

RONDA

by Mark Steere

INTRODUCTION Ronda is a trick taking card game for three players. A Spanish deck of 48 cards is used. Mark Steere designed Ronda in October, 2022.

SUITS	SUIT RELATIVE VALUES	RANK VALUES
Cups	Cups contain coins	Ace to 9 = 1 to 9
Coins	Coins buy swords	Jack (Sota) = 10
Swords	Swords chop clubs	Knight (Caballo) = 11
Clubs	Clubs smash cups	King (Rey) = 12

TRICK CARD VALUES There are three types of tricks, as follows.

1. The three cards of the trick are of three different suits. Suit A beats suit B, and suit B beats suit C (see SUIT RELATIVE VALUES above).
2. Two cards of the trick are of the same suit and the third is of a different suit. The higher ranked, same-suit card has the highest value. The lower ranked same-suit card has the next highest value. The different suit card has the lowest value.
3. The three cards of the trick are all of the same suit. The trick card values are determined by the cards' ranks (see RANK VALUES above).

PLAY The game is played for a fixed number of hands, such as 3 or 4 or 5. The dealer of the first hand of the game is the oldest player. In subsequent hands, the player to the right of the winner of the last trick deals. The player to the dealer's right shuffles the cards. The player to the dealer's left cuts the deck.

The entire deck is dealt face down, one card at a time, clockwise, beginning on the dealer's left. After all the cards have been dealt, the player to the dealer's left leads the trick by placing any card from his hand face up on the table. Then the player to that player's left likewise plays any one of his cards. Finally, the third player (the dealer) plays any card.

The player with the highest valued card in the trick (see TRICK CARD VALUES above) wins the trick. The trick winner collects the three cards of the trick, places them face down on his stack of tricks, and leads the next trick.

SCORING After the agreed upon number of hands have been played, the player who has won the most tricks wins the game.

TIEBREAKER In the event of a two way or three way tie, the tiebreaker dealer is the player to the right of the winner of the last trick. The player to the dealer's right shuffles the cards. The player to the dealer's left cuts the deck. One card is dealt face up to each player, clockwise, starting at the dealer's left.

In a two way tie, of the two tied players, whoever has the higher valued trick card wins the game (see TRICK CARD VALUES above). In a three way tie, whoever has the highest valued trick card wins.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Ronda. No licensing fee or royalties are expected. However, please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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