

# Pymtheg

Pymtheg is a game that has been played most of all by the Befindos. Especially under the high-class houses, the game is very popular. Among the Befindos, not much is known about the origin of the game. People say that the game originated from the state Krijtkust, but despite the game being played there most, this theory is controversial among the Befindos. After the Befindos got allied with the Drop-Out-tribe of the Elves, under the reigns of Queen Aziëlla and her predecessor King Herondo, they also began to play the game. Since Pymtheg does not involve money as a bet, they see it a very good pasttime.

## Rules

For those familiar with card games such a bridge, whist or klaverjassen, the basis of Phymteg will be easy to learn, since Pymtheg works, just like the games mentioned before with making tricks, possibly by using a trump suit. The card suits Hearts, Spades, Diamonds and Clubs have been replaced by the four elements: Fire, Water, Wind and Earth. Their function is effectively the same, however, unlike the games you may know, the cards are now numbered from 1 till 15, in which 1 is the lowest card and 15 the highest.

Making tricks works the same as with the regular card games. The one who may start the trick plays a card, and the other three players must follow by playing a card with the same element (you **MUST** play the same element), and the one with the highest card of the required element wins the trick. If one is unable to follow suit (or in this case element), then he may play a different element but this will always cause him to lose the trick, unless one plays an element that has been made trump in this round, then one can still claim the trick. (Playing a trump card is **NOT** an obligation (as it is in Klaverjassen). “Overtrumping” is allowed, but “Undertrumping” is forbidden unless it is not possible to do anything else).

When it appears that somebody violated the rules by not following element when he could in fact do so, then the violator gets if he belongs to the playing party (more about that later) the maximum amount of minus points possible in the current game type, plus 100 extra minus points as punishment. If the violator is not the playing party the playing party gets the maximum amount of plus points possible and 100 points extra as bonus. The game round in question will end immediately and the next dealer will deal the cards for the next round.

Basically this rule applies to any form of “cheating”.

## Game Flow

The Befindos themselves play counter-clockwise, but as we on Earth are used to play clockwise, this can be deemed as “acceptable” (unless you are one damn purist). It's best to play the game at a square table with one player at each side. The player at the opposite side of the table is your partner, and together you play against the other two players.

Every round one player deals the cards and the first player after him may open the “bidding round” and the “playing round”. After the dealing the players will bid. Who thinks he can play makes a bid, who thinks not to be able to play will pass. Who passes cannot make another bid during that round any more, but is still allowed to “double” or “redouble” later.

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## Bidding

Pymtheg has three kinds of bids. Gâm (the â is pronounced as the “a” in the word “chance” in UK English, but only a bit shorter. This word means “Game”). Ry (pronounced as “Ree”, meaning “nothing”) and Lone (pronounced as “Lone” meaning “Alone”).

- When one bids “Gâm” Biedt met “Gâm”, he claims to be able to win 9 tricks with the help of his partner. If he is successful, then he'll get 20 points + point point for every trick he made more than 9. When one bids Gâm one can decide to immediately announce the chosen trump element (and then one will play for 30 points + overtricks) or to wait with that until it's sealed he will be the one playing that bid. One can also decide to play No-Trump, and then there is no trump element. All points will then be doubled.  
When he failes, he gets 20 minus points plus 1 minus point for every undertrick.  
When the opposing team does not want you to play Gâm, they can bid Gâm +1 and then one must make 10 tricks at least, and one plays with 30 points (plus over tricks) and 50 points plus overtricks when the trump is immediately announced and the minus points are calculated in the same manner. This can be raised with Gâm +2 and so on.  
Please note Gâm+1 can only be bid when Gâm has been bid and Gâm+2 can only be bid if Gâm+1 has been bid and so on.
- When you bid “Ry” you expect to make no trick at all, and the opponent has to try to force you into winning one. When you win one trick the round ends immediately and the playing party lost. When one wins a Ry he wins 150 points, but when losing it 150 points will be subtracted. Please note the tricks the partner makes do not count, only those who are won by the one who bid “Ry” count. The partner is therefore allowed to make tricks to prevent the Ry player does.  
Further more there are also the bids “Ry 2” and “Ry 3”.  
With “Ry 2” one plays for 200 points on a win, and 200 minus points on a lose. The tricks the partner of the Ry-player wins will not lose the game immediately, but 20 points will be subtracted for every trick the partner wins. Technically this makes it possible to win the round still losing points.  
With “Ry 3” both players of a team may not win any tricks at all, and when either the player or his/her partner wins a trick the game is lost. Most Befindos only make this bid when the partner already did bid Ry or Ry 2.  
Tevens bestaan er ook de boden “Ry 2” en “Ry 3”.  
All variants of “Ry” are played without trump.  
When the opponent overbids a Gâm variant over a Ry, the basis points of the Ry will be subtracted along with the points of the Gâm if the game is lost. Unfortunately, when one wins this Gâm no bonus points are applied.
- With “Lon” the player placing this bid must win all fifteen tricks without his partner's help. If this bid is won, the playing party wins 2500 points. If this bid is lost, the playing party loses 2500 points + 50 points for every trick won by the OPPONENT. Tricks won by your party will thus not count for these 50 penalty points (something that can when one has lost

