

**RÔDA
DE
SAMBA**
(SAMBA CIRCLE)

RULEBOOK



SETUP

Combine creative instruments, strings, and percussion to attract great sambists to your region. By inviting sambists, you will earn fame points, and at the end of the game, the most famous samba circle in the city will win.



Shuffle the sambists and open 4 cards. Leave the rest of the deck aside facing down.



Shuffle the instruments along with the malandros and deal 5 cards to each player. Leave the rest of the deck aside facing down.

COMPONENTS



4 region boards



34 sambist cards



64 instrument cards



4 malandro cards



Open one card from the instrument deck and place it face up next to the instrument deck, forming a discard pile (if it's a malandro, shuffle it back and open a new card).



Each player chooses or receives randomly a region. The player who gets "Pedra do Sal" starts (as samba began there, at Tia Ciata's house). If no one gets "Pedra do Sal," the last player who attended a samba event starts.

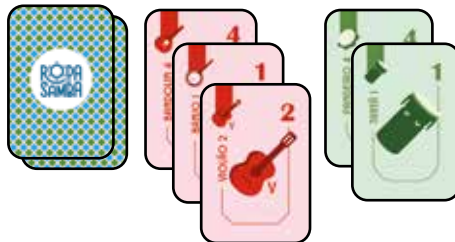
HOW TO PLAY

Starting with the first player, clockwise, each one will perform three actions on their turn, in this order: **draw, play, and discard**.

ACTION 1: DRAW

Draw 2 cards from the top of the instrument deck, OR
Take all cards from a color's discard pile.

Note: Discards should be grouped by color. Each color forms an independent pile.



In this example, you can either draw the top 2 cards from the deck, or all the 3 red cards, or the 2 green cards

ACTION 2: PLAY AN INSTRUMENT

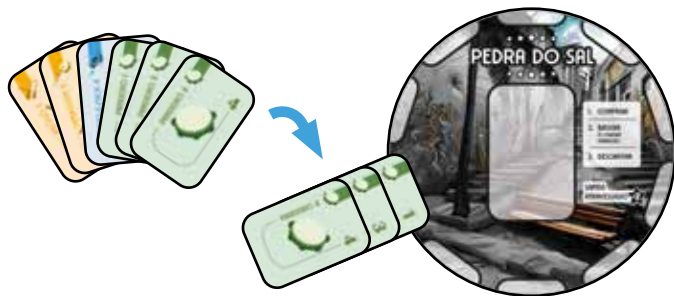
Play an instrument from your hand in a space around your circle (and invite a sambist, if you can)

Choose an instrument from your hand and place it in one of the 10 spaces around your samba circle. If the instrument already exists in your circle, stack the new card in the same space (keep numbers visible).

Example: If you already have a “surdo,” place the new one in the same space. If not, place it in an empty space.

Important: If you have pairs, trios, or quartets of the same instrument in your hand, you can play all these cards simultaneously.





In this example, you could play the agogô, or the tamborim, or the plate-and-knife, or the three pandeiros.

Tip: The more instruments you can play at once, the better your score tends to be at the end of the game.

MIND THE HARMONY IN YOUR CIRCLE

It is expected in a samba circle that the instruments are in harmony with each other, which is why when instruments are placed side by side, it is ideal that they match the same color or number. Otherwise, you will create a “crossed samba,” costing 2 points at the end of the game (for each crossed samba).

If you have a pair, trio or quartet of the same instrument in your circle, maintaining harmony will be easier, as you will just need to match the color or the number of one of these instruments.



- A** The agogô and the tamborim are in harmony because they match the color ✓
- B** The tamborim and the trio of pandeiros are in harmony by the number 3 ✓
- C** The trio of pandeiros and the plate-and-knife are in harmony for the number 4 ✓
- D** The plate-and-knife and the guitar are not in harmony, because they do not match color or number. If, during the match, you play the guitar 4 or the plate-and-knife 2, you earn the harmony between them. Otherwise, at the end of the game, you will lose 2 points for this. ✗

E **Tip:** Placing instruments away from others (e.g., the *cuíca*) won't disrupt the harmony in your circle. ✓

INVITE SAMBISTS TO YOUR CIRCLE

After playing an instrument, if you meet the sambist requirements (shown at the top of their card), you can invite them to your circle. Place the sambist card at the center of your circle and draw a new one to replace it on the table (so that there will always be 4 sambists available for the players).

