

# Muso - the animal game

Muso is an abstract strategy game that uses symbols and concepts from the constructed language Toki Pona. Muso is inspired by games like Chess and Xiangqi, but with its own twist. While this document will be sufficient in learning the rules of the game, certain aspects of the game will be left up to interpretation, specifically, the win/lose state and the board layout. In competitive play, a “default” board and win state may be used, but casual games and unique tournaments are encouraged to play with variants in piece setup, board layout, and scoring.

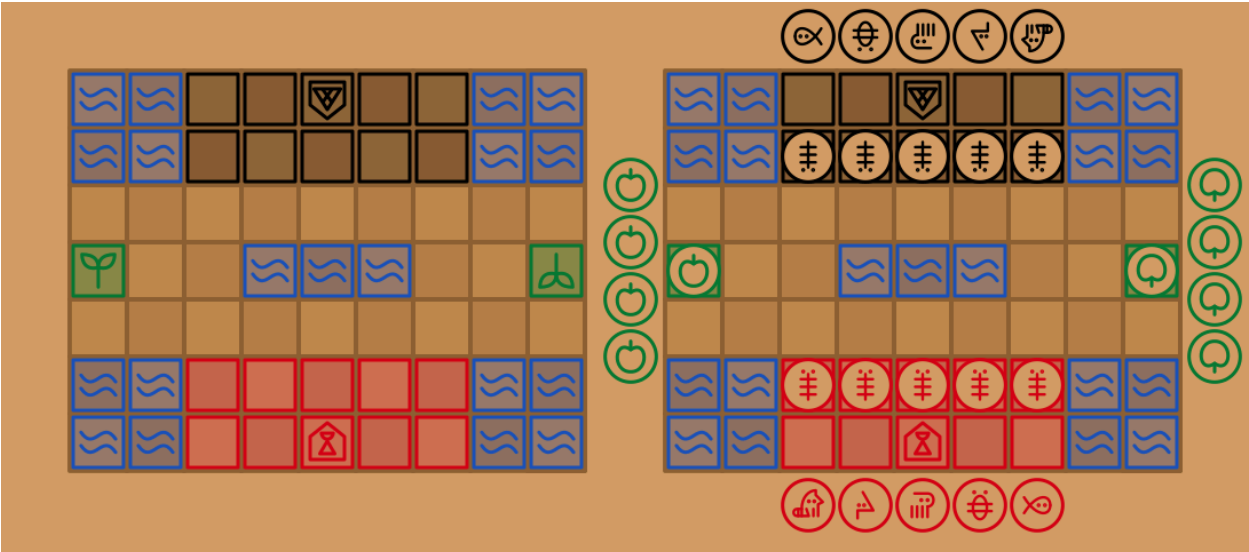
## open - setup

Muso can be played with 2-4 players, with a separate board for 2-player games. The default set of pieces contains the following pieces for each player:

