

Mü 2-Player Variant

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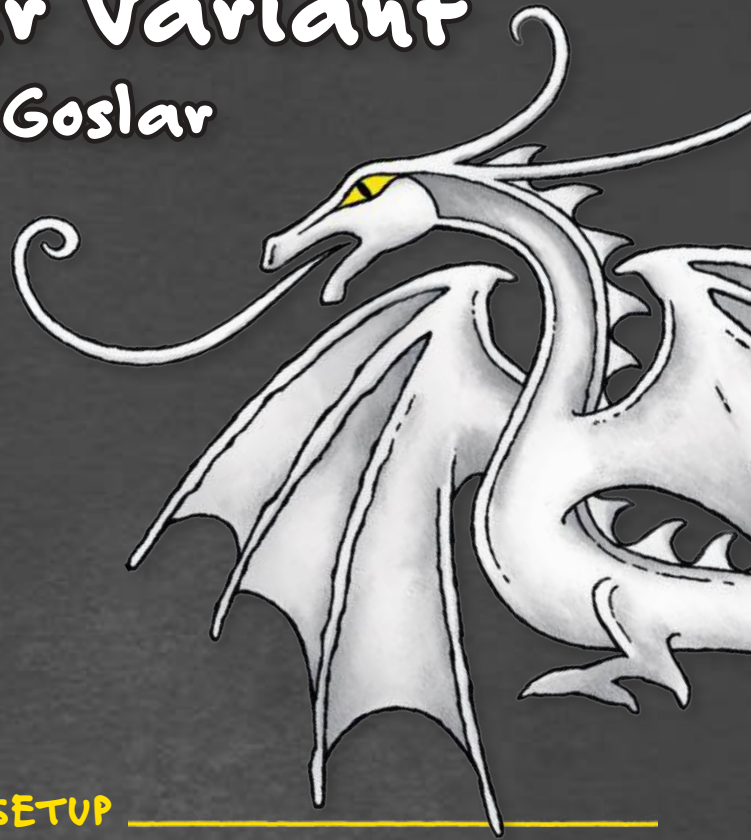
In the spirit of Mü and More, we are happy to present you this 2-player variant. It is inspired by 2-player Skat, involves similar trick-taking, but the setup differs significantly and there is more hidden information in play. The scoring, however, is quite simple!

Like the 3-player version, one deck is removed from the game and the Crown player earns free cards in the form of a kitty. All rules are found below, serving in addition to the main game.

UNUSED COMPONENTS

For this variant you do not need all components of the main game. Please return the following back to the box:

- All cards of one color and its trump token.
(Tip: alternate from game night to game night so that the cards wear out evenly.)
- The Shield Indicator and all Shield Bid Tokens.
- All Olive/Brown Bid Tokens and the Pink Bid Tokens showing 1 to 4 cards.

