

# Ronda

2-4 players

52 cards

Difficulty: Easy

Duration: Medium

Score 41 points first through card captures, suit majorities, and pair bonuses.

## SETUP

- Remove 8s, 9s, and 10s to make a 40-card deck.
- Deal 4 cards to each player and 4 face up on the table.
- Remove any Kings from the initial table layout.

## SCORING

- Most cards = 6 points, most Diamonds = 7 points, each sweep = 1 point.
- Ronda pair bonuses vary by card rank.

*Tip: Keep track of Diamonds and capture them whenever possible for the valuable 7-point suit bonus.*

## ON YOUR TURN

- Play a card to capture matching-value cards from the table.
- Declare Ronda for bonus points if you hold a pair.
- Place a card on the table if no capture is possible.

Ronda is a traditional North African card game, especially popular in Morocco, that involves capturing cards from a central layout by matching values. It combines elements of fishing games with a unique bonus system for pairs held in hand.

## Objective

The objective is to capture cards from the table by playing cards of matching value from your hand. Score points by accumulating the most cards, the most cards of a specific suit, and by declaring matching pairs.

## Setup

1. **Players:** 2-4 players.
2. **Deck:** Standard 52-card deck with 8s, 9s, and 10s removed, leaving 40 cards.
3. **Deal:** Deal 4 cards to each player and place 4 cards face up on the table. If any Kings appear in the initial table layout, they are typically removed and redealt.

## Gameplay

1. **Capturing:** On your turn, play a card from your hand that matches the value of one or more table cards. You capture all matching cards along with your played card.
2. **Ronda Declaration:** If you hold two cards of the same value in your hand, you may declare 'Ronda' before playing. This earns bonus points depending on the rank of the pair.
3. **No Match:** If you cannot capture, you must place one card from your hand face up on the table.
4. **Mesa (Sweep):** If you capture all cards from the table in one play, this is a 'Mesa' and earns bonus points.
5. **Redealing:** When all players have played their 4 cards, deal 4 more cards to each player (but not to the table). Continue until the deck is exhausted.

## Scoring

- Most cards captured overall = 6 points.
- Most cards of the Oros (Diamonds) suit = 7 points.
- Each Mesa (sweep) = 1 point.
- Ronda bonuses vary by card rank, with higher ranks earning more points.
- The game is typically played to a target of 41 points over multiple rounds.

## Variations

- **Tringla:** A triple (three of the same value in hand) can be declared for even higher bonus points.
- **Ronda with Partners:** In the 4-player version, players form two partnerships and combine their captured cards.

## Tips and Strategies

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- Declare Ronda as soon as possible to lock in bonus points before you need to play those cards.
- Try to empty the table to earn Mesa bonuses, and be cautious about leaving cards that opponents can sweep.
- Prioritize capturing Diamonds (Oros) cards since that suit bonus is worth the most points.

## Tips & Strategy

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Always declare Ronda pairs early for the bonus points. Focus on capturing Diamonds for the 7-point suit bonus, and try to sweep the table for Mesa points.

Managing what you leave on the table is just as important as what you capture. Leaving a single card makes it easier for the next player to sweep, so try to leave awkward combinations.