

PIES



3-5



30'



11+

Gather the best fruits to make pies.

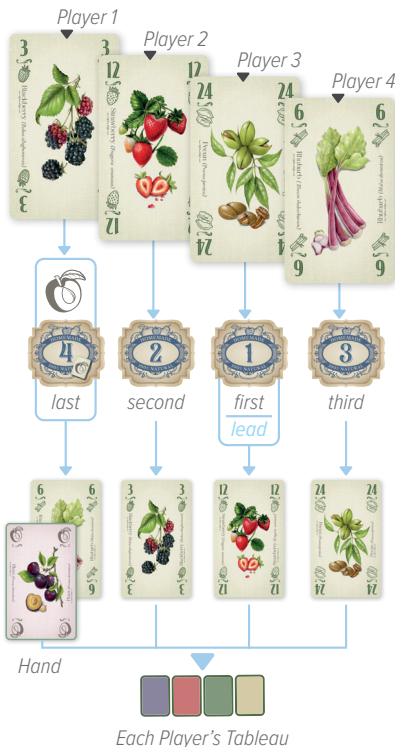


COMPONENTS

- A** 93 Fruit Cards
(25 Round 1, 25 Round 2, 25 Round 3, 18 Plum)
- B** 9 Pie Tokens
- C** 5 Player Order Tokens
- D** 1 Dog Card

SETUP	Fruit Cards	Order Tokens
3 Players	Remove 19-25 from each deck	Use tokens 1-3; flip 3 to plum side
4 Players	Remove 25 from each deck	Use tokens 1-4; flip 4 to plum side
5 Players	Use all cards in each deck	Use all tokens

Separate the non-plum fruit cards into **3 round decks**. Place the **plum cards**, **dog card**, and **order tokens** near the play area. The last player to eat a piece of pie is the **start player**.



DEAL

Start each round by shuffling the current **round deck** and dealing out all cards evenly.

TRICKS

The start player **leads** the first trick by playing any 1 card from their hand. Going clockwise around the table, each other player must play any 1 card into the trick.

When everyone has played a card, each player is assigned an **order token** from **highest to lowest card** (highest takes the 1). Following this order, each player takes 1 card from the trick and adds it to their tableau.

When you take a card, you must use its **special action** (if it has one), and then may make a **fruit mix** to score points, using any cards in your tableau. If you are the **last** player to claim a card from a trick, also add a **plum card** from the supply to your tableau.

After each player has claimed a card, return all order tokens to the middle. The player who had the 1 token leads the next trick.

FRUIT MIXES

Some fruit cards have a **fruit mix recipe** on them, which shows a set of fruit cards you can turn in to score points.

Each time you take a fruit card from a trick, you may make **1 fruit mix matching** the recipe on any card in your tableau. The card with the recipe may be included in your mix, but does not have to be. Place the recipe card face down in your **score pile** (even if it was not part of your mix), then discard all other cards in your mix from your tableau.

Plums can be used in a fruit mix like any other fruit. They only match other plums.

ROUND END

The round ends when players run out of cards. At the end of the **1st** and **2nd** round, start a new round with the next set of fruit cards. Players keep all cards in their **tableau** and **score pile**, but must discard any leftover **pie tokens** they have. The player who last had the 1 token leads the next trick.

At the end of the **3rd** round, the game ends, and each player counts up the points in their **score pile**. The player with the most points wins.



3/4/5 different types of fruit



Two or Three of the same fruit



Two or Three pairs of fruit of different types



Three fruit cards of the same type and 2 fruit cards of a different type



Only plums in that exact quantity



SPECIAL ACTIONS

When you add a card with a **special action** to your tableau, you must immediately take its action.



Steal: Take a fruit card from another player's tableau and add it to yours. You may not take from the player who has the dog. You may only take cards from another player's tableau, not their hand or score pile.



Dog: Place the dog card in front of your tableau.



Pies: Take 3 pie tokens.

PIE TOKENS

When you play a card into a trick, you may place any number of your **pie tokens** on it. Each token increases the card's number by **pi** (3.14). When a player takes the card for their tableau, discard all tokens on it.

CREDITS

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