

# PIM PAM PUM

💡 Maldón \ Sonja Müller

👤 4 and up

👥 2-5 players

🕒 about 15 minutes

## The Aim of the Game

Squirrel Pim, raccoon Pam, and cockatoo Pum are best friends. Today, they want to have a party and play hide-and-seek with you!

Roll the dice and look for cards with the matching animal. Who will have the most cards at the end of the game?

## Contents



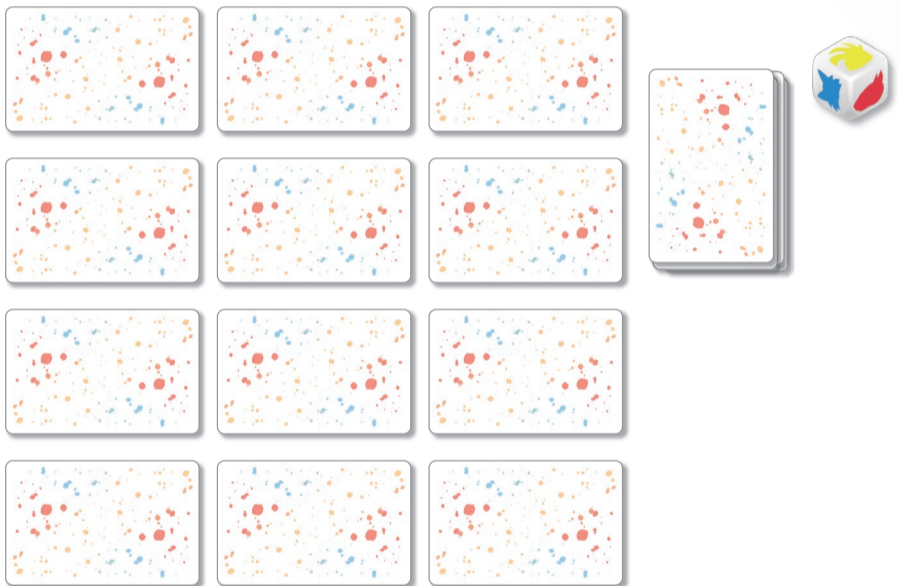
1 die

40 cards showing one, two, or all three animals

## Setup

Shuffle all the cards and place 12 of them face-down on the table in a grid as shown below. The rest of the cards make up a face-down draw deck. The player who last petted an animal goes first and takes the die.

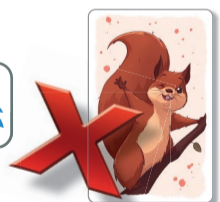
Setup



## Playing the Game

Take turns going to the left. On your turn, take the die and roll it. Then reveal any one card from the grid for all to see. Now, there are two possibilities:

1. The card **does not** show the animal you rolled:  
Your turn ends and you must turn all face-up cards back over.



2. The card shows the animal you rolled:

Yay! Now you get to choose:  
**Stop and take the face-up cards**  
or  
**continue turning cards over.**

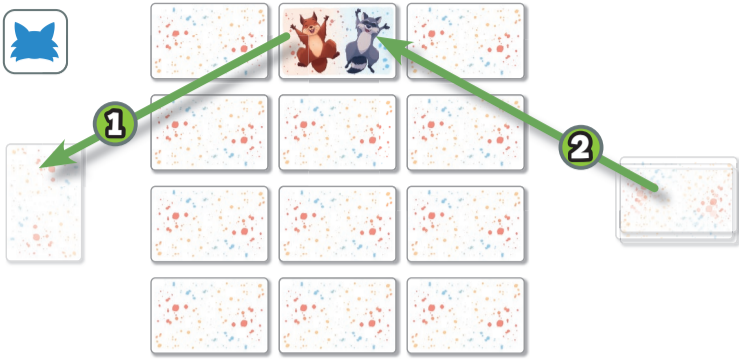


Some cards show more than one animal. These cards count as long as one of them is the animal you rolled.



## Stop and take cards ...

If you decide to stop, take all the face-up cards you turned over. Put them in front of you, face down (1) then refill the grid (2) with cards from the deck. Your turn ends.



Collect all the cards you've won in a pile in front of you, face down.

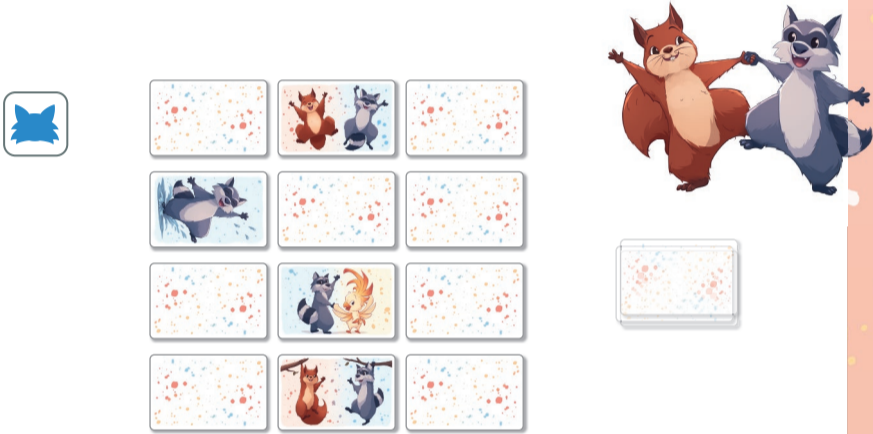
## ... or continue turning cards over

Turn over another card and check if this one also shows the animal you rolled.

**Do not reroll the die! You only roll the die once at the start of your turn.**

Like with the first card you turned over, the following can happen:

- Your turn ends if the last card you turned over **does not** show the animal you rolled. You must turn all the cards you revealed back over.
- If the last card you turned over shows the matching animal, you get to choose again: stop or continue turning cards over.



Your turn continues until you either choose to stop and take all the face-up cards, or you reveal a card that doesn't show the animal you rolled.

**Pay attention to the animals the other players turn over, too! If a card isn't taken, you'll know which animal(s) you can find there!**

At the end of your turn, give the die to the player on your left.

## The End of the Game

When the draw deck runs out, don't refill the grid, but continue playing with the cards you have on the table. The game ends when **all** the cards have been picked up from the grid.

The player with the most cards in their pile wins the game! If you want, instead of counting the cards, you can simply compare the size of your piles.

You could also play a little tournament and see who can be the first to win two games!

For a quicker game, set a few of the cards aside before the game starts and play with the rest.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us directly. Do you have any questions? We would be happy to help!  
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