

# Take5™

THE CLASSIC 6 NIMMT!



AGES  
8+



20  
MINUTES



2-10  
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit [www.amigo.games/game/take5](http://www.amigo.games/game/take5).

## OBJECT OF THE GAME

To score the fewest penalty points. Every card you collect counts as one or more points – the player with the lowest number of points at the end of the game is the winner.

## CONTENTS

104 Number Cards

Instructions



## SET UP

1. Shuffle the deck and deal 10 cards to each player. All players look at their cards and form them into hands so the other players can't see them.
2. Deal the next four cards, face-up, to form a column made up of four rows in the middle of the table.
3. Put the rest of the deck aside; you won't need these cards until the next round.
4. Each card has two parts – a number and penalty points.



This is the number

These are the penalty points – each bullhead is one penalty point



Row #1



Row #2



Row #3



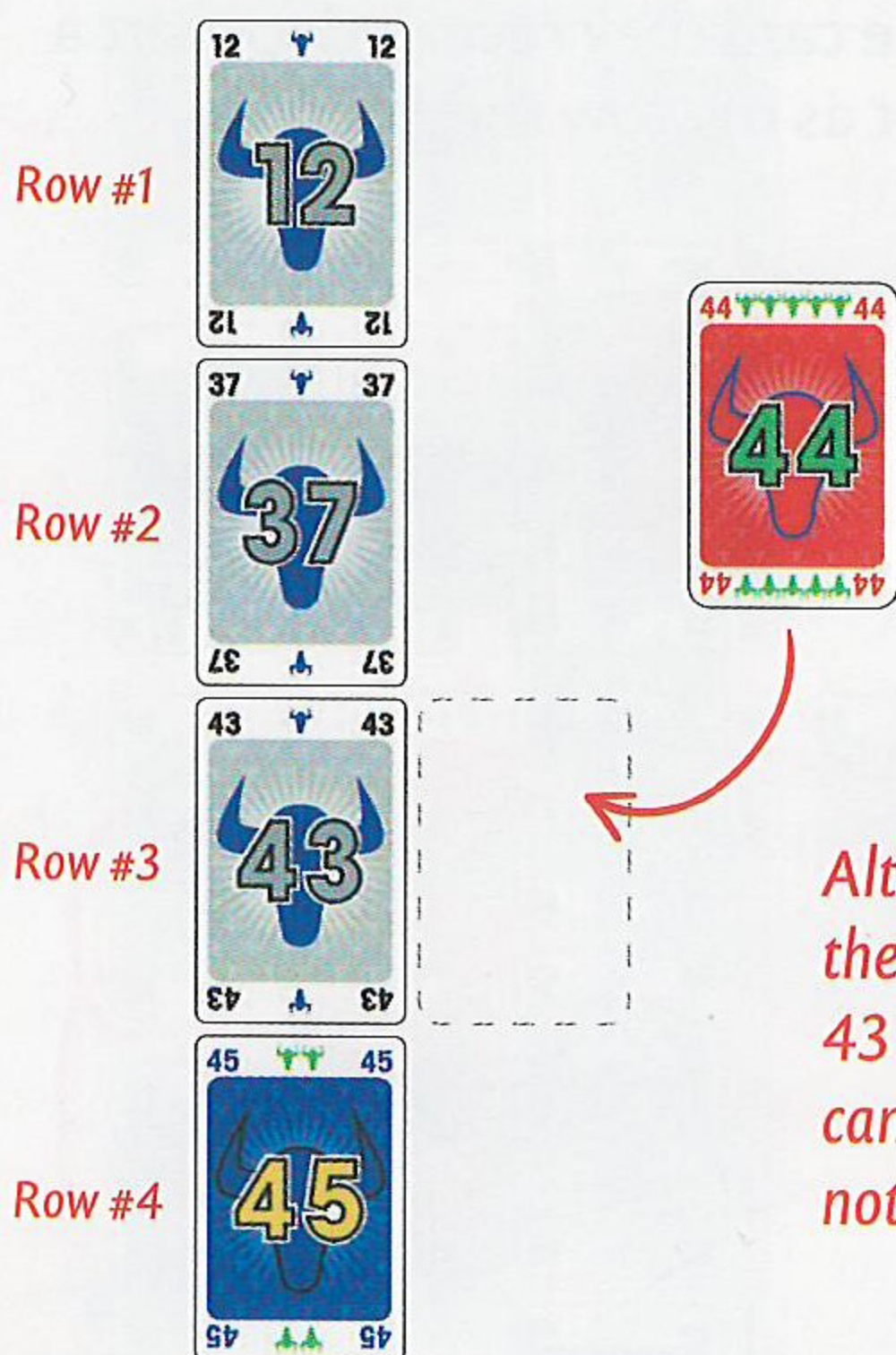
Row #4

## PLAYING THE GAME

1. **SELECTING CARDS:** Players choose **one** card from their hands and put it **face-down** on the table in front of themselves. After the last player puts a card face-down, all players simultaneously reveal their cards by turning them over.
