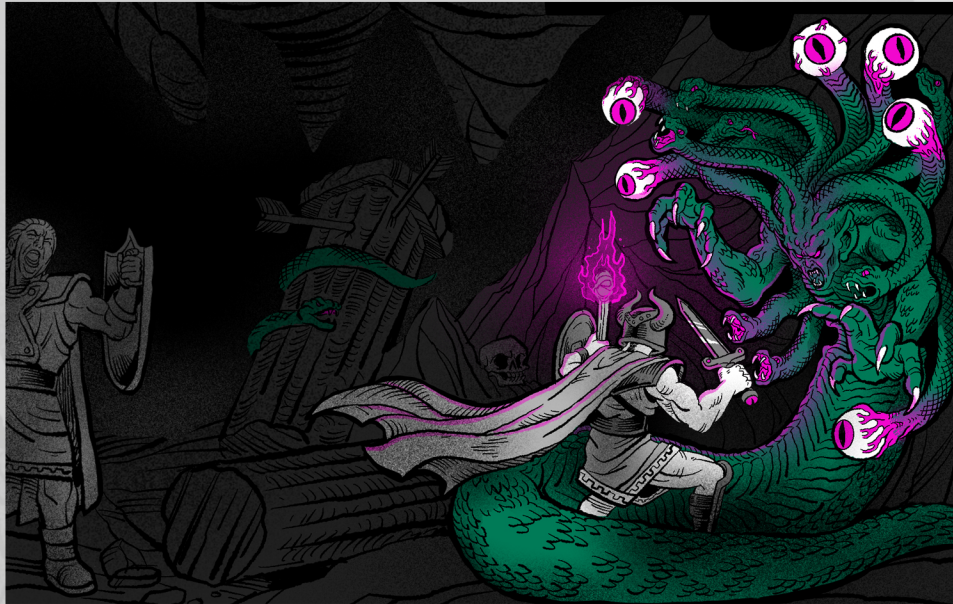


MICRO
MENUSA

Rule book



MICRO MEDUSA

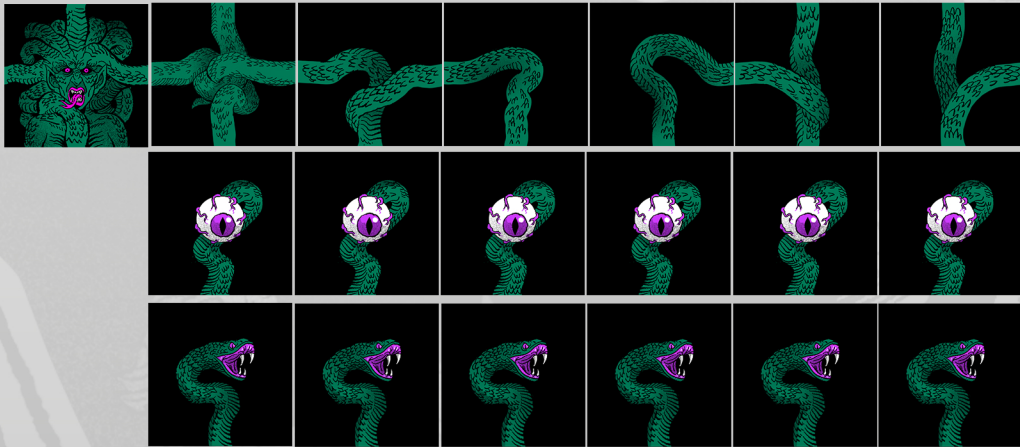


You are a Champion sent by royalty to claim the head of the feared and fabled Medusa. Through a long and arduous trek, you make your way to the monster's den, remembering the bard's fable, warning of the Gorgons stare that turns intruders into stone. The torchlight dims as the sound of a thousand deafening hisses fills the lair, you steel your will, and brace to tangle with the mighty Medusa!

Micro Medusa is a terrifically tense and tiny tile-laying battle game for 2 players. One player is Medusa, trying to extend their serpentine tress and defeat the intruding Champion. The other player is the Champion, who is charged with using their equipment, and cunning wit to anticipate Medusa's next move. Cut them down without being turned into stone.

