

Muso Competitive Addendum

Version 0.1.0

Muso © 2024-2025 by Isaiah Stotesbery is licensed under CC-BY-SA 4.0

Contents

1. Introduction	2
2. Clarifications for Muso	2
2.1. Turn order	2
2.2. Starting the game	2
2.3. Scoring	2
2.3.1. Effectively zero scores	2
2.3.2. Points system	3
3. Competitive play	3
3.1. Game outcomes	3
3.2. Overall score	3
3.3. Recording	3
3.4. Time pressure	4
3.5. Assistance	4
3.6. Piece interaction	4
3.7. Clock	4

1. Introduction

This addendum aims to provide rules concerning competitive two-player Muso and variants play. All rules are an extension of the original Muso ruleset, providing additional rules and clarifications where needed. However, this addendum is not exhaustive for all situations. When a situation arises that no ruling specifically covers, the event organizer may make a specialized ruling for that situation based on their own judgment and prior rulings.

First and foremost, Muso strives to align itself with *toki pona* philosophy, and in the same way this addendum makes an attempt to follow that philosophy as well. However, due to the nature of competitive play and standards requiring precise rulings for fairness and completeness, it is imperative that this addendum is written in readable and understandable English. It is not currently planned for there to be a *toki pona* translation of this addendum.

Keep in mind that Muso can be enjoyed casually and without these rules. This is a ruleset for competitions: it is exhaustive for competitions specifically. One should not need to feel obligated to follow these rules at all if they are not participating in competitive play.

Most importantly, have fun!

2. Clarifications for Muso

2.1. Turn order

The red player (hereby referred to as "Red") **always** goes first in turn order. The player who is black (hereby referred to as "Black") **always** goes second in turn order.

2.2. Starting the game

Before playing a game, players **arrange** the back rank of their home area with the rest of their pieces, placing the five pieces from the very left of their home area to the very right of their home area. The *kijetesantakalu* and *waso* share a piece, with each side being either the *kijetesantakalu* and *waso*. Similarly, *akesi* and *kala* share a piece. Players may **flip** these pieces to create unique piece arrangements. Red arranges their pieces first. Black arranges their pieces second. Once piece arrangement is finished, players may begin the game.

2.3. Scoring

2.3.1. Effectively zero scores

A player may have a score that is above zero but is **effectively zero**. Effectively zero scores are not counted towards overall score and are treated as zero when determining the outcome of a game. However, effectively zero scores may still be recorded as a non-zero number and used outside of determining the outcome of a game.

2.3.2. Points system

When a *kili* is in a player's home area **or** stacked under one of their pieces (inclusive), that *kili* is considered **under control**. *kili* that are under control are counted towards that player's **score**.

If a *kili* is in a player's home area but stacked under another player's piece, **both** players score a point.

The game ends when any of these conditions are met:

1. All *kasi* spaces are empty and cannot be refilled;
2. A player cannot move any pieces or has no pieces remaining on the board;
3. A player resigns the game;
4. Three passes have occurred consecutively;
5. A capture has not occurred or a *kili* has not been moved in 30 moves.
6. Players agree to a draw.

When a player cannot move any pieces, has no pieces remaining on the board, or resigns the game, all of their *kili* under their control are removed from the board, and their score is set to **effectively zero**.

When three passes have occurred consecutively, a capture has not occurred or a *kili* has not been moved in 30 moves, or players agree to a draw, **both** players scores are set to **effectively zero**.

3. Competitive play

3.1. Game outcomes

The player with the greater amount of score **wins**. The player with the lesser amount of score **loses**. If the scores are equal, the game is considered to be a **draw**.

If a player has an effectively zero score, that player loses immediately. If **both** players have an effectively zero score, the game is considered to be a draw as both scores are equal.

3.2. Overall score

An overall score is the culmination of all of a player's scores in a series of games. Overall score may be used in determining a winner of a competition or breaking ties in game wins.

3.3. Recording

Players must record the moves they and their opponent play in a game in **Muso notation** clearly on a score sheet or document that is accessible by tournament organizers. The players may also record the game via screen capture (in the case of an online event) or camera. Video recordings are not a substitute for text notation; the moves must still be notated in text form and submitted to the tournament organizers.

3.4. Time pressure

Players no longer have an obligation to record moves if any player's clock has less than five minutes remaining and the time control does not have an increment of more than 30 seconds per move (hereby referred to as **time pressure**). However, this may make it impossible to claim draw by repetition or the 50 move rule.

3.5. Assistance

Players may request to view their opponent's move record if necessary and players are not in time pressure. Players may only view their opponent's move record during a game if it is their turn and their clock is running.

3.6. Piece interaction

As a player may want to see what's stacked under a piece, physically touching a piece does not necessarily mean that the piece must be moved to another space (touch move). However, a player **must declare** that they are checking the stacked pieces and not intending to move it to another space. If there is no declaration, **it must be moved**.

3.7. Clock

A "chess" clock is used to track a player's turn and time remaining to play their moves. On Tabletop Simulator, the clock used for Muso and variants is *Gizmo's Chess Clock/Timer* on the Steam Workshop.