2. **PLAYING CARDS:** The player who revealed the card with the lowest number goes first for this turn, by adding that card onto one of the four rows in the middle of the table. The player must

play the card onto the end of a row (to the right of the last card in the row) following both of these rules:

- a. **ASCENDING ORDER:** The number on the card must be higher than the card at the end of the row, so that the numbers in every row increase from left to right.
- b. **LEAST DIFFERENCE:** The number on the card must be closest to, but still higher than, the card at the end of the row.



*Although the 44 is higher than the 12, the 37, and the 43, it's closest to the 43 so it must be played onto Row #3. It can't be played onto Row #4 since it's not a higher number than 45.*

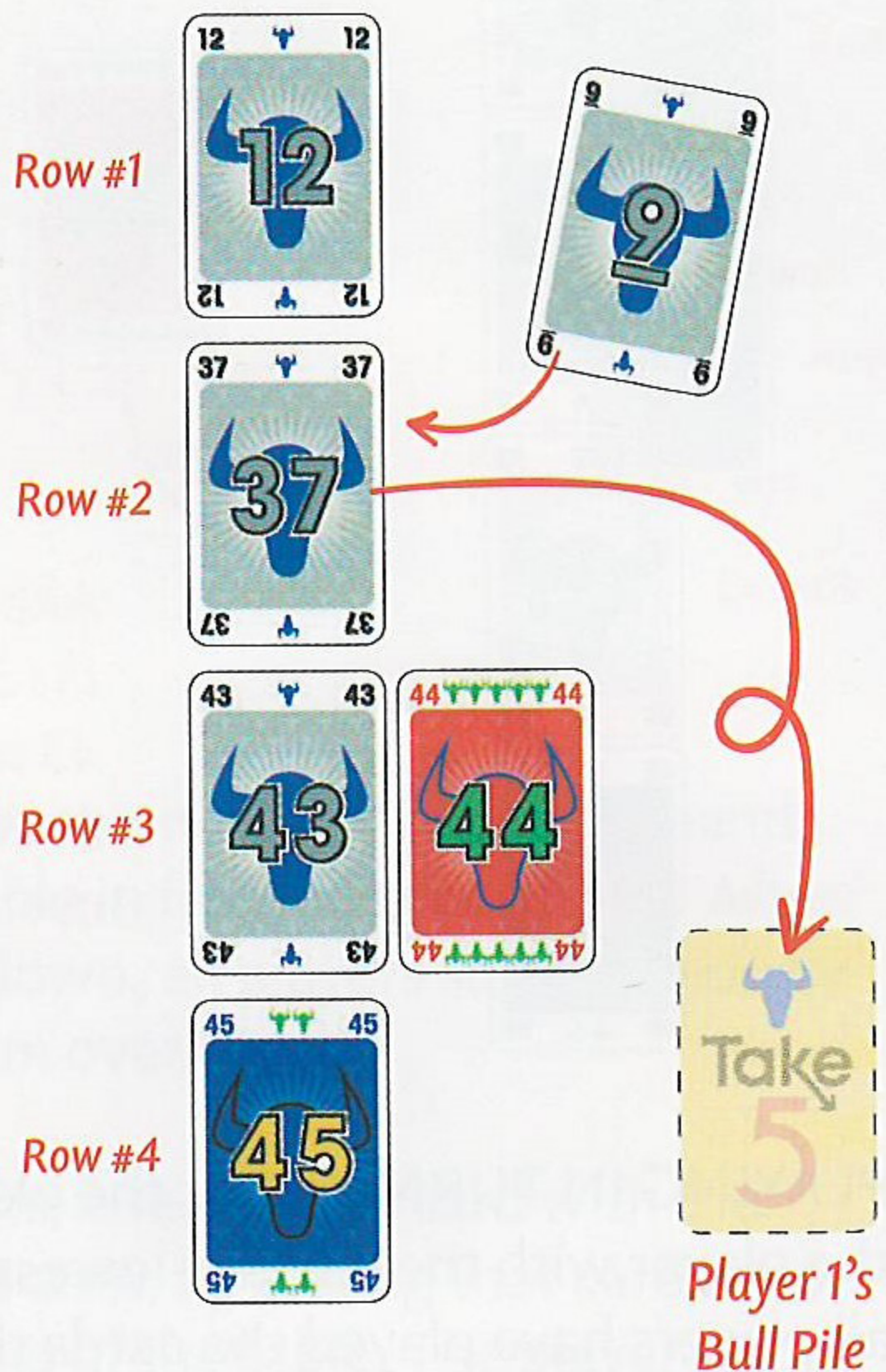
3. **PLAYING IN TURNS:** After the player with the lowest card plays, the player with the second-lowest card plays. Play continues until all players have played the cards they revealed. This ends the first

