

# Tindahan

A trick-taking/majority control game for 3-5 players.

## Components

- 50 fruit cards with values 1-10: bananas, durians, mangosteens, rambutans, pineapples.
- 5 market stalls
- 45 seller markers: 9 sellers in each of the 5 colors.
- 1 black trump marker

## Objective

Win tricks and use sellers to claim majority at the market stalls and gain the most points by the end of the game to win.

On your turn either:

Play a fruit card to take a trick.      **OR**      Place a seller onto a market stall.

## Setup

The number of cards used will depend upon the number of players. Bananas are always used.

# of players	# cards used
5 players	All fruits used
4 players	Remove one fruit
3 players	Remove two fruits

1. Place the market stall cards corresponding to the fruit you are using for this game in a row next to each other.
2. Place the black marker next to the banana stall to show that bananas are trump at the start of the game.
3. Shuffle the fruit cards and deal 10 to each player.
4. Each player chooses a color and receives the 9 seller markers of the color they chose.
5. The player to the left of the dealer starts the round.

## How to Play

**If you're the starting player you can either:**

Lead with a fruit card out of your hand      **OR**      Move the trump token to another market stall.

If you choose to move the trump token, the stall you moved the token to is now the trump fruit.  
If you chose to move the trump token, the player to your left **MUST** play a card on their turn.

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

Play a fruit card from their hand      **OR**      Place a seller at the market stall of the fruit that was led.

Tindakan is a must follow trick taker and you **must** play a card matching the fruit that was led. If you cannot play a card of the lead fruit, then you may play any card. Trump is always defined as the fruit that matches the stall the trump token is on. Once all players have had a chance to play a card, the trick is awarded to the player who played the highest card.

**Placing a Seller**

Regardless of whether you can follow suit or not, you can choose to forego playing a card to the trick and instead place a seller onto the market stall that matches the fruit that was led.

- The start player cannot perform this action.
- If the start player moved the trump token instead of playing a card, the next player cannot perform this action. They **MUST** play a card.

**Example:**

**A** is the start player. They choose to place the trump marker at the mangosteen stall.  
**B** the next player to the left **MUST** play a card. They play the 10 of bananas.  
**C** chooses to forego playing a card, and places a seller on the banana stall (fruit that was led).  
**D** follows suit and plays the 3 of bananas.  
**E** has no bananas and cannot follow suit. They play the 2 of mangosteens and take the trick. E places the trick in front of them and is the lead player for the next trick.

**Scoring & End of Game**

- As soon as someone is out of cards and the trick is 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 then scored separately.
  - Most sellers at a stall is worth **+5 points**.
  - Second most sellers at a stall scores **+2 points**.
  - First and second place at the current trump fruit stall 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 second place points are not awarded.
- It is recommended you first score you tricks (+2) and hand cards(-1), then score the market stall majorities.

Example:

**A** won 3 tricks and has 5 cards left in hand:

$$(3 \times 2) - 5 = \mathbf{1 \text{ point for A.}}$$

**B** won 4 tricks and has 0 cards left in hand:

$$(4 \times 2) - 0 = \mathbf{8 \text{ points for B.}}$$

**C** won 2 tricks and has 7 cards left in hand:

$$(2 \times 2) - 7 = \mathbf{-3 \text{ points for C.}}$$

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 mangosteen 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.**

- Shutout: If a player placed no sellers and won no tricks, then they **receive as many points as the player that scored the most points in the round.**
- Once every player has had a chance to be the starting player for a round, the game is over. The player with the most points is the winner.
- In the event of a tie, the designer of the game is the winner, even if he is not present.