

Dale Walton

# MAKE MUSTER



Kanare\_Abstract



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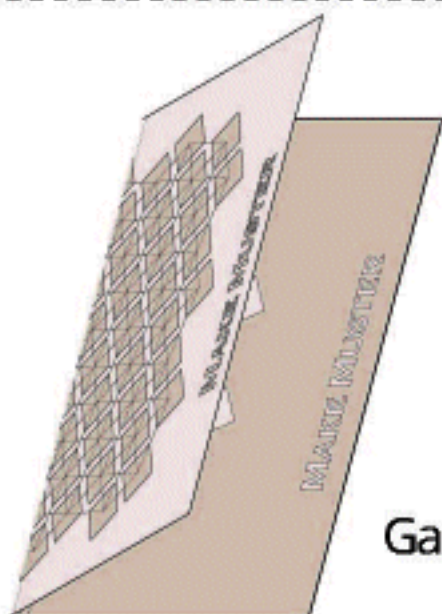
10 - 30



10+

In **Make Muster**, you deploy and muster the discs that represent your troops into one group. However, you must be careful not to let your opponent divide your troops!

## COMPONENTS

Game Board  
×1Navy Disc  
×30Pink Disc  
×30



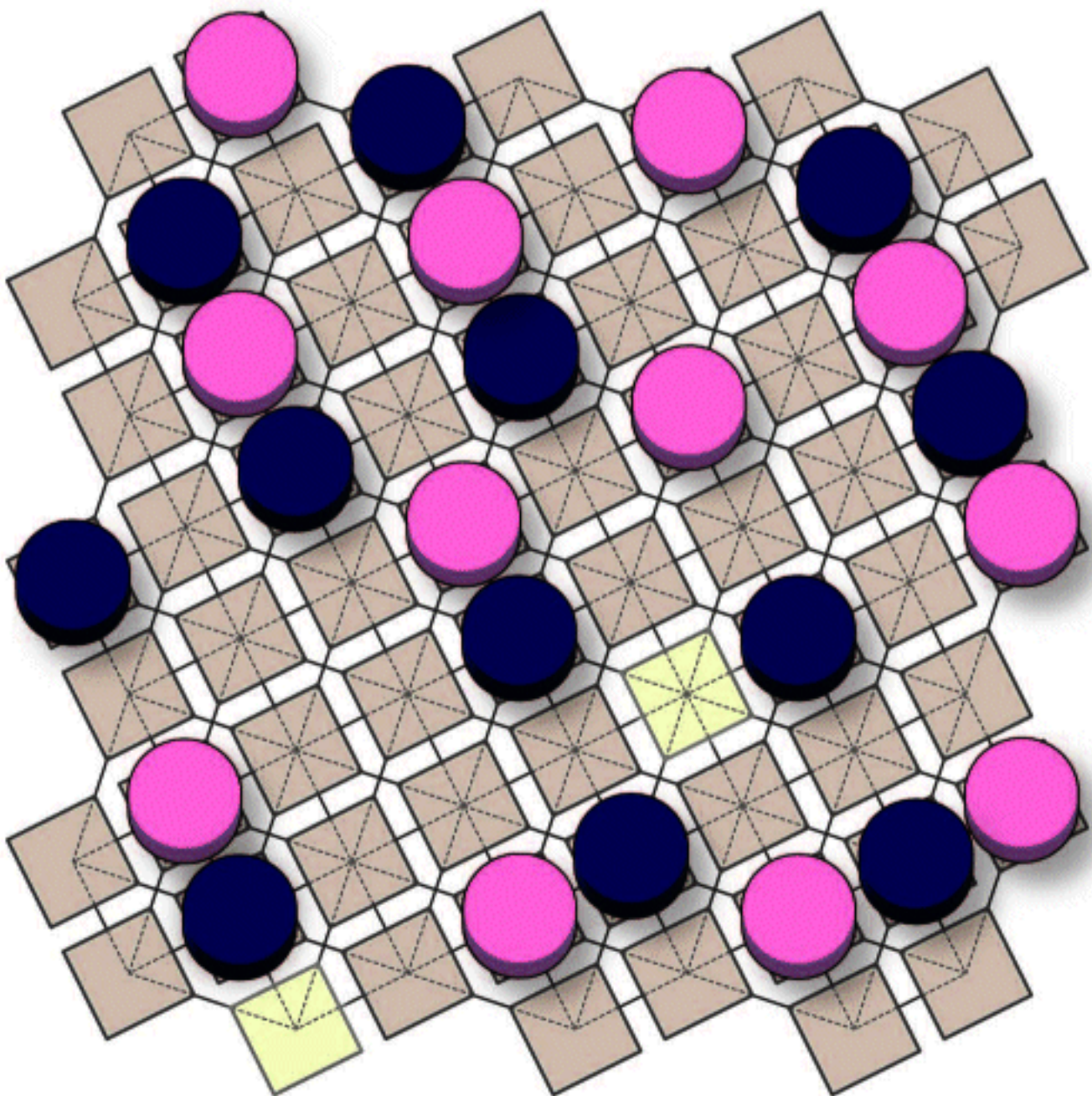
## SETUP

Choose whether to use the play area on the front or the back of the board. Choose the small play area for a quick game. Use the other side of the board for a regular game. Agree on which player will use which color, navy or pink, and receive all the pieces of your color.