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already be used a way of “damage control”).

The highest bid counts, and as soon as the highest bid is known, the opponent has the possibility to “double” upping the stakes as the points played for are doubled. So double points on a win will be awarded, but double points will be subtracted on a lose. The playing party can respond with a “redouble” meaning the points awarded or subtracted will be multiplied by 4. A few notes are in order:

- Doubling can only be done when the highest bid is known. When the player who did the bid has not announced the trump during the bidding, the doubling must be done before the trump is named post bidding.
- Redoubling can only be done by the party who did the bid when the opponent did cast a double. Here too goes that it must be done before announcing the trump (unless this has been done during the bidding).

As said before only the highest bid counts and only the playing party can win or lose points. Below is the order of bid ranking from low to high.

- 1) Gâm
- 2) Gâm +1
- 3) Gâm +2
- 4) Gâm +3
- 5) Ry
- 6) Gâm +4
- 7) Ry 2
- 8) Gâm +5
- 9) Ry 3
- 10) Gâm +6
- 11) Lon

## Burn

When everybody passed without making a bid, then the sub-game “burn” will be played. Then people will play tricks without trump. At the end of the game, one gets 5 minus points for every fire-card won with a trick, unless one has more water cards than fire cards (equal is NOT more) the fire counts as “put out” and no minus points are scored. Does one score all fire and water cards, then there are no minus points and one instantly wins 10,000 points (which rarely happens).

The game “Burn” is under the lower class-Befindos very popular as a game on its own and not as a part of Pymtheg. Then you score 1 point per fire cards and one can subtract 80 points in case all fire and water cards are won. The one passing 100 points is the loser. Playing this with a partner with all players playing for themselves are both possible variants to this game.

Pymtheg can only be played with 4 players. Same goes for “burn” as a stand-alone game when playing with a partner. When playing “burn” stand-alone all players playing for themselves you can play with at least 3 players and max 6 players (and the deck setup will then allow all players to have the same amount of cards each, although with 3 players you play more tricks than with 6...

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duh!)

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## End of the game

There are no official rules when a game has ended as a whole. Often people play a certain time decided pre-game, and that after that time the team with the most points wins.

There is a “twenty-round” variant in which exactly twenty rounds are played, no more no less (over multiple days if required).

Some Befindos play with the 100,000 points limit. The team passing 100,000 points either positively or negatively ends the game, and the team with the most points then wins.

## Shuffling and dealing

It's customary when shuffling and dealing to use a special method for this.

1. When shuffling for the first round with a deck never used before a normaly shuffling method is in order.
2. In all sunsequent rounds one prefers only 1 certain amount of cards to be reordered randomly ONCE. (People from Noord-Brabant who often played “rikken”, yeah the shuffling method is the same).
3. When dealing each player gets 3x a set of 5 cards each.

This method is used to ensure one can always play each rounds and to prevent all players passing all the time, which is considered highly annoying. (Be prepared that after a game of Ry or Burn the cards can still end up rather strangely).

