



1 Game Ingredients

- 87 cards divided as follows:



52 Playing Cards



24 Special Cards



8 Reference Cards

and 3 blank cards, so you can be creative!

2 Aim of the Game

2 PineApples is a game in which players make calls. Players draw a card on their turn and give a Pine value and an Apple value. If they make a mistake, or takes too long to think, that player picks up all the face-up cards as a penalty.

Winning? Easy as pie: collect the fewest penalty cards.

Easy enough... until it's not!

3 Setting Up the Game

The first few times you play the game, only use the Playing Cards with the blue background.

Shuffle all 52 Playing Cards and put them face down in a stack within reach of all the players.

The first player is the last one to have eaten pineapple. Otherwise, an apple will do.

5a Calling Out Rules

- Players are allowed to think for 5 seconds before making a call.
- Players must say, first the number of Pines, then the number of Apples.
- The calls must be fluid, continuous, without any pause, hesitation, or unnecessary addition.
- The calls concern ONLY the visible cards. The cards that have been covered are not taken into account anymore.

Watch out: The calls must solely be made in the following manner: **"X Pines X Apples"**.

However, if one of the ingredients -Pine or Apple- is missing, you have to say: **"No [insert ingredient here]..."** instead of the number of Pines or Apples.

Once the call has been made, the next player continues by drawing the next card from the center stack and makes a new call within 5 seconds.

A Pine counts as 1 Pine (Duh!)

An Apple counts as 1 Apple (Uh-huh, I think we get the idea)

A Pineapple counts as 1 Pine and 1 Apple (Oh I see, that's the trick!)



4 Game Proceedings

The 1st player turns over a card and starts a first pile beside the center stack.

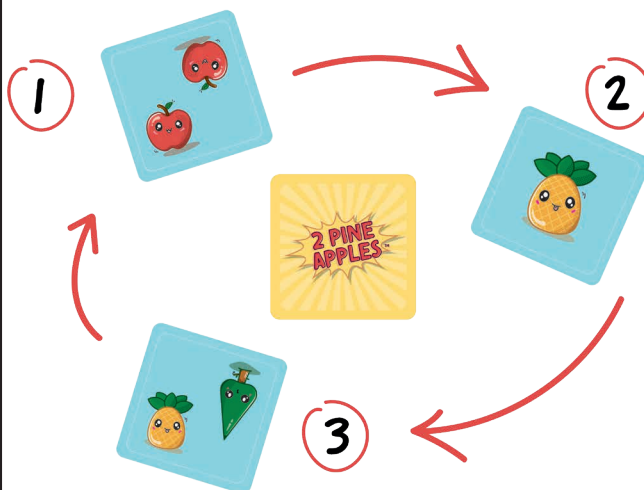
The player says the number of Pines, then, of Apples that are visible (cf. "5. Calling Out Rules").

Then the next player on the left turns over another card and starts a second pile beside the center stack.

That player makes a call while taking into account all the visible cards.

The following player continues by starting a third pile and making a call.

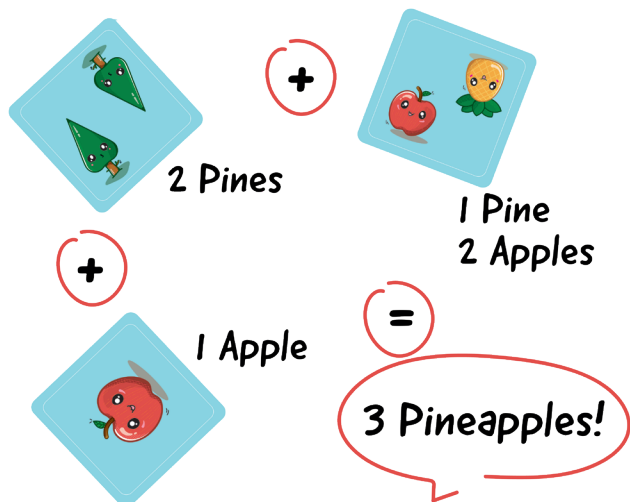
Once three piles are formed, the next cards that are drawn are added face up, respectively on top of the 1st, 2nd then 3rd piles, and so on (you never add a fourth pile).



5b Pines and Apples Fusion Rule

If a player has to call the same quantity of Pines and of Apples, these ingredients fuse to become PineApples.

The call must therefore be made as follows: **"X Pineapple-s"** instead of **"X Pine.s X Apple-s"**.



6 Contesting a Call

- If a player believes that the call made is incorrect, that player can contest it before a new card is put down by exclaiming: **"Worm!"**
- If the call was indeed wrong, the player who had made the call picks up all the cards from the 3 visible piles as a penalty.
- If the contested call turns out to be correct, it is then the contesting player who picks up the cards as a penalty.
- When a player picks up cards as a penalty, they are stacked in a pile in front of the said player who then immediately starts a new round.

7 End of the Game

When a player turns over the last card of the stack, that player makes a final call as usual, and the game ends! Some cards may remain face up.

The players then count the cards received as a penalty in their own piles.

The player-s with the fewest cards win-s the game.