

MÜ & more

a collection of
5 card games:

Contents

60 cards in 5 colors each with 12 cards:
each card has a number from 0 to 9
(there are two each of 1 & 7 in each color!),
and has a value of 0, 1 or 2 points.

number
value



rules for these 5 different games

MÜ

tactical trick-taking
game for 4-6 players
(best with 4 or 5)
aged 12 and up
length: 1 hour

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Wimmül

trick-taking game
where each player
estimates how many
tricks he will take,
for 3-6 players
aged 8 and up
length: 40 min.

page 13

Safarü

card catching game
for 2-4 players
(best with 2 or 4)
aged 10 and up
length: 10 min.

page 20

The last panther

anti trick taking
game for 3-8 players
(best with 3)
aged 10 and up
length: 40 min.

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Rummü

card laying game
for 3-6 players
aged 8 and up
length: 1 hour

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for 4-6 players (best with 4 or 5) aged 12 and up

Overview

Mü is a trick-taking game. Before the first trick of each hand, there is an **auction** to determine who will choose trump. Players bid by placing cards face up on the table. At the end of the auction, the two players who have bid the most cards become the **chief** and **vice**, and each chooses one type of card to be trump.

After all tricks have been taken for the hand, each player scores the number of points shown on the cards he has won. In addition, the chief and his partner may score bonus points. However, when the chief bids many cards in the auction, it may become more difficult for him to win enough tricks to get the bonus points. If the chief and his partner fail to take enough tricks, the chief will lose points!

Preparation

Deal Choose a dealer, who shuffles all cards thoroughly and deals all cards face down, one at a time to the players.

Auction

Bidding Starting with the dealer and going clockwise around the table, each player may bid by placing cards from their hand face up on the table. The number of cards is the bid!

Small steps Bidding normally lasts over several rounds, with players possibly adding to their bids each round. On a player's turn, he may bid as many cards as he wants, but never so many that his total bid is more than **one card higher** than the **previous high bid**. Thus, if a player is the highest bidder, he may place only one card. This is also true for the dealer who may only start the bidding with one card. If he does place one card, the next player to bid may only place two cards, and so on.

Passing Instead of placing a card, a player may pass. On his turn in a later round, he may again place cards.

Underbid Later bids need **not** raise, nor even tie the previous high bid. Players may overbid, underbid, or tie the highest bid as they choose.

Anna	Beate	Conny	Dagmar	Emma
R6	pass	Ye8	Gr1 B11 ¹⁾	pass ²⁾
R2	B19 ³⁾	Gr9, R5	pass	R8
R9	pass	pass	Gr8, Gr7	pass
pass	pass	pass	pass	4)

Example 1: this is a typical auction. Anna opens with one card, Beate passes, Conny places one card, staying in the auction without raising the bid. Dagmar¹⁾ raises the bid by playing two cards. Emma could now play up

to three cards, but passes²⁾. In the next round, Anna places one card to match Dagmar's bid. Beate chooses to enter the auction, but with just one card³⁾ (an underbid), and so on. In the last round, Emma is not allowed to bid⁴⁾ as she was the first of all players to pass in turn order. Thus, the auction is over.

Auction end The auction ends when all players pass **in turn order** with no intervening bids. The players leave the cards they bid face up on the table. During the taking of tricks, they may play them as they would any card from their hands.

Chief and Vice

Chief After the auction, if one player has bid (placed) **more cards than any other player**, he is the chief.

Example 2: after the auction above, Dagmar is the chief.

Stalemate If, after the auction, no **single** player has bid the most cards (two or more tie with the most), the hand ends in a stalemate.

The players who tied with the most cards bid each scores **5 points** for each card bid. However, the among the players tied with the highest bid who bid last (not passing) loses **10 points** for each card bid! The hand ends immediately and the players record their points (see Recording below).

Example 3: Had Dagmar in example 1 placed only one card on her last bid and then all (including Dagmar) passed in turn order, Dagmar would have lost 30 points. Anna and Conny would have scored 15 points each. Beate and Emma would have scored no points. If all players pass in the first round, no points are scored or lost, and the players start another hand.

Vice If there is no stalemate, the hand has a chief and continues. The vice is the player with the **second-highest** number of cards bid. If several players are tied for second, the one among them with the highest numbered card is the vice. If there is still a tie, the tie is broken with the second

highest numbered card, then the third highest, and so on.

