deck O' digits

Games & Activities

The Cards

The Digits, featuring all of your favorites!

0	1	2	3	4
5	6	7	8	9
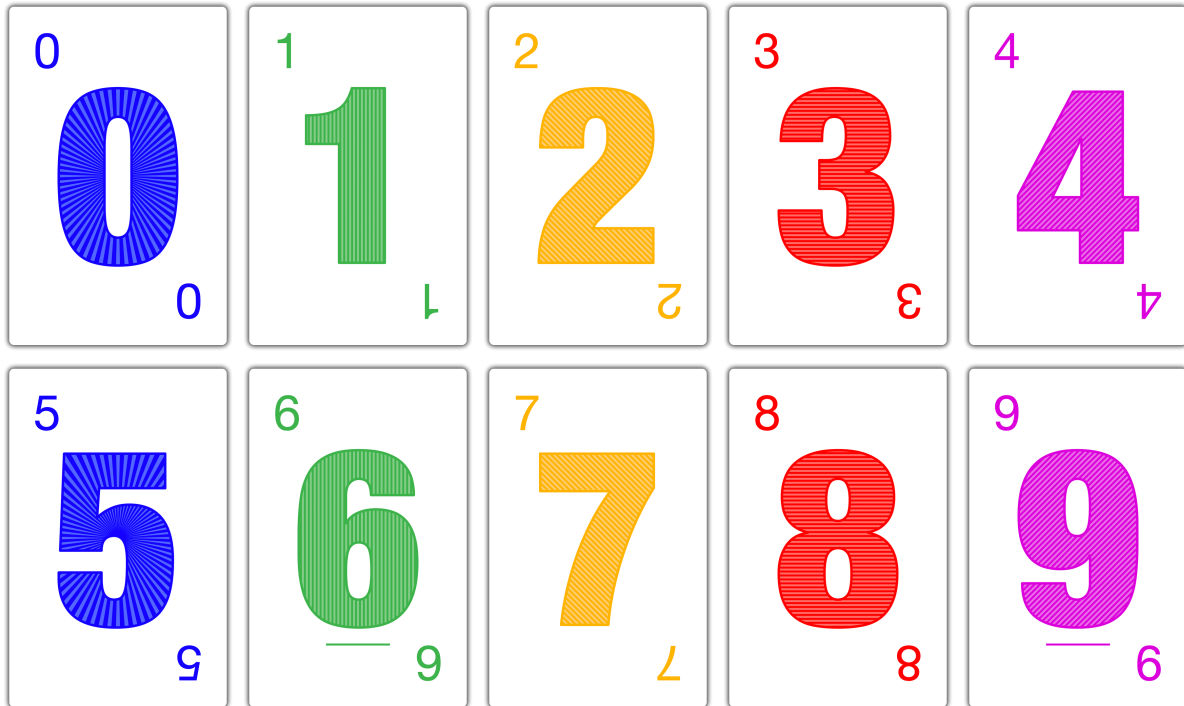
The Wilds, each matching either of two Digits.

0 / 5	1 / 6	2 / 7	3 / 8	4 / 9

The Starter Card, and the Reference Card.

3.

3. 14159 26535
   89793 23846
   26433 83279
   50288 41971
   69399 37510 ...
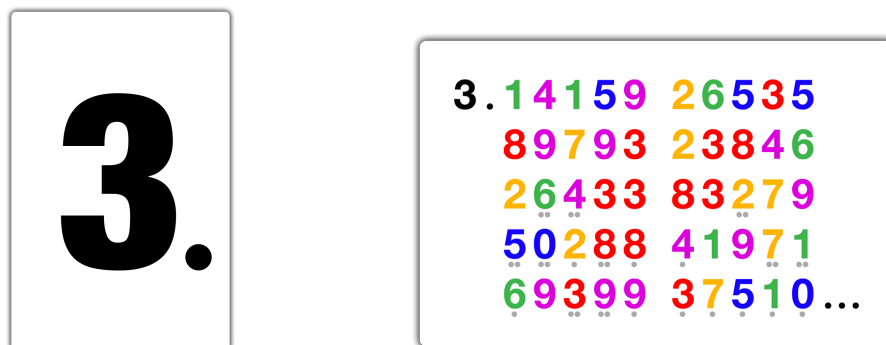
*A one- and two-dot mark under a digit indicates
whether it's the last or next-to-last digit of the fifty.
(This can sometimes be useful to know.)*

Flash Cards

Use the Reference card to put the Starter and Digit cards in order, and use them as flash cards to help memorize more and more digits of π, thereby becoming more and more awesome … guaranteed![1]

Note: To aid memorization, digits differing by five match in color.

