

Take A Number™

A FRESH TAKE ON TAKE 5



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/takeanumber.

This game is a complete, stand-alone variant on Take 5™. If you've never played either game, we suggest that you start with Take 5. If you're already familiar with Take 5, then you've got a head-start on Take a Number™. To save you time, we've printed the rules that are different in Take a Number in blue.

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

100 Number Cards

Instructions

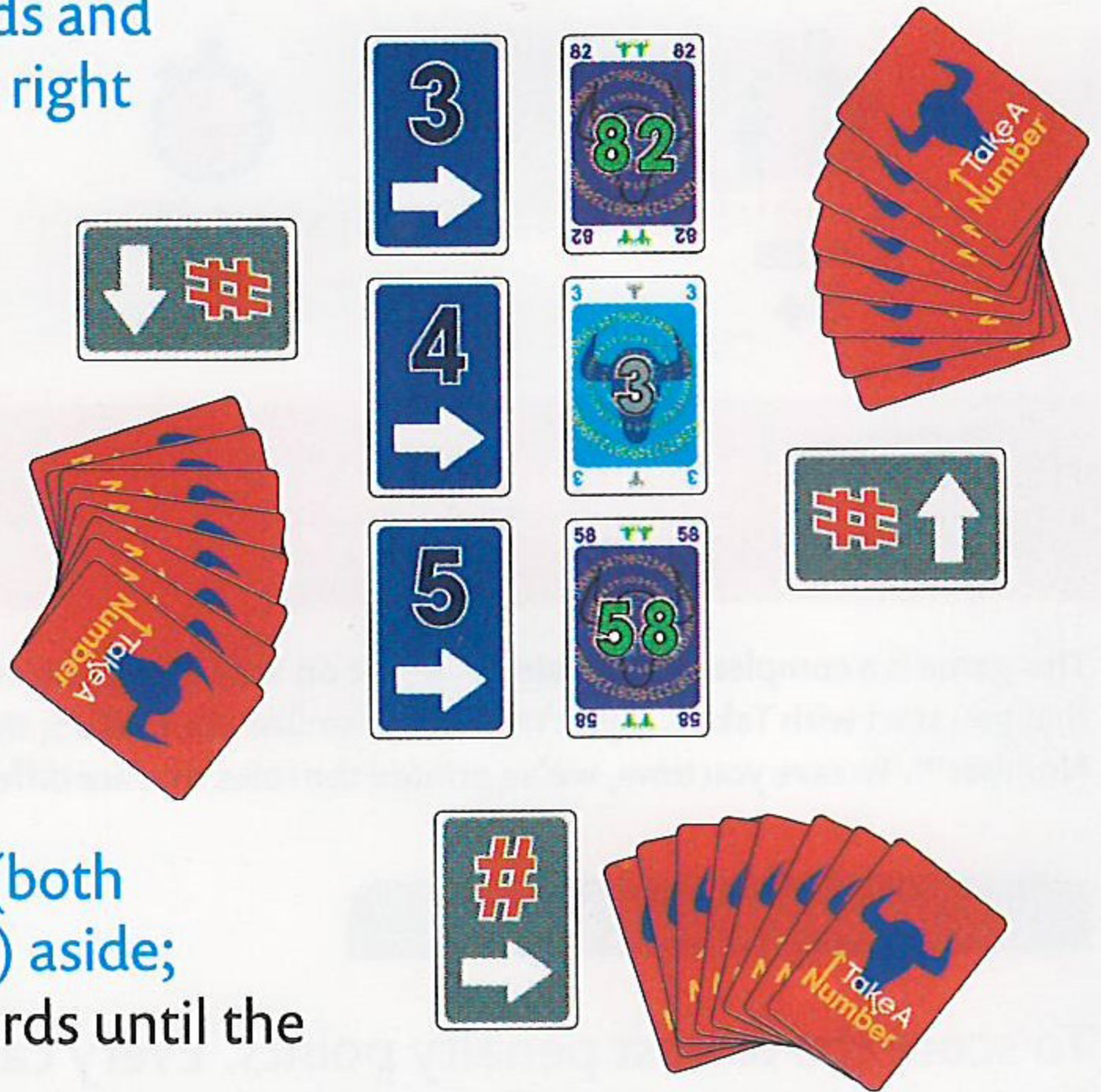


7 Row Cards



SET UP

- Place the 3→, 4→, and 5→ Row Cards in a column, with the 3→ at the top.
- Place 1 #→ Row Card face-up in front of each player.
- Shuffle the Number Cards and deal one, face-up, to the right of each Row Card.
- Deal 8 Number Cards to each player. All players look at their cards and form them into hands so the other players can't see them.
- Put the rest of the deck (both Row and Number Cards) aside; you won't need these cards until the next round.
- 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

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 round, by adding that card onto one of the **three** 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.



The 18, 22, and 60 were revealed. According to the Ascending Order and Least Difference Rules, the 18 and the 22 are played onto the middle row, and the 60 goes into the bottom row.

