

Mus

4 players

40 cards

Difficulty: Hard

Duration: Long

Win betting rounds across four categories to earn stones for your partnership.

SETUP

- 4 players in partnerships use a 40-card Spanish deck.
- Deal 4 cards each; 3s count as Kings, 2s count as Aces.
- Players may request Mus to discard and redraw before betting.

SCORING

- Bets are paid in stones; 5 stones make one Amarreko.
- First team to reach the agreed Amarreko count wins.
- Raised bets earn more stones than base bets.

Tip: Learn partner signals and coordinate bluffs as a team for maximum effectiveness.

ON YOUR TURN

- Bet on Grande (highest hand), then Chica (lowest hand).
- Bet on Pares (pairs/trips) and Juego (closest to 31).
- Partners may signal each other and bluff during betting.

Mus is a renowned Basque card game for four players in partnerships, considered one of Spain's national card games. It combines elements of poker-like bluffing with a unique multi-phase betting structure across four different scoring categories within a single hand.

Objective

Working with your partner, win betting rounds across four categories—Grande, Chica, Pares, and Juego—to earn stones. The first team to accumulate enough stones wins the match.

Setup

1. **Players:** 4 players in two fixed partnerships.
2. **Deck:** A 40-card Spanish deck where 3s count as Kings and 2s count as Aces (effectively creating four Kings and four Aces each).
3. **Deal:** Each player receives 4 cards.
4. **Mus phase:** Before betting begins, players may request 'Mus' to discard and redraw cards. Any player can refuse by saying 'No Mus.'

Gameplay

1. **Grande:** Betting on who has the highest hand (highest card values).
2. **Chica:** Betting on who has the lowest hand (lowest card values).
3. **Pares:** Betting on pairs, three of a kind, or double pairs.
4. **Juego or Punto:** If any player's cards total 31 or more, they play Juego (betting on who is closest to 31). Otherwise, they play Punto.
5. **Bluffing:** Partners may signal each other using approved gestures and may bluff about their hand strength during betting.

Scoring

- **Stones:** Bets are paid in stones. Small bets earn one stone; raised bets earn more.
- **Amarreko:** 5 stones make one Amarreko.
- **Game victory:** The first team to reach the agreed number of Amarrekos wins.

Variations

- **Mus with 8 Kings:** The standard variant where 3s and 2s are treated as Kings and Aces.
- **French Mus:** Adapted for use with a French-suited deck and slightly modified rules.

Tips and Strategies

- Learn to read and use partner signals effectively. Coordinated bluffing is the heart of advanced Mus play.
- Know when to fold in weak categories to save your betting capital for categories where you hold strong cards.

Tips & Strategy

Partnership coordination is everything. Master the signaling system and learn to bluff as a team. Knowing when to challenge and when to fold separates good teams from great ones.

The four-category structure means almost every hand has some value. A weak Grande hand might be a strong Chica hand, so evaluate your cards across all categories before betting.