

# **Baronda**

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Players: 2-5

Duration: 15-30 minutes

## **STORY**

Based on the Indonesian card game “Toruh,” this trick-taking game is about the neverending battle between the holy beast Barong and the witch Randa in Bali.

The victory condition changes according to the total number of bids.

Use the cards you have been dealt to put an end to the never-ending battle!

## **CONTENTS**

56 number cards, 0-13 in 4 suits, with “0” in each suit being “Garuda”

3 Pass cards

3 Naga cards

5 double-sided Bid cards

5 Pedestal cards (for selecting bid)

1 Baronda card (BARONG on one side, RANDA on the other side)

1 Leader card

5 Summary cards

## **GAME FLOW**

Play rounds equal to the number of players. The winner is the player who has scored the most points.

## **GAME PREPARATION**

The number cards to be used depends on the number of players.

Prepare the cards to be used according to the following:

2 players: use number cards 0-5

3 players: use number cards 0-7

4 players: use number cards 0-10

5 players: use number cards 0-13

Unused cards are returned to the box

Give each player one Bid card and one Pedestal card.

1. Shuffle all the number, pass, and Naga cards together face down.
2. Deal 12 cards to each player. The extra 2 cards (6 cards in a 2-player game) are set aside face down as cards that will not be used this round.
3. Determine the starting player of the round in an appropriate manner, and give them the Leader card.

## **FLOW OF THE ROUND**

### **1. Bidding**

- Check your hand and estimate how many tricks you can win in this round.
- Each player matches their bid card to the number of tricks they expect to win, using the Pedestal card to show the correct bid number. Reveal bids simultaneously.

If the total number of bids between all players is 13 or more, place the BARONDA card with the BARONG side face up in the center of the table. If the total number of bids is 11 or fewer, place the Baronda card with the RONDA side face up.

When the total number of bids is 12, the player with the Leader card increases or decreases the number of bids by 1 to bring the total number of bids to 11 or 13.

The scoring conditions for this round vary depending on the side of the Baronda card (see below).

### **2. Trick-taking Progression**

Must-Follow trick-taking proceeds in a clockwise direction, starting with the player with the Leader card in front of them.

A total of 12 tricks are played until all the cards in the hand are used up.

### **3. Score Calculation**

Scores are calculated according to the side displayed on the Baronda card as follows.

#### **BARONG**

The goal is to win as many tricks as possible!

If you win the same number of tricks as you bid in “1. Bidding,” you get 2 points.

If you win more tricks than you bid, you get 2 points plus 1 point for each trick you went over your bid.

If you win fewer tricks than you bid, you do not get 2 points, and you lose 1 point for each trick below your bid.

#### **RANDA**

The goal is to win as few tricks as possible!

If you win the same number of tricks as you bid in “1. Bidding,” you get 2 points.

If you win fewer tricks than you bid, you get 2 points plus 1 point for each trick below your bid.

If you win more tricks than you bid, you do not get 2 points, and you lose 1 point for each trick you went over your bid.

Examples:

Nao won four tricks with a bid of 3 for this round. Since BARONGA was face up, she won 2+1 for a total of 3 points.

Toshiki won five tricks with a bid of 3 for the round. RANDA was face up, so he lost 2 points.

#### **4. Preparation for the Next Round**

Play a number of rounds equal to the number of players. The game is over after the last round.

If not, prepare the next round as follows.

1. Shuffle all cards face down (including those set aside for the previous round)
2. Deal 12 cards to each player
3. Pass the Leader card to the player to the left, who will be the starting player for the next round
4. Start the next round with "1. Bidding"

#### CARD STRENGTH (weak to strong)

1. Pass
2. The highest number in led suit
3. Highest red card (red is trump)
4. Naga
5. 0 (Garuda) is the strongest when Naga is played or when all other players are able to follow

In the case of the same suit, the higher the number, the stronger the card; in the case of the same strength, the first played is stronger.

#### ABOUT PASS, NAGA, AND GARUDA

You can play Pass or Naga even if you could follow suit.

If the lead player plays Pass or Naga, the second player determines the lead suit.

Garuda must be played according to must-follow, and is treated as the number 0 in the suit on the card, except in the case of [5] in the CARD STRENGTH section above.

A Pass is considered to have been a follow-play when determining if 0 would win the trick

Examples:

When Naga and Garuda are in the same trick, Garuda wins.

When a pass is made, but everyone is able to follow, Garuda wins.

If one of the players does not follow, Garuda is treated as a 0 (in the example illustrated in the rules, the 11 wins).

If Garuda is red, it is treated as a 0 trump (in the example illustrated in the rules, Garuda wins).

#### END OF GAME

After all rounds have been completed (equal to the number of players), the scores of all rounds are added together and the player with the highest score wins the game.

<<The summary of how must-follow trick taking works has been omitted from this translation>>

#### 2-PLAYER RULES

Bids are made as in the basic rules, and a maximum of 12 tricks are played, with the following differences from the basic rules.

There is no score calculation for each round, and the player who wins two rounds first wins the game.

#### BARONGA

The player who takes the number of tricks they bid wins the round.

If neither player takes the number of tricks bid, the round is a tie.

#### RANDA

If either player takes more tricks than what they bid, that player loses and their opponent wins the round.

When the winner or loser of a round is determined, the round ends and the players prepare for the next round.

Players alternate who leads each round.

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