SOURCE

These rules were developed as part of the *Games of the Galaxy* project: www.gamesofthegalaxy.com

Laro Rules Link: www.gamesofthegalaxy.com/laro

INTRODUCTION

Laro was a gambling card game mentioned in the Legends novels *Tales of the Bounty Hunters* and *Hero's Trial (NJO)*, where no details of the game were given. In the latter, Laro is played at Boss Bunji's lair on 'The Wheel'—an infamous space station orbiting Ord Mantell.

Though no official rules were ever provided, our rules bring Laro to life as a fast-paced draw-and-discard exchange game. Players are dealt a hand of 8 cards, and take swift turns at exchanging with the draw deck as they try to assemble high scoring card 'clusters' - three runs of three cards that can be Pure, Wild, Corrupt or Void.

Laro was conceived and built around the gritty aesthetics feel of the 'Deadman's Sabacc Deck' - fashioned after props used on the streets of Jedha in *Rogue One*, Maz Kanata's Castle in *The Force Awakens*, and Jabba's Palace in the *Star Wars: Battlefield 2* game. The rules of Laro inspire the addition of an extra 0 card (the Idiots, Sylops or 'Void' cards) to the standard 3 suit, 6 sub suit structure of the 62 card Sabacc deck, for a total of 63 cards altogether.

RULES FOR LARO

Laro is a game for 1-6 players. The deck used is very similar if not identical to a 62-card Sabacc deck.
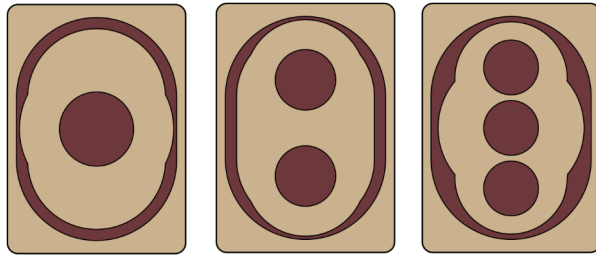
CARDS