## GAMEPLAY

Initially, the board is empty. Players take turns, starting with the navy player. The active player performs one of the actions below. Passing is not allowed.

A) (**Priority**) Place one of your pieces in an empty cell that is not vertically, horizontally, or diagonally adjacent to any of your other pieces. You must choose this action if it is possible to do so.



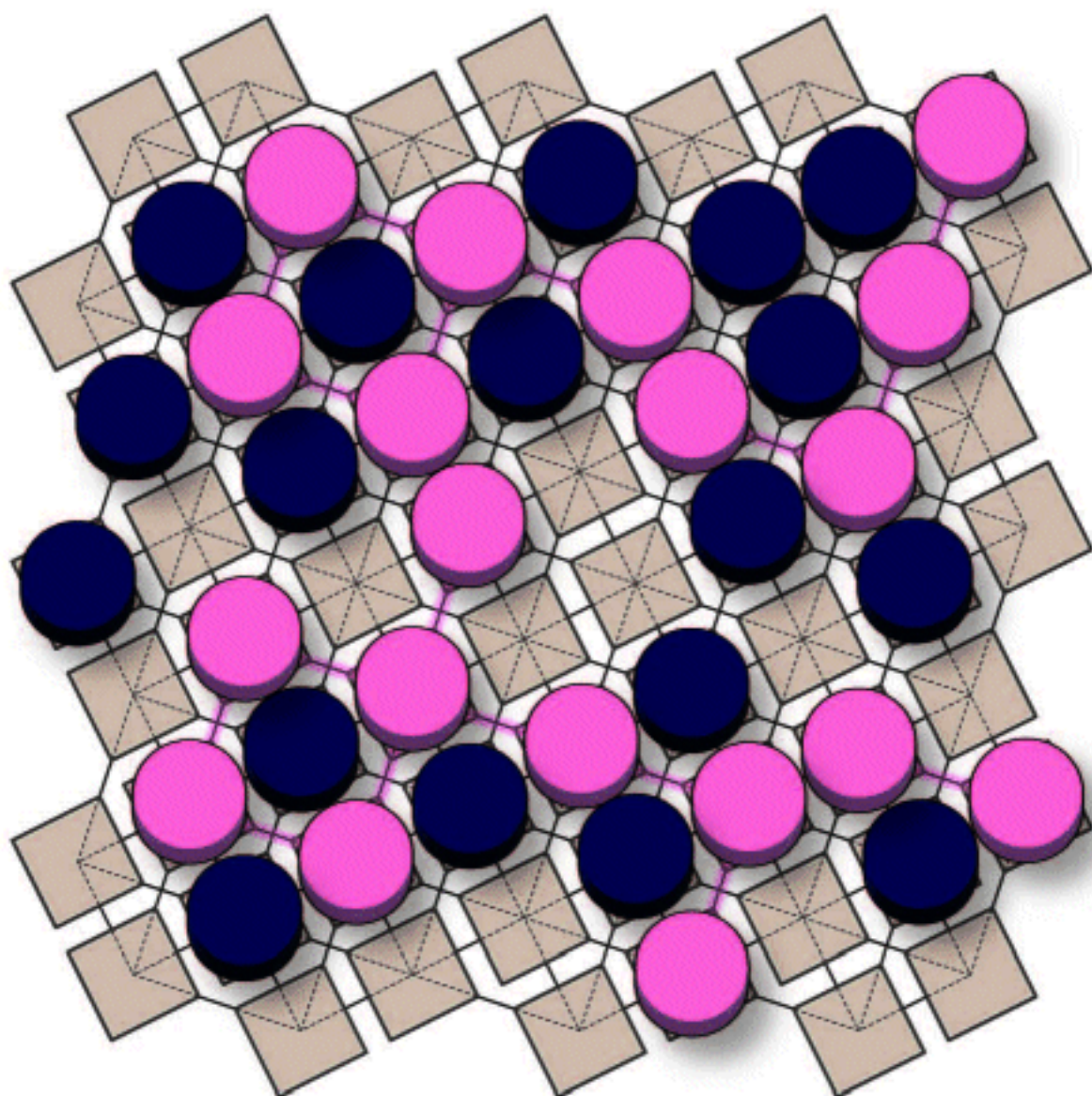
*In this diagram, the pink player must place one of the pieces in either of the highlighted cells. There is no place for the navy player to place their pieces.*

B) If and only if action A above cannot be performed, move one of your pieces on the board one step, either vertically, horizontally, or diagonally. The destination must be an empty cell.



