

# Mü 2-Player Variant

by Don Eskridge

This simple 2-player variant uses a similar setup to 3-player MÜ, which has one fewer color suit and grants the Crown player an early 3-card bonus. In addition to that version, here some cards are revealed which will contribute to the Crown's Team Goal, but not to anyone's personal points. All rules are found below, serving in addition to the main game.

## SETUP

- Lay out the pink Bid tokens which are normally used in a 3-player game.
- Remove all cards of one color from the deck.
- Shuffle and deal 15 cards to both players and then deal 3 cards facedown to a separate stack, called the kitty.
- Deal 6 cards faceup in a row to a side area between the players. These are known as the side cards. They are not owned by anyone and will not move during the game.
- Remove the remaining deck (of 9 cards) from the game, unseen.

1 18	2 20	3 22
4 24	5 26	6 28
7 30	8 32	9 34
10 36	11 38	12 40
13 42	14 44	15 46

## AUCTION & KITTY

The auction is played normally, with the twist that players know the following: during scoring, the points on the side cards will be given to the Crown player for the purpose of meeting the Crown's Team Goal. These points will not, however, be added to any player's personal points. Consider this information as you make your bids in the auction!

Once complete, the Crown player takes all 3 cards of the kitty and puts them in their hand. Then he/she chooses any 3 of their cards in hand to put face-down on their points pile.

## TRICK-TAKING & END

Trick-taking is played normally. Keep in mind that the side cards cannot be played, and that 9 cards will not appear in the game.

Once trick-taking is complete, the Crown player adds the points on the side cards to their own card points to see if their Team Goal was met (but do not add these extra points to your Personal Score). Finish the round, including totaling up all other bonuses. Then play another round or win the game!