

Pi mal Pflaumen

A fruity card game for 3-5 players aged 8 and up by Matthias Cramer



Background

The 17th and 18th centuries were the eras of science. Two of the most impressive personalities of that time were Leonard Euler and Maria Sibylla Merian (who in fact were related). Leonard Euler was a famous mathematician who rendered outstanding services to the number pi. Maria Sibylla Merian was not only a naturalist and explorer but also an artist. Her name stands for the style of detailed portrayal of nature – see her works on the metamorphosis of caterpillars to butterflies. The illustrations in this card game shall breathe life into that style again. By the way, the expression “Pi mal Daumen” also originated in that period.

Components

119 cards, consisting of:



Round I

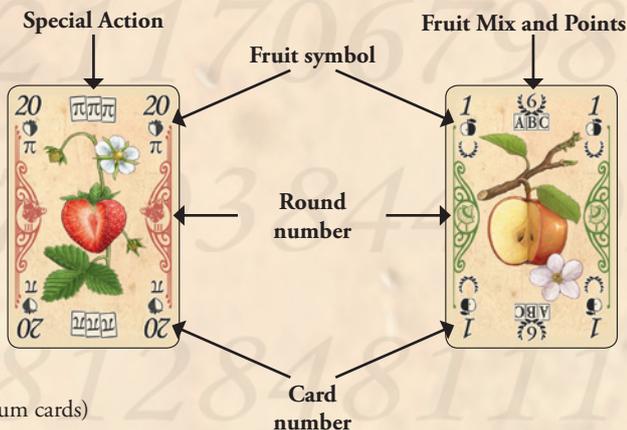


Round II

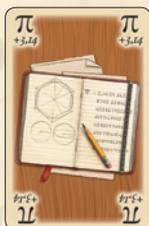


Round III

75 **Fruit cards** (25 each for Rounds I, II, and III including 9 different types of Fruit: Apple, Blackberry, Cherry, Fig, Orange, Pear, Plum, Strawberry, and White Currant; except for Plum, there are 3 cards for each type of fruit per Round; the 25th card of each Round shows a Plum, but is only used in the 5-player game; there is also a separate deck of Plum cards)



18 Plum cards



18 Pi cards
(+3, 14...)



1 Watchdog
(2 different illustrations,
use the one you like the most)



7 Turn Order cards

Setup

Place the following cards at the side of the play area:

all 18 Plum cards, all 18 Pi cards and the Watchdog.

Sort the **Fruit cards** by Round number in 3 separate stacks.

In a 3-player game, remove cards 19 to 25 from each stack.

In a 4-player game, only remove card 25 from each stack.

In a 5-player game, do not remove any cards.

Put the removed cards back into the game box.

Shuffle each stack face down. For the **first Round**, use the stack with the **peacock caterpillar** on a stinging nettle leaf (in other words with Round number I in the corner). Place the pupal stage stack (II) and the stack with the peacock butterfly on an aster flower (III) to the other cards at the side of the play area.

Take the **Turn Order cards** from 1 to the number of players. Only the Turn Order card with the highest number may have an illustration of a Plum card at the right bottom. Place the appropriate cards to the other cards at the side and put the remaining back into the game box.



Turn Order cards
in a 4-player game

Deal each player an equal number of Fruit cards. Take your Fruit cards into your hands and keep them hidden from the other players.

The player who most recently ate fruits becomes the start player.

Overview

A game of *Pi mal Pflaumen* is played over 3 Rounds and each Round consists of 6 tricks (or 5 tricks in a 5-player game). Each player plays exactly 1 Fruit card per trick. The player who played the highest number can choose 1 of the played cards. The other players follow accordingly – the last player must take the card that is left, but he also receives a Plum card. Some Fruit cards have a Special Action that you can carry out when taking the card. To win this game, however, you must combine your Fruit cards to lucrative Fruit Mixes worth Points.

Course of Play

In each of the 3 Rounds, 6 tricks are played (only 5 in a 5-player game). A trick is played as follows:

1. Beginning with the start player and in clockwise order, **play 1 Fruit card** from your hand and place it **face up** in the middle of the table. (You can add 1 or more Pi cards to increase the number of your played card – see the *Special Actions* section).
2. **Assign** each player a **Turn Order card** according to the number they played. The player who played the highest number receives Turn Order card 1, the player who played the second highest number receives Turn Order card 2, and so on.
3. The player with **Turn Order card 1** (i.e. who played the highest number) then **chooses 1 of the Fruit cards in the trick** and moves it to **his display**. You can choose the card you played. (Sort the cards in your display such that the other players can easily see what you have.)
4. If the card you took has a **Special Action**, carry it out immediately. You can also **combine** cards in your display to **Fruit Mixes** (see *Special Actions* and *Fruit Mixes* Section).
5. Then the player with Turn Order card 2 chooses a card, places it in his display, carries out its Special Action (if available), and combines cards to Fruit Mixes.
6. Continue in this fashion until each player has had a turn. **The last player also receives 1 Plum card** from the respective pile. Plum cards can be used for Fruit Mixes like any other Fruit card in your display. They have no other purpose.
7. The player with Turn Order card 1 leads to the next trick. The other players follow in clockwise order as before.
8. Before you play the next trick, place the Turn Order cards at the side again.