Tempus Digit

Players race to restore their shuffled decks into proper order.

- Each player uses a personal deck of only Digit cards, plus the Starter card.
  Optional House Rule (*beginner*): Limit decks to a subset of Digits (e.g., the first ten or twenty).
  Optional House Rule (*advanced*): Hide Reference cards.

- Each player's Deck is shuffled, face-down.
  Optional Tournament Rule: A neutral party shuffles all player Decks into a common order.

- Each player places their Starter card, face-up, on the table.

- At a signal, each player examines their deck and sorts it, as quickly as possible, placing the Digit cards atop the Starter card in order (taking care that the cards are placed face-up). Sorting continues up to an agreed-upon time limit (recommended: 30 seconds for each 10 digits, adjusted for collective skill of players).

- **The first player to place the most consecutive Digit cards *in the proper order* wins.**

  - Validation of proper order occurs in unison: Each player turns their stack of placed cards face-down (so that the Starter card is now on top). Together, players flip their cards over, one card at a time; players revealing incorrect digits are eliminated. Of the remaining players, the one who had finished sorting earliest is declared the winner.

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[1] *Guarantee void upon awareness thereof.*

Players take turns appending digits from their respective hands.

- The Starter card is placed at the center of the table.

- Each player is dealt a hand of five random Digit and/or Wild cards. Remaining cards make the Deck.

- Players take turns appending successive digits to the Starter card (subject to the Special Rule).

  - In a turn, the player appends as many cards as possible from their hand.
   **Optional House Rule:** At most one card per turn.

  - If the player has no appendable cards, the player draws a card from the Deck (if available), appending it (if possible); the player makes at most three such draws per turn.

  - If the player places an incorrect card, then they must take back *all* cards they placed that turn.

- **The first player to append all the cards in their hand wins.**
  If no more digits are appendable, but every player still has cards, then the players with the fewest cards win. (Playing without Wild cards prevents this outcome.)

- **Special Rule:** If (1) the player's hand contains only digits at the "end" of the list, (2) the Deck is depleted, and (3) there are no *other* places where the hand's cards could ever be played, then the player may jump to the end, appending the hand's digits and ending (in fact, *winning*) the game.

  - **Example:** If the player's hand includes only **1** and **0**, and the other occurrence of these digits have already been appended, then the player may place the final **1** and **0** to end/win the game. (If the **1** in this example were a **Wild 1/6**, then the Special Rule would apply only after no other **1**s *or* **6**s can be placed.)

  - **Note:** To help in determining which digits remain appendable, the Reference card marks the last and next-to-last occurrences of each digit with a dot or two dots.
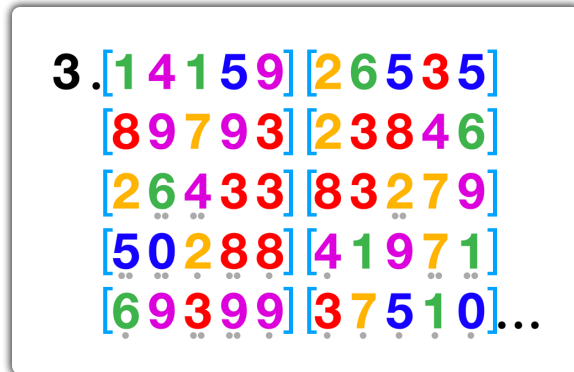
Pi It Forward

