

# Pif Paf

2-8 players

108 cards

Difficulty: Easy

Duration: Short

**Be the first to form all 9 cards into valid sets and runs, then discard to win.**

## SETUP

- 2-8 players use two standard decks plus jokers.
- Deal 9 cards to each player.
- Remaining cards form the stock; top card starts the discard pile.

## SCORING

- Winner scores zero penalty points.
- Others score penalties equal to face value of unmatched cards.
- Jokers carry high penalty value when left unmatched.

*Tip: Complete one combination early to reduce deadwood risk if someone else goes out first.*

## ON YOUR TURN

- Draw one card from the stock or discard pile.
- Arrange hand into sets (same rank) or runs (consecutive same suit).
- Discard one card to end your turn.
- Declare Pif Paf when all 9 cards form valid combinations.

*Pif Paf is a fast-paced Brazilian rummy-style card game where players race to form their entire hand into valid combinations. Known for its quick rounds and simple rules, it is a popular family game throughout Brazil.*

## Objective

Be the first player to arrange all cards in your hand into valid sets (three or four of the same rank) and runs (three or more consecutive cards of the same suit), then go out by discarding your last card.

## Setup

1. **Players:** 2 to 8 players.
2. **Deck:** Two standard 52-card decks plus jokers.
3. **Deal:** Each player receives 9 cards.
4. **Stock and discard:** Remaining cards form the stock. The top card starts the discard pile.

## Gameplay

1. **Drawing:** On your turn, draw one card from the stock or take the top card of the discard pile.
2. **Organizing:** Arrange your hand into combinations of sets and runs.
3. **Discarding:** End your turn by discarding one card.
4. **Going out:** When all 9 cards form valid combinations and you have one card to discard, you declare 'Pif Paf' and win the round.

## Scoring

- **Winner:** Scores zero penalty points.
- **Other players:** Score penalty points equal to the face value of unmatched cards in hand.
- **Jokers:** Count as a high penalty value when left unmatched.

## Variations

- **Pif Paf with buying:** Players can 'buy' the discard pile card out of turn, adding penalty points for each buy.
- **Speed Pif Paf:** Reduced hand sizes for faster rounds.

## Tips and Strategies

- Prioritize forming one complete combination early to reduce your deadwood risk if someone else goes out.
- Be cautious about holding jokers too long. While flexible, they carry heavy penalties if the round ends before you finish.

## Tips & Strategy

Speed matters more than perfection. Get your combinations locked in early and go out fast rather than waiting for an ideal hand arrangement.

Watch what opponents discard to avoid giving them cards they need. If someone is discarding from a suit you are collecting, they likely do not need it—take advantage.