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.

1. Haundia (Bigs)

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

   Place your bets!
   - paso
   - enbido
   - idoki
   - tira

   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.

2. Txikia (Lows)

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

   Place your bets!
   - paso
   - enbido

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

3. Pareak (Pairs)

   Do you have pairs?
   - BAI
   - EZ

   Place your bets!
   - paso
   - enbido

   Types of Pairs
   - Pareak (2 of a kind) -- 1 point
   - Mediak (3 of a kind) -- 2 points
   - Dobreak (2 pairs) -- 3 points

4. Jokua (Game)

   Do you have jokua?
   - BAI
   - EZ

   Place your bets!
   - paso
   - enbido

   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.

   Envido
   Idoki
   Envido
   Tira
   Hordago
   Kanta

   To accept a bet
   Compare cards at the end.
   To decline a bet
   The other team takes 1 point.
   To bet the whole game
   Compare cards immediately.