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 until one player runs out of cards (unlike in Take 5, players will be adding cards to their hands).**

4. **TAKING A ROW:** A row is full when it has the number of cards shown on its Row Card. So, for example, the top row is full when the 3rd card is played. When players play the third card in the 3→ row they must pick up all cards in that row. They then play the card they revealed to start a replacement row in the same spot as the row they took.



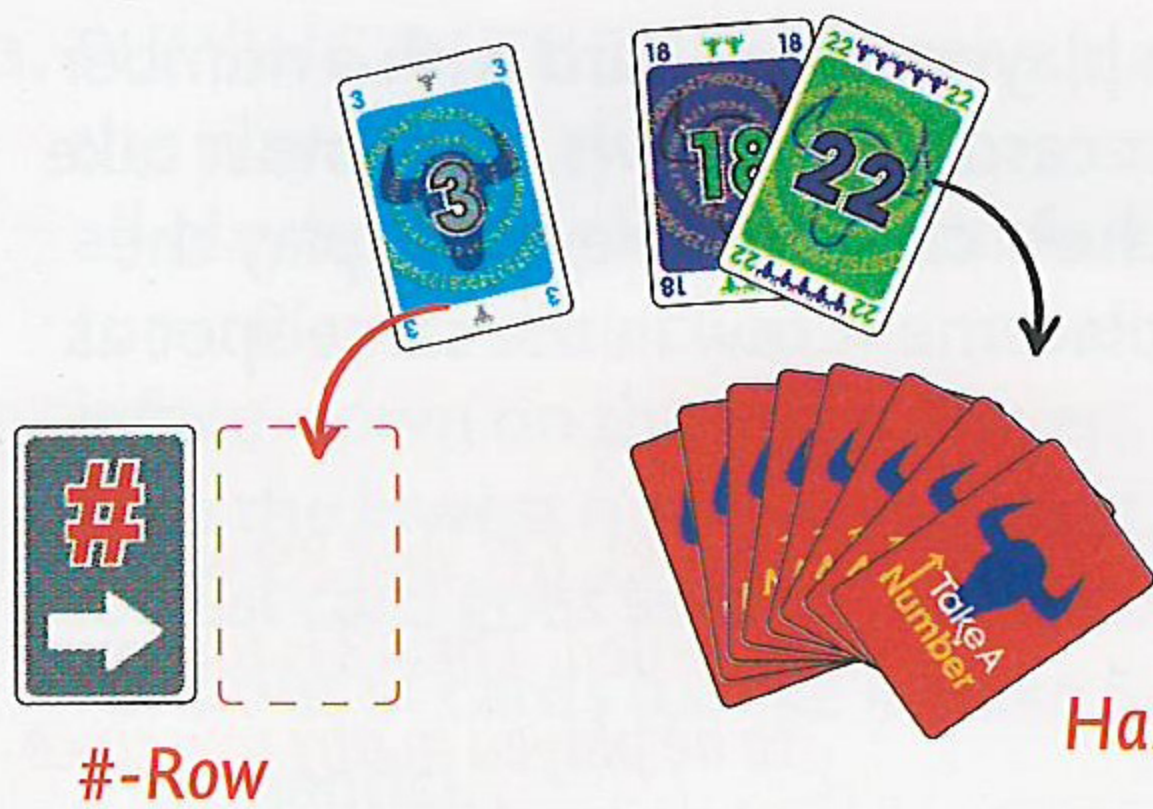
The 59, 81, and 94 were revealed. The player who revealed the 59 must play it in the middle row. According to the 4→ Row Card, this row is full when the 4th card is played, so this player must take the three Number Cards in the 4→ row. The 59 becomes the first card of the replacement row.

5. **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 then play the card they revealed to start a replacement row in the same spot as the row they took.



