

Baon: the Game of Leftovers

A game by Paul Becker

2-5 players; 30-45 minutes

COMPONENTS

- 72 food cards (1-12 each of 5 different dishes; 12 different treats)
- 20 lid cards (4 each showing one of the 5 dishes as a bonus dish)
- 5 favorite dish cards
- 5 prepared dish cards
- 1 scoring reference card

OVERVIEW & WINNING

In the game of Baon, you and your friends are guests at the end of a Filipino party, taking home delicious leftovers. Each turn, you will either be taking food from the table, or packing food into sets of 3 or more cards, called baons ("bah, owns"). Score points for taking home the best assortment of food.

SETUP

1. Shuffle the food deck. Deal a hand of cards to each player per the table to the right, then place 4 cards face-up in the center of play. The area holding these cards is called the **table**. The remaining food goes into a face-down pile next to the table, called the **fridge**.

Players	Cards dealt to each player
2 players	8 cards
3-5 players	6 cards

2. Shuffle the lid cards. Deal 4 piles of lids face-down, with as many cards in each pile as per the table to the right.
3. When all 4 lid piles have been dealt completely, turn the top card of each pile face-up. Place any unused lid cards back in the box without looking at them; they will not be used this game.
4. Shuffle the favorite food cards and deal one face-up to each player.
5. Shuffle the prepared food cards and deal one face-up to each player.

Players	Lids in each pile
2 players	3 cards per pile
3 players	3 cards per pile
4 players	4 cards per pile
5 players	5 cards per pile

TURN SEQUENCE

On your turn, you may choose to either take food, or pack food, but not both.

Take Food

Draw 1 or 2 cards from among the table and/or the fridge.

Discard down to the hand limit if needed. If there are any empty spaces on the table, discard to those spaces first. If there are no empty spaces and you still need to discard, place the discarded card(s) on top of any of the four table piles.

If there are any empty spaces still on the table after discarding, refill those spots from the fridge.

OR

Pack Food

There are 2 ways you can pack food. You may do one or both of them in the same turn, in any order:

- **Start a new Baon**

You may start one new baon per turn.

First, if you already have an open baon, close it by squaring up its cards and putting its lid on top of the pile.

Then, to start a new baon, take a lid from the top of any of the lid piles (and turn the next one face-up), and play 3 or more food cards from your hand on top of the lid. The cards' values must be in consecutive order.

Note: In short, starting a new baon has 3 steps: close old baon, take lid, play food.

- **Add to Baons**

Play any number of cards from your hand onto any open baons (yours and your opponents'). You may do this both before and after starting a new baon, if you like.

Note: A baon must always have at least one non-wild card in it. If an action would remove the last non-wild food from a baon, that action cannot be taken.

BONUS TOKENS

There are 5 bonus tokens of 4 types, each worth +5 points. At any point in the game when you meet the minimum requirement for any of them, immediately take the appropriate token. From then on, a player may take that bonus token away from you if they beat you in that bonus category. If another player matches you for that bonus, you still keep the token.

- **Most Treats:** You receive this token if you have the most treats; at least 3.
- **Most Baons:** You receive this token if you have the most baons; at least 3.
- **Fullest Baon:** You receive this token if you have the most food in a single baon; at least 6.
- **Most Generous:** There are two of these. Whenever you play a food of the type that you prepared to another player's baon, take a "most generous" token. More information on this below.

PREPARED FOODS

Each player, being a good guest, prepared a dish which they brought to the party. Rather than keeping it to themselves, they want to share the leftovers with the other guests (whether the other guests want it or not).

Food of the type that you prepared can be added to either end of another player's open baon. Foods played in this way are placed sideways, and take on the appropriate value regardless of the value actually indicated on the card. Every time you do this take an unclaimed Most Generous bonus token. If all of the Most Generous tokens have been claimed, you may take one from another player instead.

TREATS

Treats serve two main purposes in Baon.

First, they are wild cards. When starting a new baon or adding to your open baon, you may use treats as if they were any number from 1 to 12, whatever is needed for the baon.

Second, you can trade treats for other foods you want. When adding a treat to an opponent's baon, it replaces any dish in that player's open baon. That dish becomes wild and is added to either end of your open baon, turned sideways to indicate that it is wild.

END OF GAME

When somebody empties the fridge, or when somebody empties a second lid pile, the game ends immediately.

SCORING

Score +5 points for each bonus token you control at the end of the game.

Then score each baon as follows:

- +3 points for each food card that matches your favorite food.
- +2 points for each food card that matches the food indicated on the lid.
- +1 point for each other dish.
- +0 points for treats.

Note: If your lid and favorite food show the same food, each matching food card will score for both categories, and thus be worth +5 points.

The player with the most points wins the game. In case of a tie, the player with the most of their favorite food wins. If there is still a tie, whoever is hosting game night wins, even if they're not playing Baon.