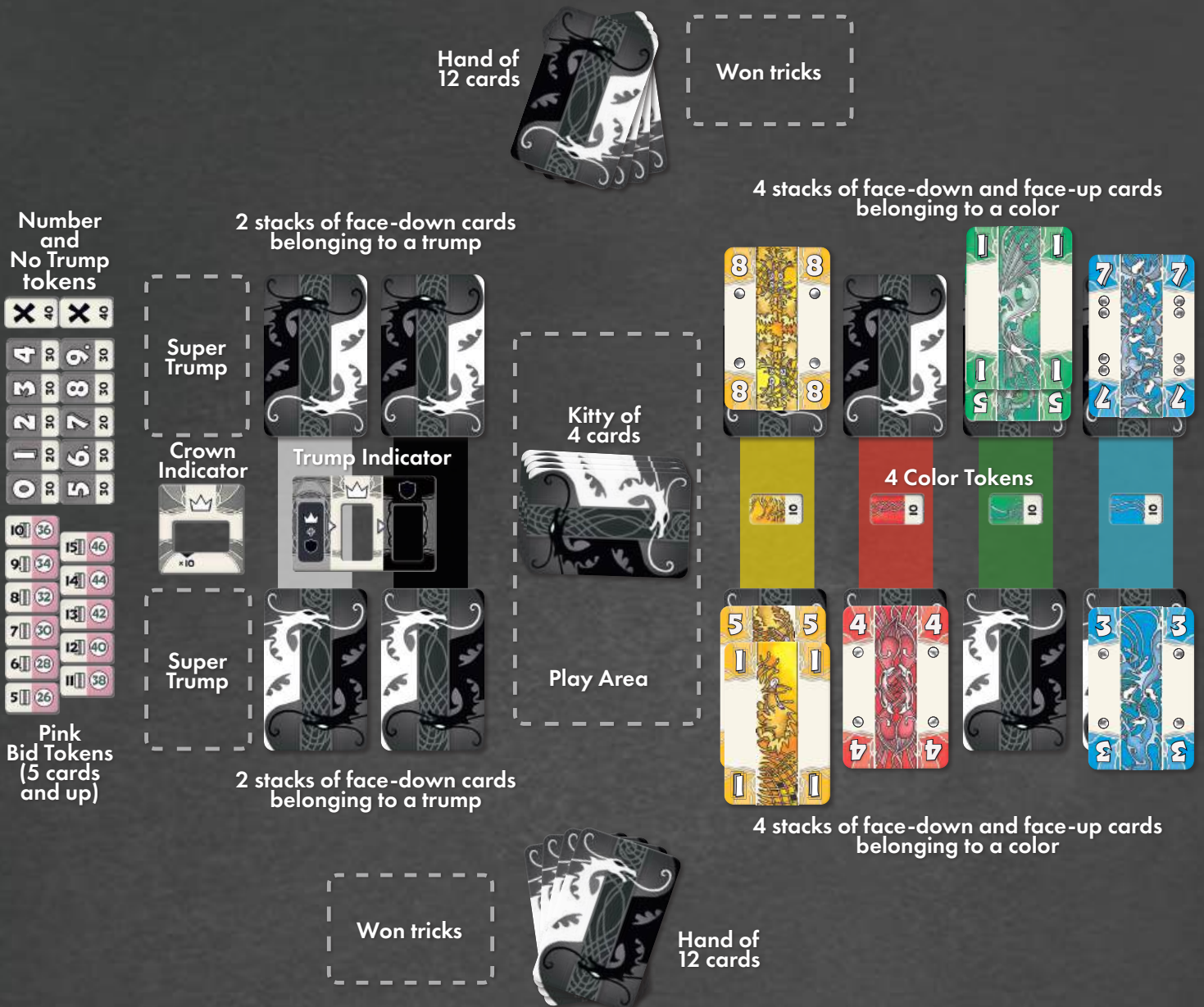


SETUP

1. Place the Number and No Trump Tokens to one side of the playing area.
2. Place the Pink Bid Tokens from 5 to 15 next to it.
3. Line up the Crown indicator, the Trump indicator and the 4 Color trump tokens in the middle of the playing area. Make sure to leave some space between the Trump indicator and the Color tokens for the kitty and play area.
4. Shuffle the deck of 48 cards.
5. Deal 6 face-down cards, lined up in front of each player: Two cards side by side next to the Trump indicator and one card next to each of the four Color trump tokens.
6. Deal 4 additional cards face up to each player. Players review these cards and place them on top of the face-down cards on their side, adjacent to the Color tokens that match the color on the cards.
7. Deal 12 cards face-down to each player as their hidden hand.
8. Place the remaining 4 cards as a secret, face-down kitty in the middle.



Example Setup for 2 players



AUCTION

Starting with the dealer the auction is played normally, with the twist that players play their revealed cards directly onto its color stack on their side.

You are free to move the Crown indicator between you or you can just remember who is in the lead.

After both players Pass in Succession, the **Crown player** places the Crown Indicator in front of themself and slots in the correct bidding token. All your face-up cards, including the 4 dealt in setup, count towards the amount of displayed cards. Face-down cards do not.

The other player becomes the **Shield player**.

Special case: If both players do not display any cards in addition to those dealt during setup, shuffle the deck and deal again.

PICK TRUMPS

- The **Crown** takes the whole **Kitty** to their hidden hand and then chooses any 4 of their cards in hand to put face-down on their points pile.
- The **Shield** chooses the **Minor Trump** by placing a Trump token into the Trump indicator.
 - If **Shield** chose a **Color**, all cards (face-up and face-down) in the column of this color are moved to their side of the **Minor Trump column**. (Now 2 face-down cards will be at the bottom.)
 - If **Shield** chose a **Number**, any face-up cards showing this number are moved by their player to the **Minor Trump column**. Face-down cards stay where they are!
- The **Crown** chooses the **Major Trump** by placing a Trump token into the Trump indicator.
 - If **Crown** chose a **Color**, all face-up cards in the column of this color are moved to the **Major Trump column**.
 - If **Crown** chose a **Number**, any face-up cards of this number are moved to the **Major Trump column**.
- If a **Super Trump** exists (a color and a number are trump), any face up Super trump cards are placed by their player to a (newly formed) **Super Trump column**.

Example (only for one player's side)

1 The Shield player choses "yellow" as Minor Trump and puts the yellow Trump token into the Trump indicator.

Both players move all cards from their yellow column to their Minor Trump column.

2 The Crown player choses "4" as Major Trump and puts the "4" Trump token into the Trump indicator.

Both players move all their displayed "4"s to their Major Trump column.

3 Note, a "yellow 4" would have been moved to the Super Trump column.

Afterwards, the face-down cards in the red and green columns are revealed and sorted appropriately.

- If now any face-down card is not covered by a face-up card, these face-down cards are turned face-up (their player choses in which order) and immediately moved to their appropriate column by their player.

Note: There can be at most 6 columns with face-up cards at this moment and no columns with only face-down cards.

PLAY TRICKS

Trick-taking is played normally, with the following changes:

The active player may play any legal card from their hand or from their face-up display. Any displayed face-up card in a stack can be chosen – you are not limited to the topmost card. Face down cards are not legal.

After each resolved trick, look to see if the top card of a stack is face-down. If so, turn it face-up and move it to its appropriate column (color or trump).

Note: A face-down card may never be played to a trick, even if it is in the color column that has to be followed.

SCORING

As usual, if the Crown fulfils its goal, it wins. If not, Shield wins.

- If Crown wins a game, that player receives 10 points.
- If Shield wins a game, that player receives 5 points.

This replaces the scoring of individual card points and bonuses from the original game.

Play multiple rounds. As soon as a player wins their 30th point, they win the game!