Components

19 Medusa tiles - 1 head, 6 Snakeheads, 6 Eyeballs, 6 Snake Sections

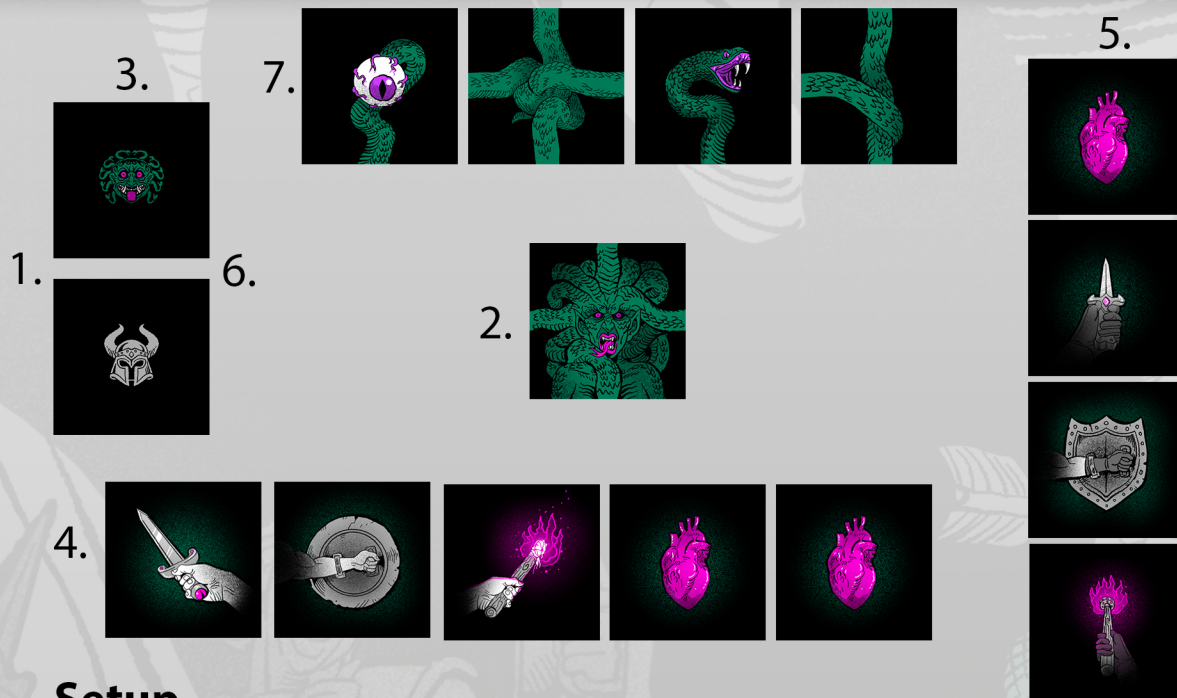


9 Champion tiles - 2 Blades, 2 Shields, 2 Torches, 3 Hearts



Micro Medusa Rules Booklet





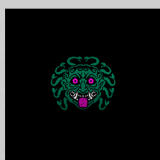
Setup

1. Choose which player will be Medusa and which will be The Champion.
2. Place the Medusa's head tile in the center of the table.
3. Flip all other Medusa tiles face-down and randomize them, then keeping them facedown, create a stack of Medusa tiles.
4. Set the Champion's Active Equipment tiles (1 Blade, 1 Shield, 2 hearts, and a Torch) in front of the Champion. Leave them face up.
5. Place the Champions' Reserve Equipment tiles (1 Blade, 1 Shield, 1 Heart, and a torch) face-up within reach of the Champion.
6. Deal one random Medusa tile from the stack, into Medusa's hand; keeping it hidden from the champion.
7. Reveal four Medusa tiles from the Medusa stack placing them face-up on the table.

It's time to battle!