turn. Players then choose another card from their hands and place it face-down on the table. Players reveal their cards – the player with the lowest number goes first, the player with the second-lowest card goes second, and so on. This continues for 10 turns, until the players have revealed and played all of the cards in their hands.

4. **PLAYING A LOW CARD:** When players play a card with a number that is lower than any of the last cards in the rows, they must take all of the cards **in the row of their choice**. They place these cards face-down on the table in front of themselves to start their own “Bull Piles” (players do **NOT** place these cards in their hands). They then play the card they revealed to start a replacement row in the same spot as the row they took.

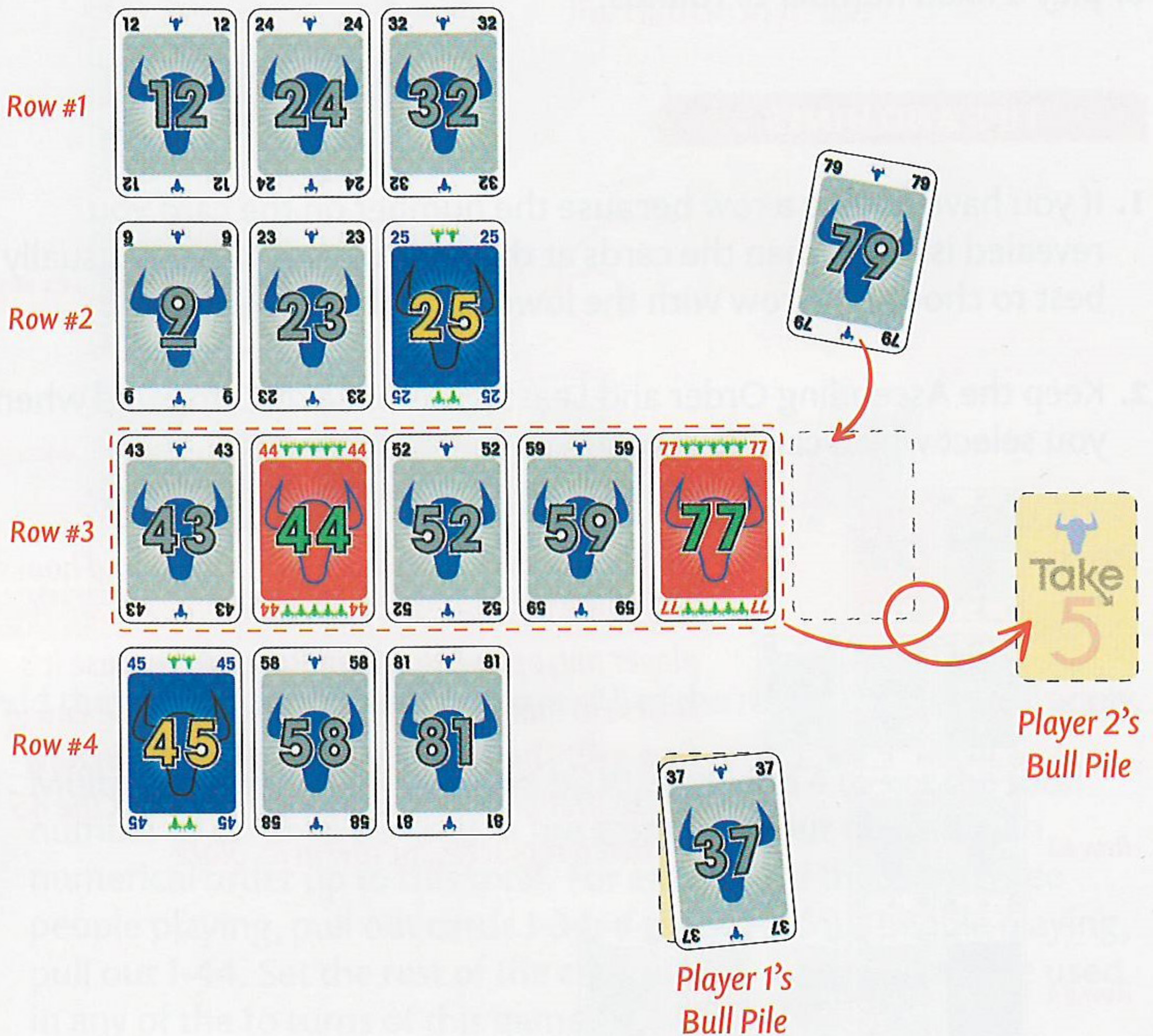
*The 9 is lower than all the cards on the right ends of the rows so the player must choose a row to take, then start a replacement row with the 9. The player chooses Row #2 since its card has only one penalty point (Row #1 also has only one penalty point.)*

*The player then plays the 9 to start a replacement row and places the 37 face-down to start a Bull Pile.*



5. TAKE 5: A row is full when it has 5 cards. When players play a card that would become the sixth card at the end of a row, they must pick up **all five cards in that row and add them to their Bull Piles**. They then play the card they revealed to start a replacement row in the same spot as the row they took.

*The 79 must be played at the end of Row #3 since it is closest to the 77. The player who revealed it must take the whole row, add the cards to his/her Bull Pile, and use the 79 to start a replacement row.*



## WINNING THE GAME

A round ends after 10 turns, when all players have revealed and played the 10 cards in their hands. Each player picks up their Bull Pile and counts the number of bullheads they've collected – each bullhead is one penalty point. Players then shuffle all 104 cards together, deal 10 to each player, and start another round. Play continues until one player has collected more than **66 penalty points**. The winner is the player with the lowest number of penalty points when this happens. Alternatively, players can pick a different goal before the game begins or play a fixed number of rounds.

