

# FILIPINO FRUIT MARKET

by Peer Sylvester

## Tindahan



A trick-taking game for 3-5 players 9 and up

*"Tindahan is Tagalog (the language of the Philippines) and means "Market Stall" – and market stalls are what this game is about:*

On your turn, you either play a fruit card to take a trick or place a seller onto a market stall in order to claim a majority there. Both may be worth points later. Unplayed cards are worth negative points at the end of the game.



### Game Components:

- 50 fruit cards with values of 1-10:  
bananas, mangos, lanzones, pineapples, durians
- 5 market stalls (also represented by cards)
- 45 seller markers: 9 sellers in each of the 5 player colors  
- 1 donkey cart to mark which suit is trump

*Additionally, you will need pencil and paper to keep track of points scored.*

### Game Setup:

In a 5-player game, use all of the cards. In a 4 or 3-player game, remove 1 or 2 fruit types from the game, respectively. Bananas are always in the game.

Place the market stalls for the fruit being used in the game next to each other on the table.

Place the donkey cart onto the banana stall to show that bananas are trump at the start of the game.



Shuffle the fruit cards and deal them evenly out to the players (each player will receive 10).

Additionally, each player chooses a color and receives the 9 sellers in that color. The player to the left of the dealer is the start player for the first round.



### Gameplay:

**As start player, you have the following choice:**

You can either play a card out from your hand or move the donkey cart to another market stall. The stall you moved the cart to defines the fruit that is now trump (replacing the previous stall's fruit). If you moved the donkey cart, then the player to your left **MUST** play a card on his/her turn.

**All other players have the following choice:**

They can either play a card OR send a seller to the market stall. Once all players have had a chance to play a card, the trick is awarded to the player who played the highest card.

### Playing a Card

When a playing a card, the usual trick-taking game rules apply: You must follow the suit (fruit) that was led. If you cannot because you don't have any of that type of fruit, then you can play any other card you wish (and either trump the trick or just discard a card). Trump is always defined as the fruit that matches the stall the donkey cart is on.

If at least one trump card was played, then the trick goes to the player who played the highest trump card. If no trump cards were played, then the trick goes to the player who played the highest card in the suit that was led.



When you win tricks, place them in front of yourself, upside-down, in a manner that lets you keep them separate.

The player who won the last trick is the start player for the following round.

### Placing a Seller



Regardless of whether you can follow suit or not, you can choose to forego playing a card and instead place a seller onto the market stall that matches the fruit type that was led. Note that the start player cannot choose to do this. Should the start player have moved the donkey cart, then this option is not available to the player to the left of the start player – that player **MUST** play a card (see above).

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Example: **A** is the start player. He chooses to move the donkey cart to the mango stall.

**B** the next player to the left, must play a card. He plays the 10 Bananas.

**C** places a seller onto the banana stall (fruit that was led).

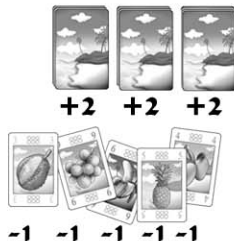
**D** follows suit and plays a 3 Bananas.

**E** has no bananas and takes the trick by trumping with a 2 Mango (as mango is trump). E takes the trick (as he played the highest trump), places it in front of himself and becomes the new start player.

## Round End and Scoring:

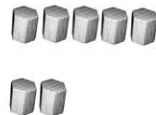
As soon as one player is out of cards after a trick has been awarded, the round is over and scoring takes place:

- Each trick won is worth 2 points.
- Each unplayed card in hand is worth -1 point.



Each market stall is scored separately:

- Whoever has the most sellers at a stall scores 5 points.
- Whoever has the second-most scores 2 points.



First and second place in the current trump fruit (market stall with the donkey card) are worth 1 bonus point each.

In the event of a tie for first place, then the tied players add up the first and second place points and split them between themselves.

If there is a tie for second place, then the tied players split the points for second place only.

If there is no second place player, then the second place points are not awarded.

Always round down!

Shutout: If a player placed no sellers and won no tricks, then he receives as many points as the player who scored the most points this round.

It is recommended that you first score your tricks (+2) and hand cards (-1), then score the market stall majorities.

## Scoring Example:

**A** won 3 tricks and has 5 cards left in hand:  
 $(3 \times 2) - 5 = 1$  point for A

**B** won 4 tricks and has 0 cards left in hand:  
 $(4 \times 2) - 0 = 8$  points for B

**C** won 2 tricks and has 7 cards left in hand:  
 $(2 \times 2) - 7 = -3$  points for C

On the banana stall, A has 3 sellers and C has 2:  
 5 points for A and 2 points for C

On the durian stall, only C has sellers. Durian is also trump: 6 points for C

On the mango stall, A and C have 2 sellers each:  
 3 points for A and 3 points for C

**Totals:** 9 points for A  
 8 points for B  
 8 points for C

The next round is then played. The start player rotates one position to the left.

## Game End and Winner:

Once each player has had a chance to be start player for a round, the game is over and the points added up. The winner is the player with the most points.

In the event of a tie, the author of the game is the winner, even if he is not present. :)

