

# *Baon*

The Game of Leftovers

2-4 players · 30-45 minutes · ages 8+

## Overview

Your Lola (“Grandma”) is sending you home after a fantastic Filipino feast, and she’s sending the leftover food with you!

Pack baons (pronounced “bah-ohn”, means “provisions”) – containers full of delicious Filipino dishes and treats – to score the most points and win the game.

Keep some food cards for yourself and share the rest with your friends. But everybody will pick a different favorite food, making those cards worth more for them.

## Components

- 1 game board (score track on reverse side)
- 80 food cards  
*6 suits, each with values 1-12, and 8 wild cards*
- 30 container cards  
*5 sets of 6 cards (1 container for each suit)*
- 6 favorite food cards
- 1 Lola (“grandma”) card
- 20 generosity cubes
- 4 bonus tokens
- 6 meeples
- 5 quick reference placemats

## Setup

1. Place the game board game-side up.
2. Shuffle the food deck. Remove 4 cards randomly and place them underneath the Lola card. Place the food deck on top of the Lola card to form the draw pile.
3. Set the draw pile on the board and deal 1 card face-up into each spot on the countertop.
4. Place favorite food cards, generosity cubes, and bonus tokens on the board in their respective spots.
5. Deal 4 cards from the draw pile to each player and give each player a set of containers (1 for each suit) and a placemat.

**For a 2-player game:** Remove 1 suit from the food deck before forming the draw pile. In addition, remove the corresponding container cards and favorite food cards. Cover the last slot of the countertop (it will not be used), and only place 3 cards underneath the Lola card.

The last player who hosted a party begins the game, or choose randomly, then play proceeds to the left.

## Gameplay

On your turn, you can either **Take Food** or **Play Food**, but not both.

You may also **pick a Favorite Food** if you haven’t already, and/or **claim 1 bonus token** if eligible.

## Take Food

Draw 1 or 2 cards from any combination of the draw pile and/or the countertop.

**OR**

If you have no cards in your hand, you may choose to draw 3 cards from the draw pile instead.

As you're drawing cards, whenever a countertop space becomes empty, refill it immediately from the draw pile before continuing.

After you are done drawing, if you have more than 6 cards in your hand, you MUST discard down to 6 cards. **There is no discard pile!** Instead, place each discarded card on the pile of your choice on the countertop.

*Example: Dave has 5 cards and draws 2. Since he now has 7 cards, he must discard one. He has a 3 he doesn't need, so he uses it to cover the 8 Pork Adobo on the countertop to keep Glenn from getting it.*

Make sure that all cards in every pile are visible by arranging them vertically.

## Play Food

You may perform the following actions **in any order**, and **as many times** as you would like or are able.

### Play a Baon

Choose any **empty container** (open-side up), and place **3 or more cards of consecutive value** on top of that container. At least one card must not be wild. Make sure that all cards in the baon are visible.

*Examples of valid baons: [3-4-5]; [8-9-10-11]*

*Examples of invalid baons: [3-5-6]; [4-5-4]; [2-3]*

**Food cards that match suit with their container are worth more points than those that don't.**

### Add to Baon

Add **1 or more** food cards to an existing baon, if the new cards' values are consecutive with the existing cards' values.

*Example: you can add a 3 or a 7 card to a baon containing cards of values [4-5-6]. If you have both a 2 and a 3, you can add both cards.*

### Share Food

You may even add cards to *other players' baons*. This is called **sharing**. Take 1 **generosity cube** each time you share a card, or 2 if you shared your favorite food or the opponent's favorite food.

Generosity has no limit! If you run out of cubes, just use something else to designate additional generosity.

**The points you receive from generosity cubes are often worth more than the points your opponent will receive from the food card you shared.**

## Pick a Favorite Food

Whether you Take Food or Play Food, you may also pick a favorite food at any time on your turn, if you do not already have one.

Choose any favorite food card from the center of play and place it in the favorite food slot on your placemat.

**Food cards that match suit with your favorite food are worth more points than cards that don't.**

Sharing your Favorite Food or the opponent's Favorite Food grants you 2 generosity instead of 1.

## Claim 1 Bonus Token

Whether you Take Food or Play Food, you may also claim 1 bonus token at any time on your turn, if you have a clear majority in the associated category.

Bonus tokens reward majority in 4 categories:

- **Biggest Baon:** A player must have more food cards in a single baon than any other player.
- **Most Baons:** A player must have more baons (containers with food cards) than any other player.
- **Most Treats:** A player must have more treats (wild cards) within their baons than any other player.
- **Most Generous:** A player must have more generosity cubes than any other player.

You cannot claim more than 1 bonus token per turn.

If 2 or more players are tied for majority, the associated token cannot be claimed, and remains where it is until somebody gains a clear majority.

*Example:*

*On Tom's turn, he adds 2 cards to his baon, for a total of 6 cards. He takes the Biggest Baon token from Dave, who has 5 cards in his baon.*

*On Dave's turn, he adds a card to his baon, matching Tom's total of 6 cards. However, Tom gets to keep the token, since Dave did not actually beat Tom's majority.*

*On Glenn's turn, he shares a food card to Dave's baon, takes a generosity cube, and claims Most Generous. Although Dave now has biggest baon, he cannot claim it until his next turn, if he still has a clear majority at that time.*

## Treats (Wild Cards)

There are 8 wild cards in the food deck depicting a variety of Filipino treats. These cards can be used in baons to represent any number from 1 to 12.

*Example: In a baon containing [wild-5-6], the wild card has a value of 4. However, you cannot have a baon of [wild-1-2] because a wild card cannot represent the number 0.*

A baon must contain at least one non-wild card. Wild cards are not considered to have any suit, so they do not contribute to variety bonuses, and will only be worth 1 point each at the end of the game.

## Game End

If you reveal the Lola card during your turn, finish your turn normally, except that you will not refill empty countertop spaces.

After your turn, deal the cards underneath Lola onto the countertop, 1 to each space. Everybody gets 1 more turn. After your next turn, the game ends.

**During the last round, on their turn each player will first draw 1 card, then take a normal Play Food turn.**

There is no hand limit during the last round, so players may have more than 6 cards.

## Scoring

When the game ends, turn over the placemats and the game board, then follow these steps to score. Use the meeples matching your favorite food color to keep track of your total score on the score track.

### 1. **Variety Bonuses**

For each baon, flip the container card to the “closed” side and count the number of unique suits in that baon, not counting wild cards. For 4 suits, use the 5-point side. For 5 or 6 suits, use the 10-point side. If no variety was scored, leave the container horizontal.

### 2. **Generosity and Bonus Tokens**

Score each generosity cube (3 points) and bonus token (10 or 5 points as depicted on the token).

### 3. **Food Cards**

Move each food card from your baons to the appropriate section along the bottom of your placemat, depending on whether it matches its container or your favorite food (3 points), both (5 points), or neither (1 point).

The player with the highest total score wins the game. In the rare case of a tie, the tied player with the most generosity cubes wins. In case of further tie, share the victory.