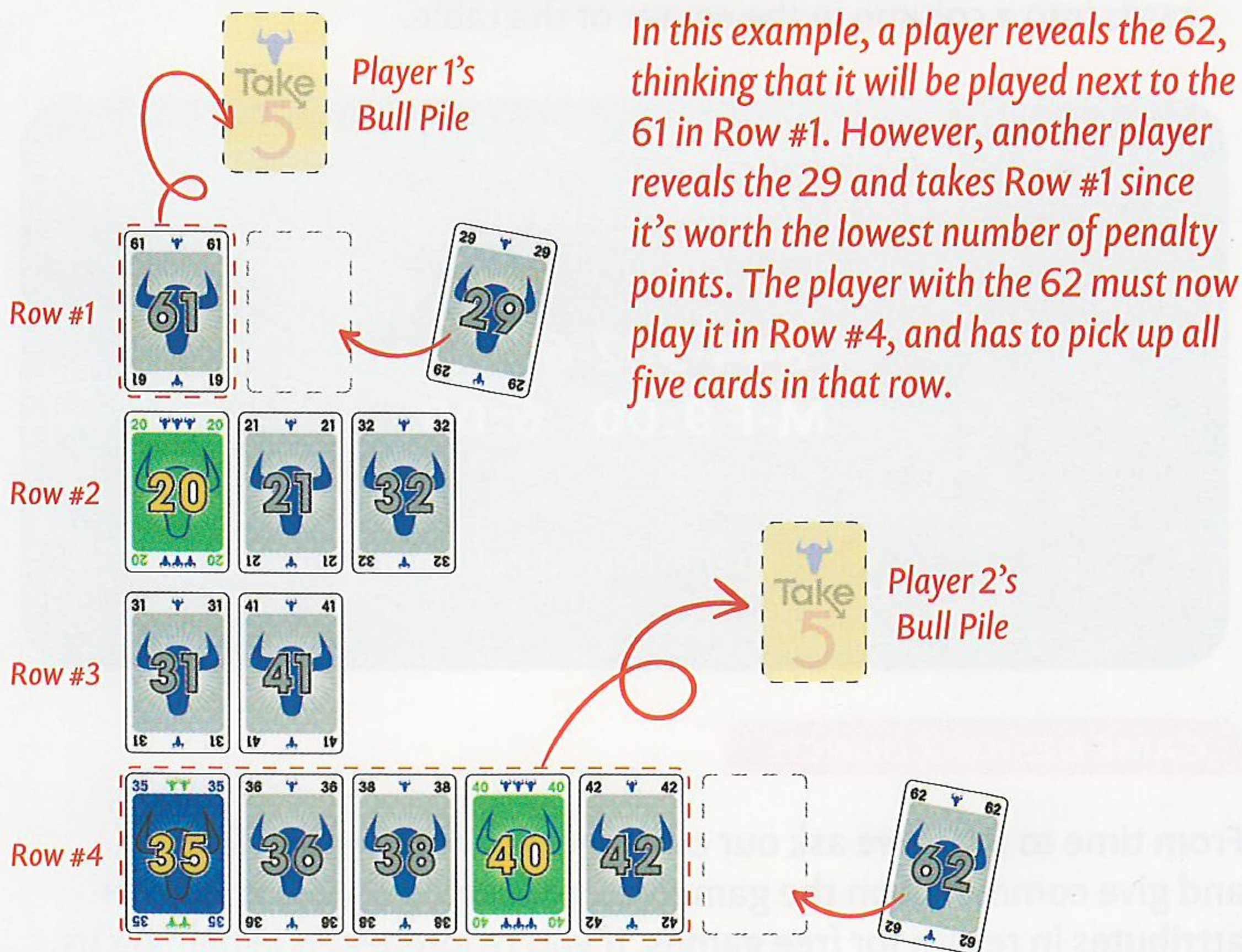
## TIPS AND HINTS

1. If you have to take a row because the number on the card you revealed is lower than the cards at the ends of the rows, it's usually best to choose the row with the lowest number of bullheads.
2. Keep the Ascending Order and Least Difference rules in mind when you select which card to reveal.



*In this example, a player reveals the 45 and hopes to place it next to the 41 in Row #3. However, this player must place the 45 in Row #4, because it's closest in number to the 42 (the card at the end of Row #4). The 45 would be the sixth card in Row #4, so that player takes Row #4 and plays the 45 to start a replacement row in its place.*

- Watch the cards that the other players play so you can try to get an idea of when they'll reveal low cards and when they still have high cards.



### ADVANCED VERSION FOR 2-6 PLAYERS

Add these two rules to Set Up, above. All of the rest of the rules still apply.

- Multiply the number of players by 10, then add 4 to get the total number of cards to be used in the game. Pull out the cards, in numerical order up to this total. For example, if there are three people playing, pull out cards 1-34; if there are four people playing, pull out 1-44. Set the rest of the cards aside – they will not be used in any of the 10 turns of this game.

2. Place all of the cards to be used face-up. Starting with the youngest player, players take turns choosing one card at a time to form their hands. When all players have 10 cards, place the remaining four cards into a column in the center of the table.

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CENTRAL TIME

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