Example 4: In example 1, Conny is vice, as both she and Anna both placed 9 as their highest cards, but Conny's second-highest card is 8 while Anna's is only 6.

No vice In the rare case that no vice can be found (several players have the second-most cards bid and the same numbered cards), there is no vice. There is also no vice if the chief is the only player who bid.

Choose trump _____

Vice First, the vice (if there is one) chooses one **kind** of trump. The chief will choose second.

Color/number A player must choose as trump either one **color** (e.g. red) or one **number** (e.g. five). The player (either vice or chief) **must** choose from the colors and numbers he placed as **bid cards**.

Example 5: after the auction in example 1, Dagmar must choose green, blue, 1, 7, or 8 as trump.

Chief The chief now chooses trump, but unlike the vice may also choose to select no trump. In this case, there is only the vice trump, or, if there is no vice, there is no trump at all. If the chief chooses trump, his trump is higher than the vice trump. He makes this clear by declaring, for example, "Green over red", when he chooses green and the vice has chosen red.

The chief team

Partner The chief now chooses from among his fellow players a partner for this hand. The cards others bid during the auction may help him decide who to choose, but he may **not** choose the vice as his partner. The chief and his partner are known as the chief team.

The **number** of cards the chief bid determines the number of points the chief team must take in tricks: the **more cards bid** by the chief, the **more points** the chief team must take. The number of points needed is shown in the table below.

Team goal																
players	cards bid by the chief														points in the game	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14		15
4	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
5	24	27	30	33	36	39	42	45	48	51	54	57	-	-	-	60
6	20	24	28	32	36	40	44	48	52	56	-	-	-	-	-	60

Example 6: in example 1, Dagmar bid four cards. As she is playing in a five-player game, her team must take 33 points.

Tip: a player will want to bid to be chief or vice when he has many cards of the same number or color. It also helps to have other strong cards.

Players bid to be chief or vice, but also to invite the eventual chief to select them as his partner! For the last, players will find the underbid very useful as the chief will always be interested in a strong partner with his trump. Bluffing is not often useful, as it will discourage future partnerships.

When a player has the position of chief in sight, he should make his bid based on the strength of his cards and the strength of his potential partner. A player who bids too low will seldom be chief and, when he is, give away points he could earn.

Playing the game

First lead The chief starts by playing any one of his cards. The first card played to a trick determines the color **led** to the trick.

Cards A player may play cards either from his hand or from the cards **he** bid that are **face-up** on the table. The players each play one card to each trick in clockwise order.

Same color On a player's turn to play a card to a trick, he must play a card of the color led to the trick if he can (from his hand or the table). Which card of the color is up to the player. If the player does not have that color, he may play any color he wants or play a trump.

Trump color The chief and vice trumps combine together for **one** single large color (even when one or both trumps are numbers) called the trump color. Thus, chief trump can be played when vice trump is led and vice versa. If trump is led, players must play trump to the trick if they can.

If, for example, the number 6 is chosen as trump, the red 6 is not a red card, but is of the trump color.

Trick A trick is won by the player who played the card with the **highest number** on the trick of the color led. If, however, one or more (or all) players played trump to the trick, the player who played the trump card with the highest number wins the trick. The winner takes all the cards and places them face-down on the table before him.

Trump & rank Chief trump cards are **always** higher than vice trump cards. (e.g. chief trump 0 is higher than all vice trump cards). Within a color, follow normal number rankings to determine the highest card. When several cards of the same number are played, **including trump**, the first played is always higher than later played.

Double trump In a game with a color and a number as trump, a card with both the color and number of trump is a double trump and higher than all other trump. When the numbers 7 or 1 are trump with a color as the other trump, there are two double trumps!

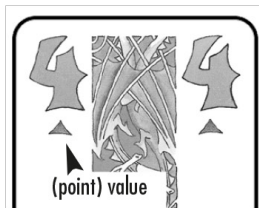
New lead After a player wins a trick and takes the card, he leads (plays the first card) to the next trick (as long as the players still have cards in their hands or bid cards on the table).

Hand end When all hand and bid cards have been played, the hand ends.

