

# Buddha

**Players:** 3-6

**Age:** 10 and up

**Duration:** 30-60 mins.

**Buddha** is a trick-taking game in which players bid the number of tricks they think they can take from each hand, then to take exactly that many; no more and no fewer. Bidding takes place simultaneously, leading to rounds that are sometimes over, or under-bid. Points are awarded only for making the bid exactly and are deducted for missing the bid, either over or under. This is why a good balance of winning and losing the tricks is important.

**Buddha** uses a **70-card deck** that consists of:  
four suits of Element cards (Air/Fire/Water/Earth) numbered 1-14,  
five Yin cards [a Yin card never beats a card],  
five Yang cards [a Yang card always any numbered card],  
two Yin-yang cards [can be played as either Yin or Yang cards],  
one Buddha card [beats all the other cards except the Black Hole card],  
one Black Hole card [nobody wins the current trick].

The game lasts 6, 5, or 4 rounds depending on the number of players:

- In a six-player game, remove all the Element cards with value 14, then deal each player 11 cards, you should have a 66-card deck to start with,
- In a five-player game, deal each player 14 cards,
- In a four-player game, remove all the Element cards with value 12-13-14, then one of the Yin cards and one of the Yang cards, then deal each player 14 cards, you should have a 56-card deck to start with,
- In a three-player game, remove all the Element cards with value 11-12-13-14, then keep one of each of the special cards, deal each player 15 cards, you should have a 45-card deck to start with.

Whoever has the most points after six (six-player or three-player game), five (five-player game) or four (four-player game) rounds wins the game.

At the start of each round, all players take a look at their dealt hands, then simultaneously bid on the number of tricks they think they'll take by holding out their fists and on the count of three, revealing a certain number of fingers.

The playing and winning of the tricks use standard trick-taking rules. If a player leads an Element card, then all other players must follow the same Element, if possible. If a player leads a Yin card, then the second player determines the Element led. If a player leads a Yang card, the Buddha, or the Black Hole card, then those who follow can play whatever they want. However, in all cases, a player **may always play an unnumbered card**, even if they hold cards in the same Element led.

After all tricks have been played, players tally their score for the round.

If a player matches his/her bid, winning exactly as many tricks as stated at the start of the round, he/she scores **20 points, plus 10 points for each trick taken**.

If a player misses his/her bid, he/she loses **10 points** for each trick that he/she was off, whether it's more or fewer than predicted.

If a player makes a bid of zero tricks, he/she scores **20 points** if successful, plus he/she wins **points equal to the highest bid made times 20**, if he/she misses their bid, he/she loses 20 points for each trick he/she takes.

Whoever has the most points after X rounds, wins the game.

Designed by **Arif Nezh SAVI**

Round	Dealer												
		Bid	Score										
1													
2													
3													
4													
5													
6													
<b>TOTAL</b>													

4-player game  
5-player game  
3 or 6-player game

Successful bid: 20pt + 10pt per trick won.  
Successful zero trick bid: 20pt + highest bid made x20pt.

Failed bid: -10pt per trick over or under.  
Failed zero trick bid: -20pt per trick.

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