A Laro deck is composed of 63 cards in three primary suits. Each suit is split into two mirrored subsuits of cards numbered 1-10. There are also 3 zero or void cards, which act as Wild cards during
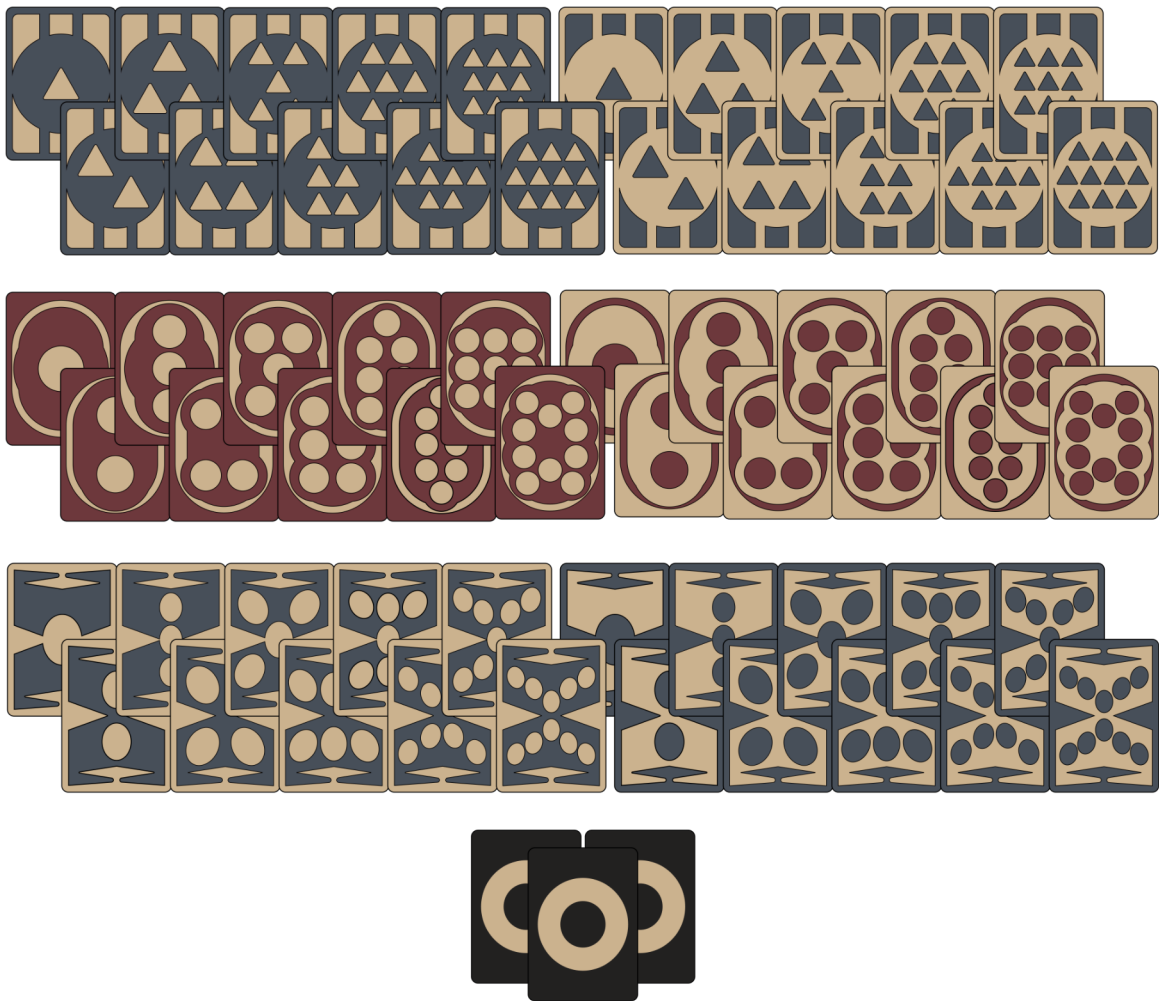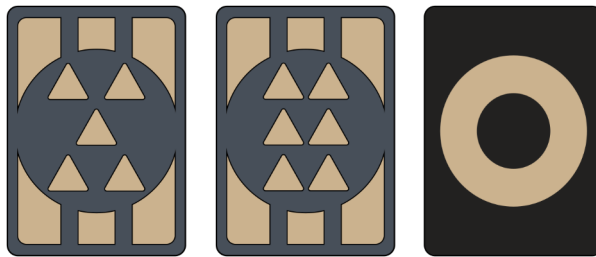
GOAL

The goal of Laro is to gain a total of 3 Clusters. A Cluster consists of a group of 3 cards of sequential value in the same suit. There are four possible types of clusters:

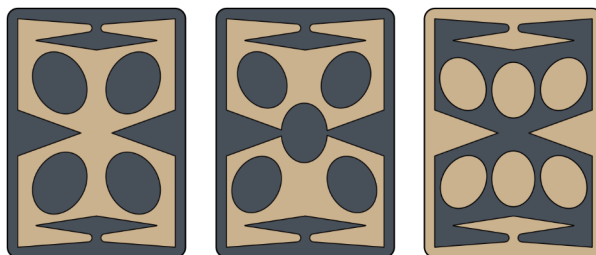## Pure Cluster
A run of three cards in the same suit and subsuit. It scores 3 points.

Wild Cluster
Two cards in the same suit and subsuit with a Wild Card to complete the sequence. It scores 2 Points.

Corrupt Cluster
A run of three cards in the same suit, but not the same subsuit. It scores 1 Point.

Void Cluster
A rare score of all three Void cards in one cluster. It scores 9 Points.

SETUP

Draw Deck - A shuffled deck of 63 cards.

Discard Pile - A face-up pile of cards discarded from the player's hands. Player may draw from the top of the Discard during play.

Chip Stock - A stock of chips or coins representing the sum of a player's buy-in to the game.

GAMEPLAY

1. Set the Stake

A dealer is chosen and a stake is set. At the conclusion of the game, the winner will collect a sum equal to the Stake x the point value of the winning player's hand. The dealer also has the option to set an ante.

2. Deal

8 cards are dealt to every player in a clockwise manner. The dealer starts and play begins.

