containing one of your cubes, then put a second cube from your stock onto an empty space orthogonally adjacent to the first cube.

#### Pass

Put your marker disk on the lowest-numbered empty space of the passing scale. You take no more turns this season.

- Unused cubes in a personal stock are held for the next season and do not diminish the cubes added each season.

#### Appeal to a patron

Tilt one of your untilted tiles and use its patron's power. Tiles may not be combined in one action.

- **Lady Violet:** Add a cube from your reserve to your stock and start or extend an excavation.
- **Lord Lemon:** Start or extend an excavation as normal except one (only) cube may be put onto a pyramid.
- **Sir Brown:** Put a cube from your personal stock in an empty room in the Museum:
  - Put a cube in any empty "2" or "3" room or in an empty "5" room adjacent to a room where you have a cube.
- **Mrs. Blackmore:** Start a new excavation and extend it with a second cube from your stock onto an empty space orthogonally adjacent to the first.
- **Colonel Tangerine:** Extend an excavation and put a third cube from your stock onto an empty space orthogonally adjacent to the second.

#### Survey

Evaluate each area, starting with the top row and proceeding left to right within each row:

- Rank players by most cubes in the area. Break ties by earlier passing. Players with no cubes do not participate.
- The first and second player(s), in order, may take one of the two tiles composing the area or may move a cube from their reserve (never from anywhere else) to the museum, as with Sir Brown, above.
  - When a player takes a tile, they gain the points shown on the tile and turn it patron-side up for future use.
- The third and fourth player(s) may take one of the tiles composing the area if any are left.
- Move cubes that were in the area to the players' reserves before going to the next area. Discard unclaimed tiles.

Give the first-player marker to the last player on the passing scale. Empty the passing scale.

Untilt tilted patron cards.

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## Game End

### *Exhibition at the Museum*

The tile with no patron scored 5 points when taken and scores nothing more at the end of the game.

For each tile each player has, score the best available of:

- 5 points if the player has a cube in the “5” room of the tile’s patron,
- 3 points if the player has a cube in the “3” room of the tile’s patron,
- 2 points if the player has a cube in either of the “2” rooms by the patron’s wing, or
- 1 point.

Additionally, for each series of five different patron tiles, score 5 points.

Most points wins. Break ties by most cubes in personal stocks. Further ties are shared.