Example: Alice played the 13 of Fig and a Pi card for a total of 16,14..., which is higher than Bob's 16 of Orange. So Alice chooses a Fruit card first, then Bob chooses one of the remaining three. Chris played the 6 of White Currant and must take the remaining Fruit card, but he also receives a Plum card.

A Round is over after all players have played all of their hand cards. Then take the cards for the next Round and, again, deal each player an equal number of them. The player who played the highest number in the last trick of the previous Round leads to the first trick of the next.

The game ends after Round III.

Special Actions and Fruit Mixes

Special Actions

Some Fruit cards provide a one-time **Special Action**. When you take such a card, you must **immediately** carry out its action. You cannot do so later. There are **3 types of Special Actions**:



Take the Watchdog: Take the Watchdog (from the side of the play area or from another player) and place it in your display. As long as you have the Watchdog in your display, no player can steal cards from you.



Steal a Card: You can steal a face-up Fruit card from another player's display and place it in yours. (You can use the stolen card immediately to create a Fruit Mix.) You cannot steal a card from the player with the Watchdog.



Take 3 Pi Cards: Take 3 Pi cards and place them in your display. You can have any number of Pi cards in your display. When playing a card for a trick, you can add any number of **Pi cards** from your display to increase the number of the **Fruit card** you play. Each Pi card increases that number by pi (3,14...). (Because of the decimal places, this cannot result in a tie. Adding 2 Pi cards, for instance, increases the number by 6,28..., etc.) At the end of the trick, return any added Pi cards back to the Pi card pile.

Fruit Mixes

Some Fruit cards show a laurel wreath with a number and a set of letters below that, representing the Fruit Mix you are supposed to create. Only by doing so will you get the Points you need to win this game.

Each time you take a Fruit card from a trick, you can create 1 or more Fruit Mixes by taking the required Fruit cards from your display.

Each letter in a Fruit Mix stands for one type of Fruit. There are the following combinations:

/ / : 3 / 4 / 5 different types of Fruit, respectively

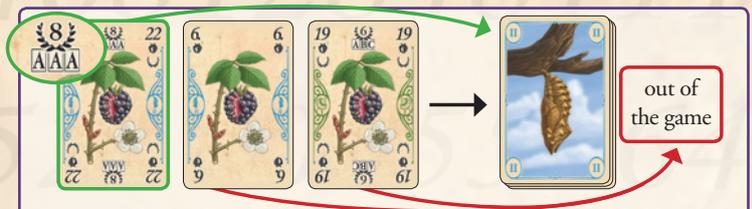
/ : 2 or 3 Fruit cards of the same type, respectively

/ : 2 or 3 pairs of Fruit cards of different types, respectively

: 3 Fruit cards of one type and 2 Fruit cards of another type

/ / : 3, 4, and 5 Plum cards, respectively

The Fruit card showing the Fruit Mix can be part of that Fruit Mix, but does not have to be. Plum cards that you receive for going last are treated like any other Fruit card. You can use any Fruit cards in your display, regardless of which Round you got them. When you create a Fruit Mix, place the card showing the Fruit Mix face down in front of you. These face-down cards cannot be stolen from you. The number in the laurel wreath shows how many Points you will get at the end of the game. Put the other cards used for the Fruit Mix back into the game box—they will not be used again this game.



Example: Dennis is going for a "AAA" Fruit Mix, so he needs 3 Fruit cards of the same type. He decides to use Blackberries for this, including the Fruit card with the Fruit Mix. He places the latter face down on his stack of completed Fruit Mixes and removes the other cards from the game, losing the Fruit Mix on the third Blackberry card in the process. Dennis could have used 3 Strawberries instead of Blackberries, but if he did, he would have had to remove 4 cards from his display – the 3 Strawberries and the card showing the Fruit Mix.

Game End

The game ends after the last trick of Round III. At that point, each player can create as many Fruit Mixes as he can, before totaling the Points for his completed Fruit Mixes. The player with the most Points wins. In case of a tie, the number of leftover Fruit cards in your displays breaks the tie.

Variant for Experienced Players

You can only create a **single** Fruit Mix per turn (trick). At the end of the game, you **cannot** create any more Fruit Mixes. In this variant the decision when to create a Fruit Mix is crucial.

Credits

Game Design: Matthias Cramer · **Illustration:** Dennis Lohausen
Graphicdesign: Hans-Georg Schneider · **English Translation:** Grzegorz Kobiela
Realisation: Klaus Ottmaier

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In memory of Meilo, the best friend of the winged horse ...

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