3. Draw

Play proceeds from the dealer in a clockwise direction.

A player may either:

Draw from the Draw Deck - Draw the top card of the **Draw Deck**
Draw from the Discard Pile - Draw the topmost card from the **Discard Pile**. These cards are face-up.

The player evaluates their new card and then discard a card of their choice from their hand. A player always discards back down to a hand of 8 cards.

Play then passes to the next player.

Exceptions to the above include when a player draws a new card and can complete 3 clusters and win the game. In that case, the ninth card is used to complete the win condition.

The other is when a player has an opportunity to **Call Laro**.

4. Calling Laro

If at ANY time, ANY PLAYER sees a newly discarded card that can be used immediately to form a cluster or win the game, they may shout 'LARO!' and collect the card from the discard. They must then lay the cluster face-up to show it's validity, and then discard back to 8 cards in hand. If the card collected on 'Laro!' wins the game for the player, they must lay all three clusters out for all players to see.

The round then proceeds clockwise from the player that just declared 'Laro!' to seize a card and play a cluster. This means that players turns can be 'jumped', and jumped players must wait until the turn order reaches them again.

If ever two players want to call Laro for the same discarded card, in the first instance the tie is broken in favour of whoever can form the highest value cluster. A Pure Cluster beats a Wild Cluster, a Wild Cluster beats a Corrupt Cluster, and a Void Clusterbeats any other type of cluster.

If both players are tied for the value of Cluster they can create, the tie goes to whomever comes next in the turn order.

If calling Laro will give the game to a player, the tie is decided in their favour, even if other players can claim a higher value cluster. If both players could win, the game goes to whomever comes next in the turn order.

WINNING THE GAME

When the victory condition is met and a player has three complete clusters when they draw a ninth card, the winner lays their three clusters on the table for all to see.
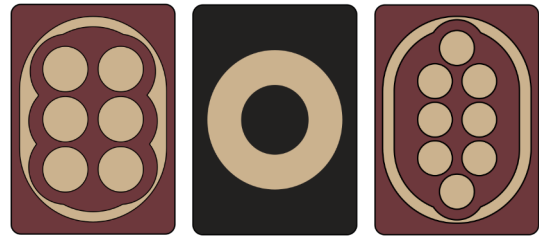
The other players must pay a sum to the winning player equal to the stake x the point value of the winning player's hand. They also receive any ante contributed at the start of the game.

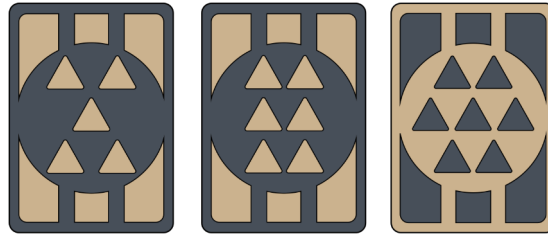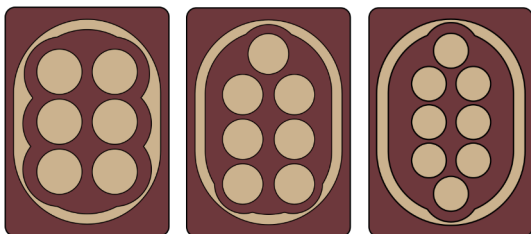When a player wins, they become the new dealer and a new game round may begin.
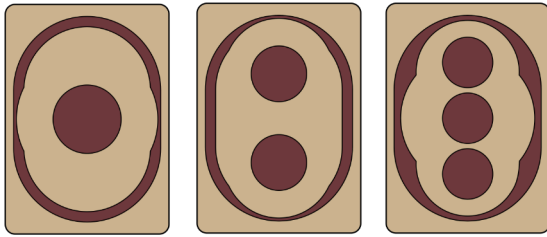
Pure Cluster (3)

Wild Cluster (2)

Corrupt Cluster (1)

Total = 6 Points
Each player pays the winner 6 of whatever the stake
was for the course of the game.

Pure Cluster (3)

Void Cluster (9)

Pure Cluster (3)

Total = 15 Points
Each player pays the winner 15 of whatever the stake
was for the course of the game.

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