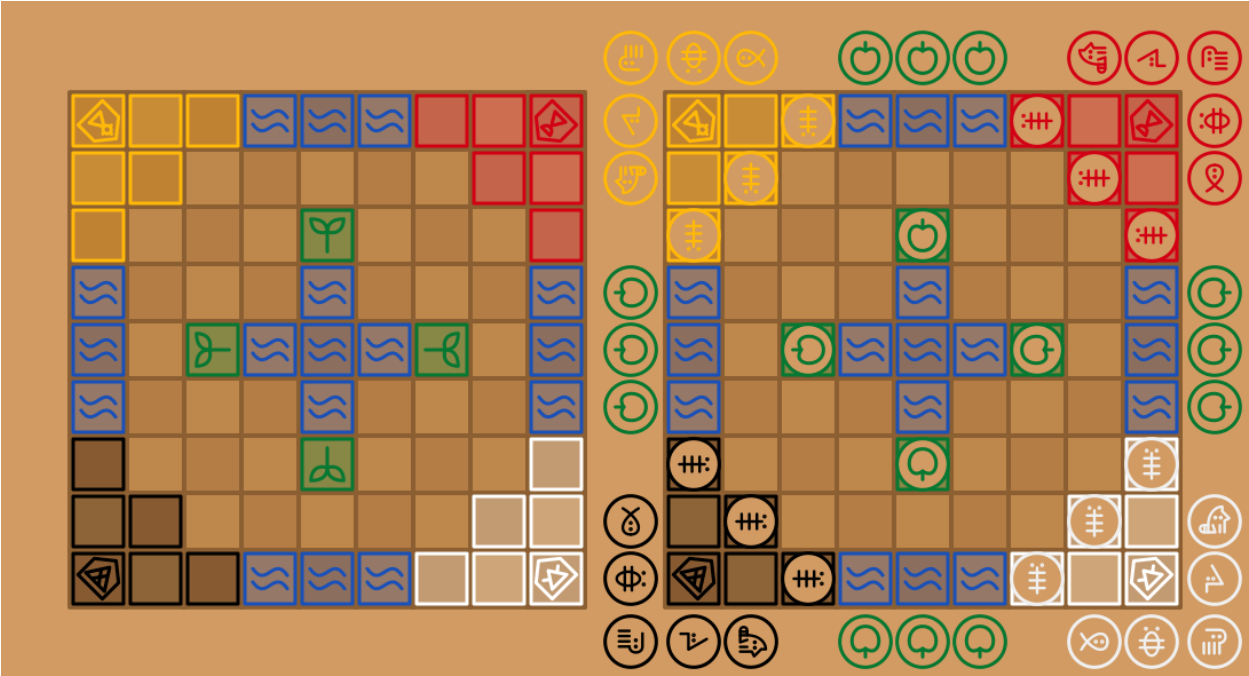
- 5 pipi (bug) pieces
- 2 double-sided waso/kijetesantakalu (bird/raccoon) pieces
- 2 double-sided akesi/kala (amphibian/fish) pieces
- 1 soweli (land mammal) piece
- 3 kili (plant) pieces, all of a neutral color

To set up, start by placing the pipi of each player along the outer edge of their corresponding *home areas*, the spaces on the board of a player’s color. Place 1 kili onto each open *kasi space*, and stack the remaining kili next to the board, with a unique stack for each *kasi space*. For a longer or shorter game, additional kili may be added or removed.

One player (red by default) fills the remaining open *home area* spaces with their remaining pieces in whatever order they choose, with a maximum of one piece per space. Players repeat this in clockwise order until the last player has completed their setup, and the game begins. The first player who placed their pieces makes the first move.



default empty board (left) and opening positions (right) for 2 player games



default empty board (left) and opening positions (right) for 3-4 player games

### board space name reference

| home area | home space | telo space | kasi space | kili |
|-----------|------------|------------|------------|------|
|           |            |            |            |      |

## musi - play

On each turn, players may *move* a piece or *trade* for a new piece if possible.

