



How to Play Mus



A Beginner's Guide

- Deal cards, one at a time, until everyone has four cards.
- The person to the right of the dealer begins talking.
- Teams decide if they want to go **mus** or **mintza**.
- Once a team says **mintza**, the game begins.



The Order: 12 (K), 11 (Q), 10 (J), 7, 6, 5, 4, 3, 2, 1 (A)

Place your bets!



I accept your bet. We'll compare cards at the end of the hand.

I do not accept your bet. The other team takes 1 point.



The Order: 1 (A), 2, 3, 4, 5, 6, 7, 10 (J), 11 (Q), 12 (K)

Place your bets!



If everyone in a round goes paso, the person with the best cards at the end gets one point.



Do you have pairs?



Place your bets!



Types of Pairs

- Pareak (2 of a kind) -- 1 point
- Mediak (3 of a kind) -- 2 points
- Dobleak (2 pairs) -- 3 points



Do you have jokua?



Place your bets!



The Order: 31, 32, 40, 37, 36, 35, 34, 33

Each card has the value of its corresponding number with the exception of the face cards which are all worth 10 points.

31 is worth 3 points.
All other jokua is worth 2 points

PUNTUAK

If nobody has jokua, teams bet on who has closest to 31.
Pundia is worth one point.