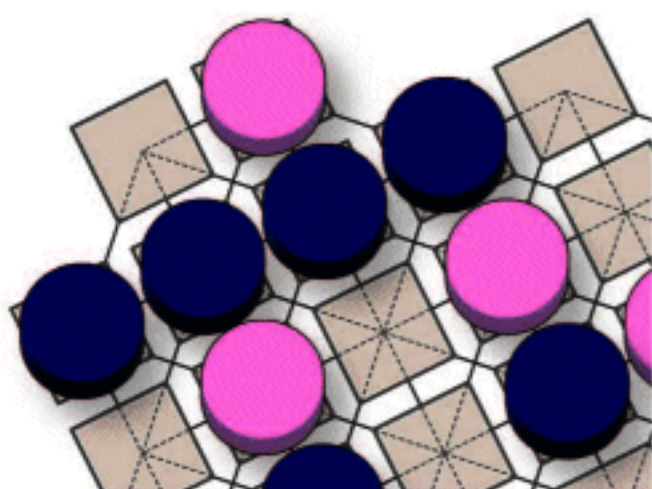
## GAME END

At the end of your turn, you win if all of your pieces on the board are connected as a united group, and there is no room to add more of your pieces to the board.



*The pink player wins because all the pink pieces on the board are connected to each other and there is no room for a new pink piece.*

You can also win by trapping some of your opponent's pieces at the board edge by your pieces or by completely surrounding them with a loop, creating a situation where the opponent can no longer unify with the other pieces.



*Navy wins because the four navy pieces completely cut off the pink piece in the upper left corner.*

It rarely happens, but if the same board position is repeated twice in a row, the game concludes as a draw. If it occurs, switch colors and play again!