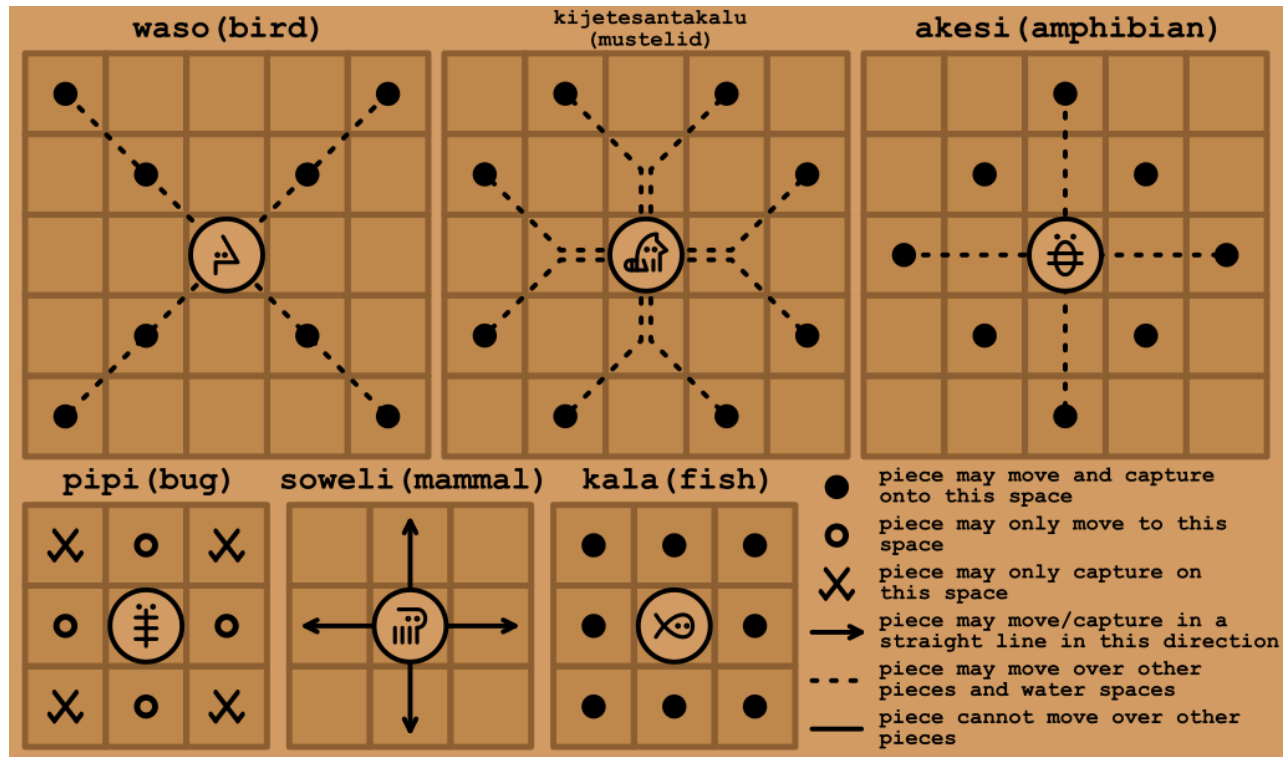
For movement, move one piece according to its pattern on the [piece movement reference](#)

- Pieces may *capture*, landing on an enemy piece and removing it from the board.
- Pieces may *stack move* onto another piece of the same color, or onto a kili, leaving the moving piece stacked on top.
  - Stacks can have a maximum of 2 pieces. Any move that would result in a stack of 3 pieces is illegal.
  - Only the top piece in a stack can move. It may *carry move* the bottom piece along with it, or *move* without the bottom piece. A *carry move* is **always** according to the pattern and allowed moves of the top piece, regardless of what piece is underneath.
  - A stack of 2 pieces can capture a single non-stacked enemy piece. This is called a *carry capture*.
  - When capturing a stack of pieces, only the top piece is captured. the bottom piece remains on the board. This piece is now *trapped*. This move is called a *stack capture*.
    - *Trapped* pieces cannot move on their own.
    - The piece on top may *carry* the *trapped* piece, or move without it, leaving the *trapped* piece no longer *trapped*.
- Kala and akesi are *aquatic* pieces. They may freely *move*, *capture*, *stack move*, *stack capture*, *carry move*, and *carry capture* onto *telo spaces*.
  - Non-aquatic pieces **cannot** *move* onto a *telo space*.
  - Non-aquatic pieces **cannot** *capture* or *carry capture* onto a *telo space*.
  - Non-aquatic pieces **cannot** *carry* onto a *telo space*.
  - Non-aquatic pieces **can** *stack* or *stack capture* onto a *telo space*.
  - Soweli cannot move through *telo spaces*.

After movement, place a new *kili* onto any empty *kasi spaces* from their respective reserves, if possible.

Aside from pipi, all pieces capture according to the same pattern as their movement.

If a player's *home space* has a kili on it, they may spend a turn to *trade* that kili for any piece of their color that is not in play, including captured pieces. The exchanged kili is **permanently** removed from the game.



piece movement reference

## wile en pini - goal and ending

The goal of the game is to collect as many kili as possible, storing them within the *home area* or underneath pieces.

Players may chose to resign at any time, in which their pieces are removed from the board. Kili within their control are also removed. Remaining players gain a +3 score at the end of the game. The game ends if:

- All *kasi spaces* are empty of kili and cannot be refilled.
- A player cannot make any legal moves on their turn.

At the end of the game, players score according to the number of kili within their control (meaning, under their pieces or within their *home area*). A kili within the control of two players at once is scored by both players. By default, the player with the highest score wins, and equal scores lead to a draw.