This shuffling and dealing method is not “official” but “highly recommended”. Befindo's will hate you when you refuse to use this method.

## Tournament rules

Big tournaments are very common in Aeria. At these tournaments the cards at each table will only be shuffled once and by means of a match schedule all teams must play once at each table. Ranking points are awarded based on which team made the best (or least bad) result. The best team will get 1 point and the second best 2 points and so on, based on how many teams compete. Both teams are judged separately. If on a certain tabel the North/South team has the best result would have the best result (and thus 1 point) the East/West team would as such have the worst result and get the highest amount of points.

When a game ends in everybody passing the subgame “burn” will not be played, and both teams will have “worst result” (ties are possible when other teams also on a round-pass. The highest amount of points will be set then).

The team with the least amount of ranking points will be the champion.

There are no “tie-break” rules, meaning multiple champions are possible.

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## Score table

The score table below has the scores per game type.

### Gâm

Bid	Trump	Trump announced	Base score	Over-/undertrick
Gâm	Yes	After bidding	20	1
		During bidding	30	1
	No	After bidding	40	2
		During bidding	60	2
Gâm +1	Yes	After bidding	30	1
		During bidding	50	1
	No	After bidding	60	2
		During bidding	100	2
Gâm +2	Yes	After bidding	40	1
		During bidding	70	1
	No	After bidding	80	2
		During bidding	140	2
Gâm +3	Yes	After bidding	50	1
		During bidding	90	1
	No	After bidding	100	2
		During bidding	180	2
Gâm +4	Yes	After bidding	60	1
		During bidding	110	1
	No	After bidding	20	2
		During bidding	220	2
Gâm +5	Yes	After bidding	70	1
		During bidding	130	1
	No	After bidding	140	2
		During bidding	260	2
Gâm+6	Yes	After bidding	80	1
		During bidding	140	1
	No	After bidding	160	2
		During bidding	280	2

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## Ry

Bid	Score	Tricks partner
Ry	150	No consequences
Ry 2	200	20 points subtracted per trick
Ry 3	1000	Instantly losing round

## Lon

- When won: 2500 points
- When lost: 2500 minus points + 50 minus points the OPPONENT (not your partner) won
- When Lon is played without trump these scores are doubled (so 5000 points when won en 5000 minus points + 100 minus points each trick the opposing team won).

## Burn

- 5 minus points for each fire card one claims by winning a track.
- When more water cards than fire cards have ben obtained (*more*, so NOT *equal* to), the minus points (no matter how much there are) are NOT given.
- When all fire and water cards are claimed by the same team then 10 points are won (and minus points will not count).

## Doublet

- Can be set by the teaming opposing the playing team, *prior to* the announcement of the trump, if the trump was already announced in the bid itself or when one plays Ry then *prior to* the first card being played.
- Discussing this with your partner is NOT allowed
- ALL points (plus or minus) will be doubled.

## Redoublet

- Can be set by the playing party as a *direct response* to a double, before any other game action takes place.
- Discussing this with your partner is NOT allowed
- ALL points (plus or minus) will be multiplied by four.

## A few notes:

- It does not matter whom of the two players in a team sets the double or redouble as long as he/she is a member of the team who has the right to do so.
- Discussing with your partner is NOT allowed.
- People are NOT required to ask the players if they want to double. They have to remember the opportunity themselves. If they say nothing the game continues and it can be too late. If one needs more time to decide wether or not to double or redouble one has the time to request that, and the other players are not allowed to deny you such a right. Prior to the game a time limit can be proposed and counts when all other players agree.
- A “double” or “redouble” cannot be set in a game of “burn”.

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I do allow translations of this document into any language, however only the English version will count as “official”. This because certain details can easily get lost in translation, but also because it's undoable for me to keep all versions of this documentation up-to-date all the time. Translators are responsible themselves to keep translations up-to-date. The original English version should always be distributed with the translation.

Just like normal card decks, Pymtheg decks are suitable to be used in other kinds of games. Try to make up some. Think them well through. I won't stop ya. Please refer to Pymtheg if you do. If the game is a variant of Pymtheg the original documentation should be included (and in that case the game should always be freely available).