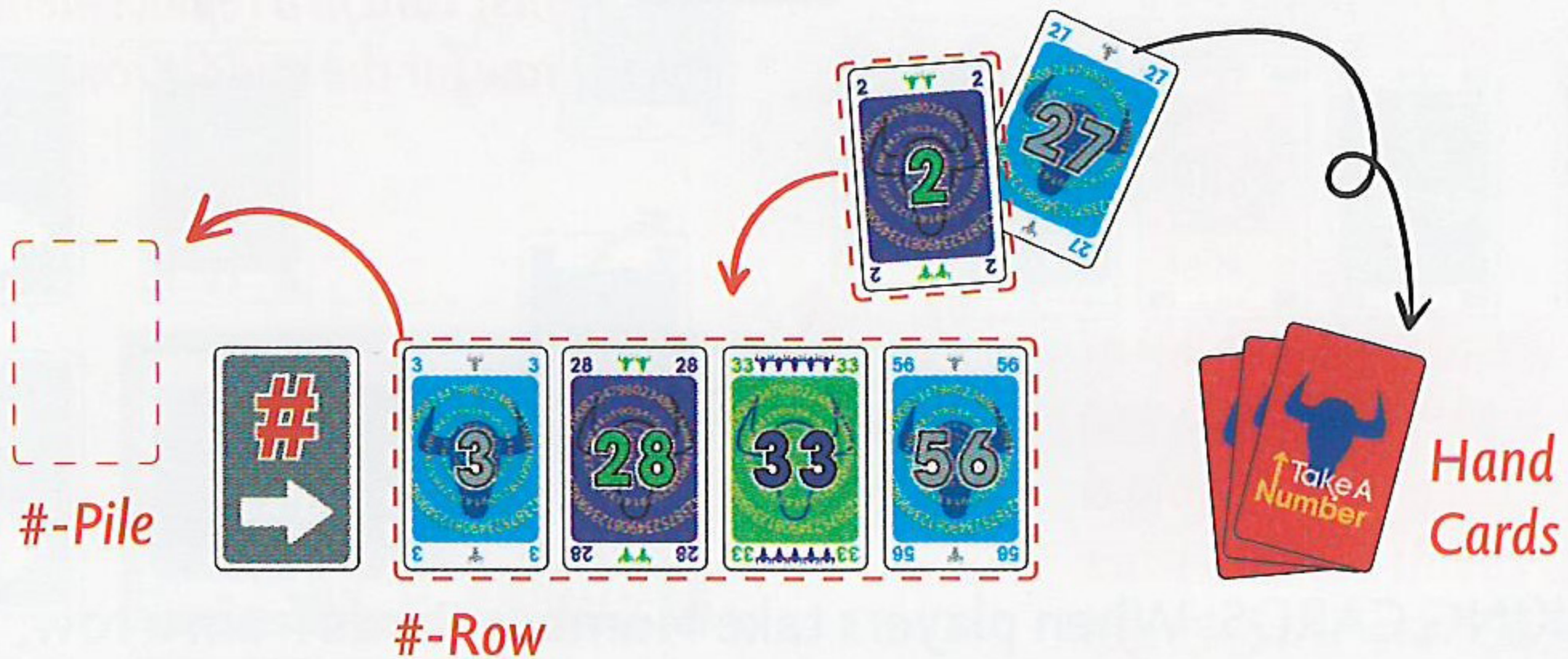
The 43, 66, and 89 were revealed. The 43 is too low to be played in any row since it's lower than all the cards at the ends of the rows. The player who revealed the 43 must choose one row and take all the Number Cards in that row. In this example, the player takes the middle row, which only has the 59 in it. The 43 becomes the first card in a replacement row for the middle row.

6. **TAKING CARDS:** When players take Number Cards from a row, they choose one card to go into their #-Row (see #-Row and #-Pile, below) and put the rest of the cards into their hands. Starting on their next turn they may play these cards. If players only take one card, they must put it into their #-Row (they don't put any cards into their hand).



This player took a row with three cards. The player chooses one to go into his/her #-Row and puts the other two cards into his/her hand.

7. #-ROW & #-PILE: Players place the first Number Card they collect face-up right next to their #→ Row Card. As they collect more Number Cards, they place these cards to the right of the card at the end of their #-Row. They must follow the Ascending Order rule. Every time players must put a new card in their #-Row that is a lower number than the card at the end of their #-Row, they pick up all the cards already in their #-Row. They then put these cards face-down in an #-Pile to the left of their #→ Row Card.



A player is forced to take two Number Cards that are both lower than the card on the right end of his/her #-Row. This player takes all the cards from his/her #-Row and puts them into the #-Pile, face down. One of the two Number Cards taken on this round becomes the new first card in his/her #-Row, the other one goes into his/her hand.

8. **ENDING A ROUND & SCORING:** On a round when a player reveals and plays the last card from his/her hand and doesn't collect any new cards, players finish playing all the cards that have been revealed and the round ends. Players add up their scores:
- Every penalty point (bullhead) on a Number Card still in a player's hand counts as 1 point.
 - Every penalty point on a Number Card in a #-Pile counts as 2 points.
 - Penalty points in players' #-Rows are safe – they are not counted.



#-Pile



#-Row



Hand Cards

<i>Hand Cards: 5 Bullheads</i>	=	<i>5 Penalty Points</i>
<i>#-Pile Cards: 9 Bullheads</i>	=	<i>18 Penalty Points</i>
<i>#-Row Cards: All Cards Are Safe</i>	=	<i>0 Penalty Points</i>

TOTAL = *23 Penalty Points*

WINNING THE GAME

Players play two rounds in this manner and add up their scores. The player with the smallest number of penalty points wins the game.

If you have questions on these rules or on any of our products, please call us at

844-962-6446

M-F 9:00 – 6:00

CENTRAL TIME

We'll do our best to help you.

GAME DESIGN COUNCIL

From time to time, we ask our customers to review games for us and give comments on the gameplay, packaging styles, and other attributes in return for free games. If you're interested in helping us, please visit www.amigo.games/contactus to sign up or send an email to info@amigo.games with "Game Design Council" in the subject line.

OUR NEWSLETTER

If you'd like to sign up for our email newsletter so you can learn about our other games, please visit www.amigo.games/newsletter.