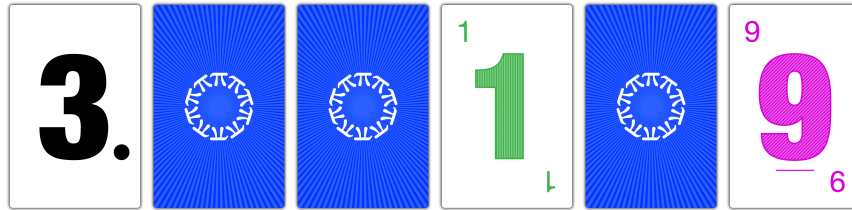Players pass successive digits of π around the table.
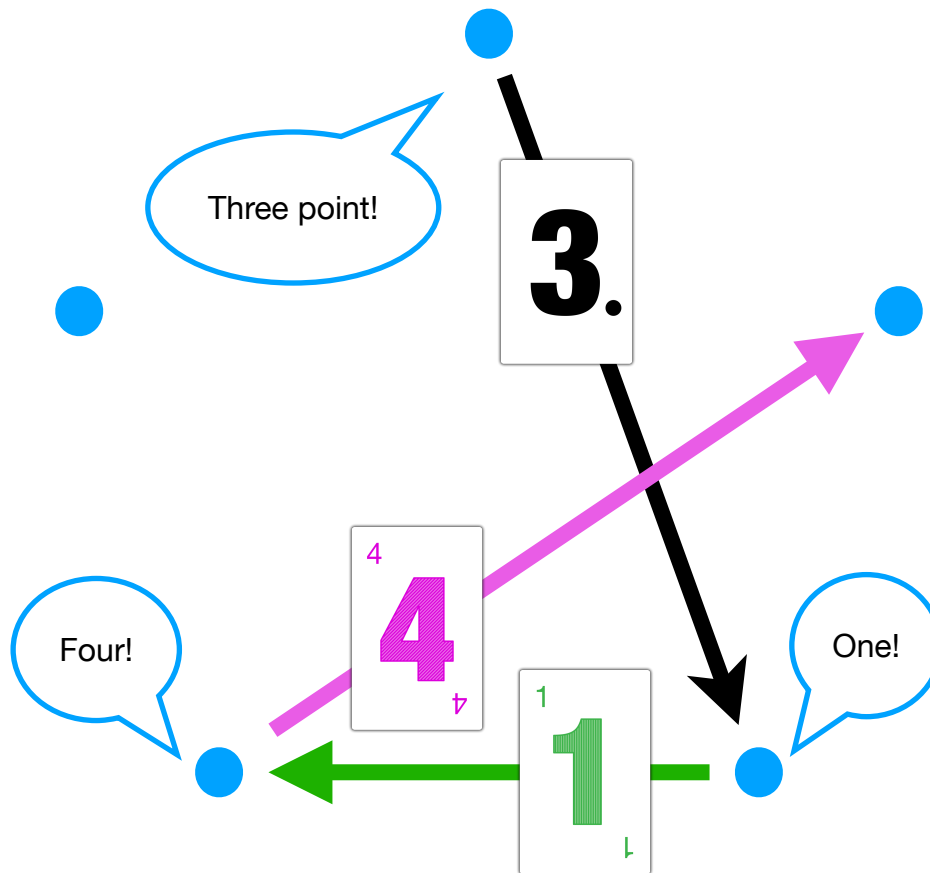
- Each player is dealt a hand of five Digit and/or Wild cards. Remaining cards make the Deck.

- The Starter card is given to a randomly-selected First Player.

- Players take turns reciting the digits of π, in order, as follows:

  - The First Player calls "*Three point!*" and gives the Starter card to any other player; thereafter,

  - The player who receives a card sets it aside, and gives a card matching that digit from their hand to any other player, calling the digit aloud. The player draws a replacement card from the Deck.

    - If the player has no card matching the next digit, then they draw card from the Deck to try and make a match; up to three draws are made.

    - After drawing, the player may ask to trade a card with some other player to obtain a matching card. (No player is obligated to make such a trade.)

    - If the player fails to match the required digit through drawing or trading, then they return the previous card to the previous player to try again.

- Once the final available decimal place has been recited, a player depletes their hand, or no further progress is possible, **the player with the fewest cards wins.**

  - **Note:** A player's hand is not depleted until it is certain that the last card passed to another player will not return due to a failure to match.

Five-in-a-Row

Players attempt to assemble blocks of five digits from the expansion of π.

3.[14159][26535]
[89793][23846]
[26433][83279]
[50288][41971]
[69399][37510]…

- Each player is dealt a hand of **six** Digit and/or Wild cards; the First Player is dealt an additional **seventh** card. Remaining Digit and Wild cards (no Starter Card), make the Deck.

- In a move, a player
  - (Optionally) Discards a card to the Discard Pile and draws a replacement from the Deck.
    Optional House Rule: Draw first, then discard.
  - (Optionally) If possible, assembles and sets down five face-up cards matching a five-digit block as shown on the Reference card, provided that block has not yet been played by someone else. The player draws replacement cards from the Deck, shuffling-in the Discard Pile as needed. This step is repeated unless and until the player can match no more five-digit blocks.
  - Passes one card to the next player.

- If, prior to passing a card, the Current Player has five-or-fewer cards, the Final Round begins, and the game ends after play returns to the Current Player (who may have too few cards to make a move). **The player who has matched the most five-digit strings wins.**

Bluffer's Pi

Players attempt to assemble π using cards that may-or-may-not be correct.