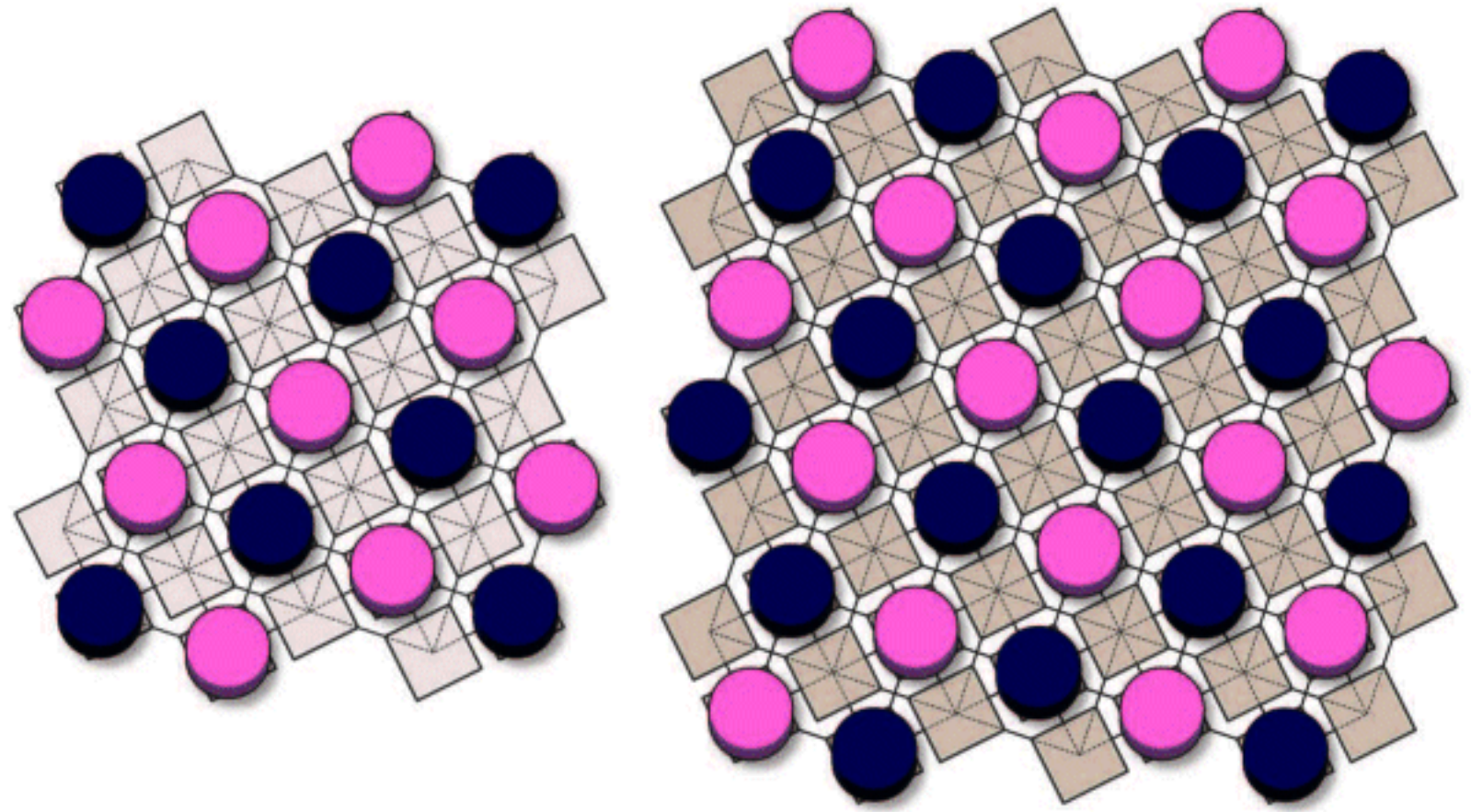
to VARIANT →



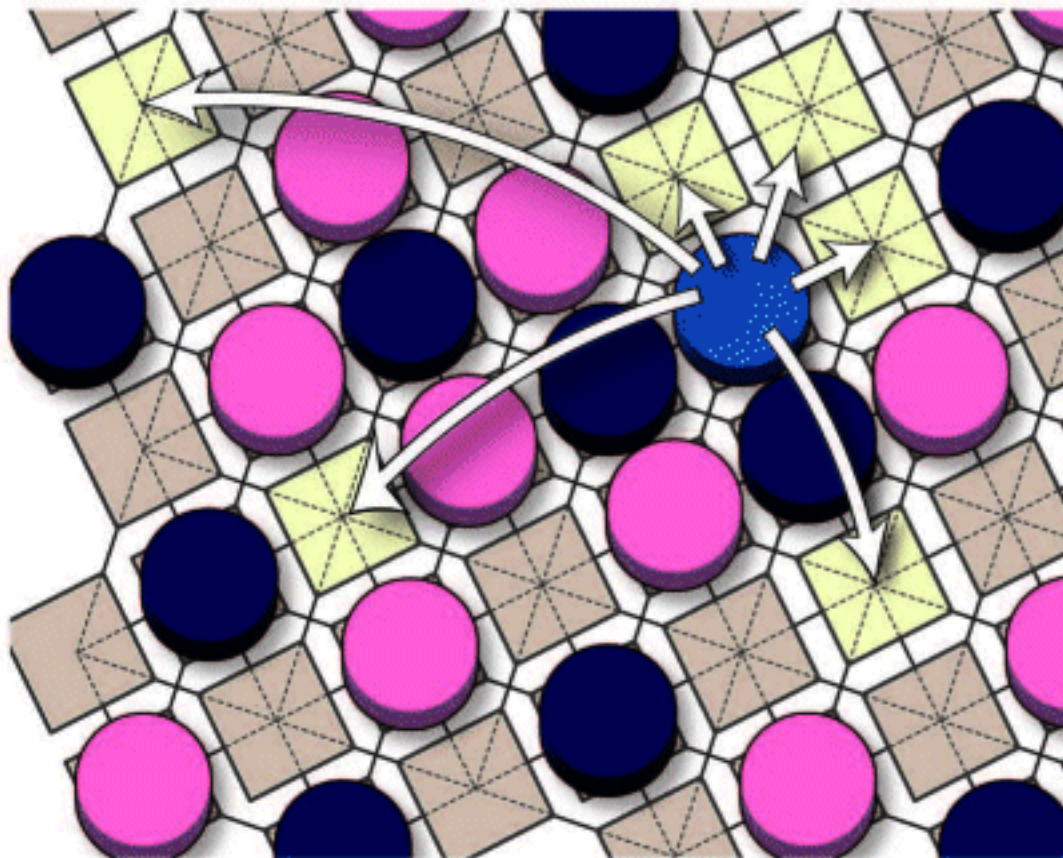
## VARIANT - Muster Up

**Muster Up** is a variant of Make Muster that eliminates the placement action. The pieces are placed in predetermined locations, and the active player only moves the pieces.

The initial placements are as follows:



The active player moves one piece of his/her color. Pieces are moved to adjacent empty cells vertically, horizontally, or diagonally as in Make Muster. In addition to this, pieces may jump over other adjacent pieces or an unbroken row of pieces to land on the first available cell.



*The highlighted navy piece can move to any of the five highlighted cells.*

The objective of the game is identical to Make Muster.

Game design © Dale Walton

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