

MUSEUMS IN PLAY

A game by Anna Vila and Guillem Coll

Illustrated by Roser Matas



8-99



2-4



20 min

A game for 4 players

Expandable to 5 by obtaining the free bonus card
when visiting other museums in the Network

GAME COMPONENTS

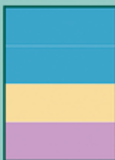
The game includes 102 cards



78 piece cards
Artworks or
antiquities
for your
personal
exhibition



4 zone
scoring cards
To calculate
points



11 objective
cards
Showing which
pieces help you
win



4 zone cards
Indicating
where each
museum's
location



4 help cards
With useful
information for
playing



1 ticket card
To determine
the starting
player each
round

OBJECTIVE OF THE GAME

Each player tries to collect the best pieces to create a museum exhibition and achieve the highest score.

- The game ends when each player has 16 pieces in their personal exhibition.
- The player with a higher score wins.

Each piece card has two characteristics:

- **Frame color:** there are 4 colors, indicating the museum the piece belongs to (the territory where it is located).
- **Symbol:** There are 5 types of symbols, based on the museum's category:



Heritage



Archaeology



Art



Industry and
Craftsmanship



Social and
Natural
Sciences

GAME SETUP

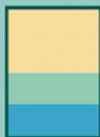
1. Shuffle the piece cards and place them face down in a pile at the center of the table.
2. Flip over as many cards as there are players +1 (e.g., if there are 4 players, place 5 face-up cards). This is the market.
3. Lay out the zone scoring cards in a row.
4. Shuffle the zone cards and randomly place one on each scoring card.
5. Deal 2 objective cards and 1 help card to each player.
6. The player who has visited the most museums in the past month starts and receives the ticket card.
7. Once the first player chooses a card for their exhibition, the turn passes to the player on their left.

Regarding the objective cards

Ways to complete an objective card:



Vertical
Blue - Green - Yellow - Yellow



Vertical
Yellow - Yellow - Green - Blue



Horizontal
Yellow - Yellow - Green - Blue



Horizontal
Blue - Green - Yellow - Yellow

GAMEPLAY

The game lasts 16 rounds. In each round, each player:

1. Takes one card from the market and places it in their personal exhibition.
2. Once all players have chosen a card, the leftover card is discarded (this is the market card).
3. Refill the market with new cards.
4. Pass the ticket card to the player on the left (this player goes first in the next round).

When the 16 rounds are over, points are counted.



PLACING CARDS IN THE PERSONAL EXHIBITION

- Each player has a 4x4 grid (like a board).
- Only the first card can be placed anywhere within the grid.
- Once a card is placed, it cannot be moved.
- New cards must touch another card on one of its sides (top, bottom, left, or right).
Diagonal placement is not allowed.
- Cards cannot be placed outside the 4x4 limit.



SCORING POINTS

Once finished the end of the 16 rounds, points are counted in three ways:

1 Points from personal objectives

- At the start of the game, each player has two objective cards with a sequence of 4 colors.
- If at the end of the game a row or column follows the order of the colors, you earn points:



12 points
if you complete
both objectives.
5 points
if you complete
only one objective.
0 points
if you complete none.



- You can rotate the objective card to better match your exhibition.

2 Points from symbols

- 4 points for each row or column without any repeated symbols.

3 Points from color zones

- Each color zone has assigned points.
- To count, the cards must be connected by a side (not diagonally).
- The player with the largest connected group of the same color wins that zone's points.
- If two players tie, both receive the points.

Example scoring



A player could have the following points

- 
- 12 points for personal objectives.
 - 16 points for rows/columns without repeated symbols.
 - 9 points for color zones.

TOTAL: 37 points

The player with the highest score wins.



In case of a tie, the player with the highest zone scoring card wins