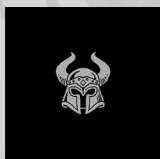
Objectives

Players have multiple and different win conditions



Medusa

1. Connect 3 Snake heads to Medusa's head.
2. Turn all the Champion's hearts into stone by exposing them to 3 Eyeballs.
3. Connect 3 or more snake sections from Medusa's head to a Snake head or Eyeball.



The Champion

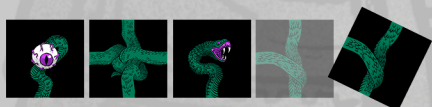
1. Sever and capture 3 Snake heads off of Medusa.
2. Block all open Snake Sections, closing forward progress for Medusa.
3. Survive long enough to see Medusa run out of tiles.

On your turn.

Each round will consist of one Drafting Phase followed by two turns. Each turn will consist of the Battle Phase, and the Reveal Phase.

Drafting Phase

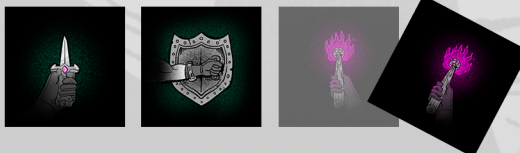
As a reminder, the drafting phase only happens once per round.



Medusa- Draft one of the revealed Medusa tiles from the market. Every time you draft from the revealed Medusa tiles, immediately replenish it with a new one from the facedown Medusa tile stack. Then draft a 2nd revealed tile, being sure to replenish it with a new one, leaving 4 revealed tiles on the table. Once Medusa has 3 tiles (including the hidden tile drawn during setup), Medusa's draft ends.

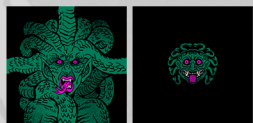
Champion

The Champion will draft one Reserve Equipment tile, adding it to their Active Equipment for this round.



All drafted tiles are public knowledge before being concealed in preparation for the Battle Phase

Battle Phase



Medusa Medusa goes first. Place a tile from your hand face-down and adjacent to Medusa's head or an open Snake Section connected to Medusa's head.



Champion The champion will respond by choosing 1 tile from their Active Equipment, playing it face up adjacent to the face-down Medusa's tile in play.

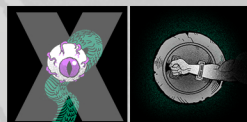
Reveal Phase



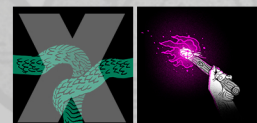
Once both players have placed their tiles, Medusa reveals the face-down tile in play to resolve the combat. During the reveal the player playing Medusa must rotate Medusa's played tile to connect all the tresses to existing tiles. Outcomes will vary depending on what tiles were played.



Blade - If the revealed Medusa tile is a Snake head, remove the Snake head from play, it is now considered “captured”. If the Champion captures 3 Snake heads they win! Otherwise, the Snake head tile remains face-up as part of Medusa’s objective. As a reminder, 3 Snake heads that resolve in play means Medusa wins.



Shield - If the revealed tile is an Eyeball and the Champion has played the Shield, they prevent Medusa's stare from turning you into stone. Flip the Eyeball tile over to permanently block this space. Otherwise, the Champion flips one heart to the stone side. . If all the Champion hearts in their Active Equipment are turned to stone, Medusa wins.



Torch- If the revealed tile is a Snake Section, you singe the flesh of Medusa's reptilian appendage. Flip the Snake Section tile over to permanently block this space. Otherwise, this Snake Section tile remains face-up allowing Medusa to grow and possibly overtake the Champion. If Madusa can connect 3 Snake Sections to the head or an Eyeball, Medusa wins.

Regardless of the results, The Champions Tile will remain on the field until the end of round. Players will repeat the Battle and Reveal Phase for one more turn, then end the round (each player will have placed 2 tiles each in a round)

When the round ends, determine if there is a winner. If there is no winner, the Champion returns the drafted Reserve Equipment, resetting their Active Equipment and Reserve Equipment to what it was at the start of the game. Medusa tiles remain in play. Then a new round begins, Continue rounds until a winner emerges.