- Each player is dealt a hand of five Digit and/or Wild cards. Remaining cards make the Deck.
- The Starter card is placed in the center of the table.
- Players take turns appending digits to the Starter card.
  - In a turn, the current player states the next digit needed, then appends, face-down, a card that **may-or-may-not** match that digit.
  - The other players may also place cards; doing so starts a Challenge involving those players and the current player. Without a challenge, the game moves to the next player and the next digit.
  - At the end of a turn, the current player draws a replacement from the Deck, if available.
- **Challenges.** Players engage in strengthening their bluffs.
  - **Strengthening a bluff:** Each player in an active Challenge (starting with the current player) may *strengthen the bluff* by placing an additional face-down card onto the table. There are up to three Strengthening rounds. If there is a strongest bluff at the end of a round, then that player wins the Challenge (see below); if all bluffs are equally strong at the end of three rounds, then the winner is decided by a Reveal.
  - **Reveal:** The current player reveals their initial bluff card; **if the card matches the needed digit, then they win the Challenge**. Otherwise, the other Challenge players simultaneously reveal their initial bluff cards.
    - If no cards match the needed digit, then no one wins the Challenge.
    - If one card matches the needed digit, then that player wins the Challenge.
    - If more than one card matches, then priority is given to a "natural" Digit card over a Wild card. Ties may still remain.
  - **Winning the Challenge:** A sole winner acquires all Challenge cards except their initial bluff card, which is appended (in its current face-up or -down state) to the Starter card. Tied winners split Challenge cards, except for their initial bluff cards, one of which is appended to the Starter card; remainders from the split, and other bluff cards, are shuffled back into the Deck.
    - Cards acquired in a Challenge are set aside, separate from a player's hand. Players may not view any face-down cards.
- Once the last available digit has been appended, any player has run out of cards, or no further progress is possible, **the player wins who has the highest total number of (1) cards acquired from Challenges, and (2) successful bluffs** (i.e., face-down cards appended to the Starter card). **Optional House Rule:** Successful bluffs are worth more than acquired cards.

Grid o' Digits

Players uncover the digits of π from a grid of cards.
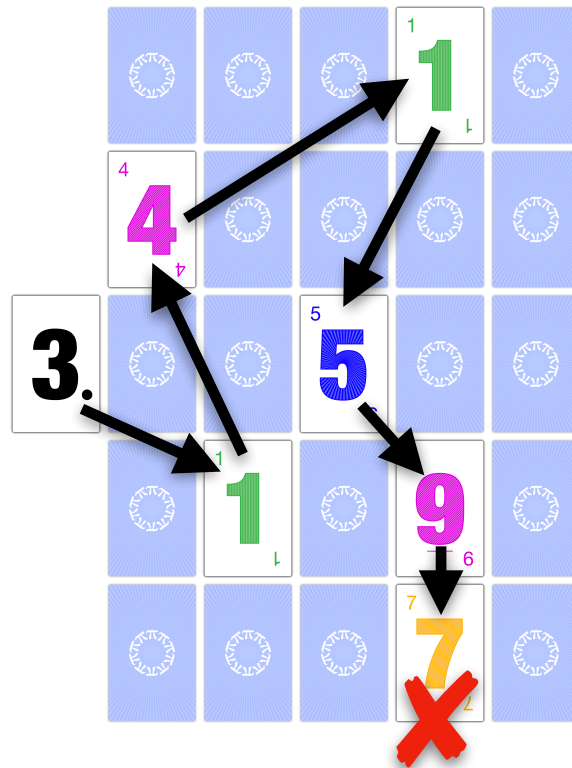
- The first 25 Digit cards, in proper digit order, are shuffled and placed face-down in a grid. The Starter card is placed face-up to the side of the grid. Remaining cards are unused.
  Optional House Rule: The number of cards in the grid may be any multiple of 5.
- Players take turns revealing cards in the grid to uncover the digits of π in order. In a turn,
  - The player recites the Starter card and any other face-up cards on the grid, *in proper digit order*; then, one by one, calls successive digits and reveals face-down cards. For instance, "Three point, One, Four" then "One (reveal), Five (reveal), …".
  - Reciting face-up cards out of proper digit order ends a player's turn.
  - Revealing a card that does not match the expected digit ends a player's turn. All face-up cards on the grid (except as mentioned following) are flipped face-down.
  - When a streak of 5 correct cards has been revealed, those cards remain face-up for the duration of the game. (These, with the Starter card, are recited at the beginning of a player's turn.)
- **The player who reveals the last card on the grid wins.**