At the top of each sambist card there is an indication of the four instruments needed to call them. Whenever there is a colored question mark, you can have any instrument of that color.



Important: you can only invite one sambist per turn.



To invite Tia Ciata (Aunt Ciata) you will need to have played in your circle:



▶ A *surdo*



▶ Three more yellow instruments (they can either be other *surdos*)



To invite Bezerra da Silva, you will need to have played in your circle:



▶ Two identical yellow instruments



▶ Two identical green instruments

At the bottom of the sambist card, you will see:



fame points and color bonuses that the sambist will give you at the end of the match (see *Scoring*)



extra benefit (instrument or special action)

As an extra benefit, some sambists will bring an instrument to your circle and you can count on it to invite another sambist in your next turn.

Example: Candeia will take a tamborim to his circle and, with that, it will be easier to invite Cartola (who asks for a tamborim) or Clara Nunes (who asks for any yellow instrument).

Other sambists will give you a special action. When there is an exclamation, this action will be executed immediately and only once. Check each one in the frame beside.

Importante: When you invite a new sambist, place them over the previous one. This new sambist will be in charge of your circle and you will no longer have the benefit from the previous one (but all of the fame points will be scored at the end of the game).



BENEFITS OF SAMBISTS



You don't have to discard this turn (but you can discard a Malandro if you want to).



Immediately draw a card from the top of the instrument deck.



Do a Malandro action and also don't discard this turn.



Tia Ciata and the Tias Baianas will help with any instrument to invite any other sambist.

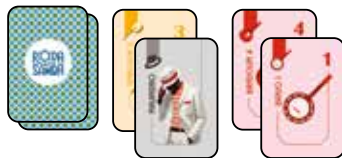


Dona Ivone Lara and Clementina de Jesus will help with any instrument to invite any female sambist.

ACTION 3: DISCARD

Discard an instrument or a Malandro from your hand.

At the end of your turn, discard a card from your hand. If it is an instrument, place it in the corresponding discard pile (yellow instrument in yellow discard pile, e.g.). If it is a Malandro, place it in any existing discard pile (if there is no discard pile, the Malandro cannot be discarded).



Here, you could only discard the Malandro on the yellow or red discard pile. When someone draws the yellow discard pile, they will also take the Malandro

THE MALANDRO

When you discard a malandro, charm a sambist from the table or from the top of the sambists deck. Pick the card you chose and leave it next to your circle. This way, only you will be able to invite this sambist, in any future play, when you have filled this card requirements. If the charmed sambist has been charmed from the table, open a new one replacing them, so that there will always be 4 sambists available.

Important: You can only have one charmed sambist per time. Thus, if you have one sambist charmed, and discard another Malandro in order to charm another one, swap the previous charmed sambist with the new sambist chosen (from the table or from the top of the deck).



By discarding a Malandro into the yellow discard pile, you've charmed Tia Ciata next to your circle. Now only you can invite her (when you have all the necessary instruments).

ENDGAME: FULL CIRCLE OR EMPTY INSTRUMENT DECK

The game ends whenever a player completes their circle with 10 different instruments, OR the instrument deck runs out. When one of these two conditions occurs, the game will end after the last player's turn (which is the person to the right of the player who started), then all players will have the same number of turns.

SCORING

- 1 Sum up the stars from your sambists and any color bonuses.
- 2 Subtract 2 points for each crossed samba.



Paulinho da Viola, e.g., will give you 2 points and 1 more point for each red instrument card you have in your circle.

The player with the most fame points wins. In case of a tie, the player with the most instruments played in their samba circle wins.

EXAMPLE OF SCORING:



Tia Ciata: 6 points

Bezerra da Silva: 5 points

Candeia: 4 points + 1 point per yellow instrument = 8 points

Beth Carvalho: 4 points + 1 point per red instrument = 7 points

2 crossed sambas: -4 points

Total: 22 fame points