Scoring

There are two scores:

Single score Each player scores the sum of the values (the 0, 1 or 2 triangles on the cards) of the cards he has taken in the tricks.



Team score Add together the sums of the players on the chief team. If this total is equal to or greater than the **team goal** (see table on page 6), the team has **achieved** their goal. Otherwise, they have **failed** to reach their goal.

Achieved goal										
Chief trump	chief's bid (number of cards)									
color	1	2	3	4	5	6	7	8	9	10+
1, 7	-	1	2	3	4	5	6	7	8	9+
0, 2-6, 8, 9	-	-	1	2	3	4	5	6	7	8+
no	-	-	-	1	2	3	4	5	6	7+
Bonus	10	20	30	40	50	60	70	80	90	100

The bonus earned by a team that achieves its goal is based on the size of the chief's bid and the type of trump he chose.

The hand is worth more bonus points when the chief bid more cards and when he chose a trump with fewer cards. The chief and partner **both** score the bonus points shown on the table for achieving the goal!

Example 7: Had Dagmar (from example 6) with a bid of four cards chosen a color as trump, the bonus for both he and her partner would be 40 points (if they achieved the goal of taking 33 points in tricks together). If she had chosen the number 1 as trump, the bonus would be 50 points.

Failed goal When the chief team fails to achieve their goal, the players check the team goal table (page 6) to find the highest bid that they would have achieved with the points they took. If they took fewer points than a bid of 1 requires, use 0 as the bid. Then calculate the difference between this bid and the chief's actual bid. Each player **not** on the chief team scores 5 points multiplied by this difference. The chief loses 10 points multiplied by this difference. The chief's partner scores no points (neither gains nor loses points).

players	chief's bid					
	1	2	3	4	5	6
4	30	32	34	36	38	40
5	24	27	30	33	36	39
6	20	24	28	32	36	40

Example 8: Dagmar and Anna (the chief team) in a five-player game with Dagmar's bid of 4, must take together 33 points in tricks. In this hand, Dagmar took 20 trick points and Anna took only 9, for a total of 29. Thus, they achieved a goal for a bid of 2 instead of 4, yielding a difference of 2.

Dagmar loses 20 points (2 x 10), and

Beate, Conny and Emma each score 10 points (2 x 5). Dagmar's partner Anna scores nothing extra, but also loses nothing. If Dagmar and Anna had together only 23 or fewer trick points, the difference would be 4.

Recording

The players record both their single and team points with paper and pencil and add them together, along with points received in previous hands. The game ends when one or more players reach a pre-determined score (e.g. 200 points results in a game of about an hour). The player with the most points is the winner! If the end is not reached, the players play another hand with the left neighbor of the dealer as the new dealer.

Bid	An	Be	Co	Da	Em
4	20	20		-40	
sum	20	20	0	-40	0
5	11	3	22	15	9
7			60	60	
sum	31	23	82	35	9
4	19	13	5	3	20
Red		15	-30	15	15
sum	50	51	57	53	44

Example 9: recording points.

In one column, the players note the size of the chief's bid and the trump chosen by the chief.

The first hand ended in a stalemate with a bid of 4.

In the next hand, the chief team achieved their goal with a bid of 5 and trump of 7.

In the last hand, the chief team failed their goal with a difference of 3.



Have fun!

The authors and publisher thank the many people who helped with playtesting and rule reading.

If you have questions, comments, or suggestions, please write:

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Scoring Overview

Team goal																
players	cards bid by the chief														points in the game	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14		15
4	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
5	24	27	30	33	36	39	42	45	48	51	54	57	-	-	-	60
6	20	24	28	32	36	40	44	48	52	56	-	-	-	-	-	60

Achieved goal										
Chief trump	chief's bid (number of cards)									
color	1	2	3	4	5	6	7	8	9	10+
1, 7	-	1	2	3	4	5	6	7	8	9+
0, 2-6, 8, 9	-	-	1	2	3	4	5	6	7	8+
no	-	-	-	1	2	3	4	5	6	7+
Bonus	10	20	30	40	50	60	70	80	90	100

Lost Game

per difference:

- 10 for Chief

0 for partner

+ 5 for the opponents

Stalemate

per card:

- 10 for the last bidder

0 for highest bidder

+ 5 for everyone else