



Pumba

Pumba is a fun game whose purpose is very different from the rest of popular games. The objective is not to win tricks or to form combinations with the cards, in *Pumba*, the players will try to be the first in discarding all the cards, winning the hand.

- **Object of the game**

The main objective is to discard all cards, before the opponents, doing *Pumba* and winning the hand.

- **The pack**

For *Pumba*, a Spanish deck of 40 cards is used.

- **Number of players**

It can be played from two up to six players.

- **Value of cards**

The value of cards is shown in the following table:

Value of cards	
King	10 points
Two	10 points
Jack	10 points
Horse	9 points
Seven	7 points
Six	6 points
Five	5 points
Four	4 points
Three	3 points
Ace	1 point

- **The deal**

The first dealer is chosen at random and the player to the dealer's right is the *leader*. After the shuffle, the deck is cut by the player to the dealer's left and the dealer will deal 5 cards to the leader and 4 to the other players. The undealt remainder of the deck is placed face down in the centre of the table, becoming the stock.

- **The play**

The leader starts the game playing one card face up on the table. The next player must follow the suit led or play a card of the same rank from another suit, establishing the new suit that must be followed. If the player cannot play any card, he draws one card from the stock and the turn passes to the next player to his right.

Fournier



Pumba

The players play their cards, placing them squared up, showing only the last card of the pile. When a player holds only one card in his hand, he must announce it saying "Pumba". If he forgets this declaration and any player notices it, he will have to draw two cards from the stock.

The hand finishes when a player plays his last card. In that moment, the other players will count the total value of the cards they hold in their hands.

There are 6 cards that have an especial meaning:

- *Ace*. When this card is played, all the players must shut up and if someone speaks, he must draw two cards from the stock.
- *Two*. This card forces to the next player to draw two cards from the stock. The twos are accumulative and, after a two, another two can be played in order not to draw and the next player will have to take four cards. Up to 4 consecutive twos can be played and the player will draw eight cards. Twos can be played at any moment, regardless the suit led, and the last played two determines the new suit.
- *Seven*. This card changes the rotation of the play.
- *Jack*. This card is a joker. It can be played at any moment, but when a two card is played. It allows changing the suit led to the one the player wishes.
- *Horse*. This card jumps one player's turn. When a player plays this card, the next player to his right or left, according to the turn, will stay one turn without playing.
- *King*. With this card, another card of the same suit can be played.

• The scoring

At the end of the hand, each player counts the points of the remaining cards in his hands. When a player scores or exceeds 100 points, he will be excluded from the game. The only player who does not exceed that score, wins the game. Before starting the game, the players can agree another score. The player who wins one hand, discounts 5 points from his total score.

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