

Take5™

A CLASSIC, SINCE 1994



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.

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.

Row #1

Row #2

Row #3

Row #4

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.

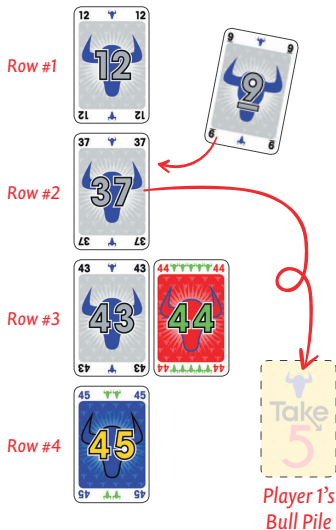
3. PLAYING IN TURNS: After the player with the lowest card plays, the player with the second-lowest card plays. Play continues until all players have played the cards they revealed. This ends the first

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.

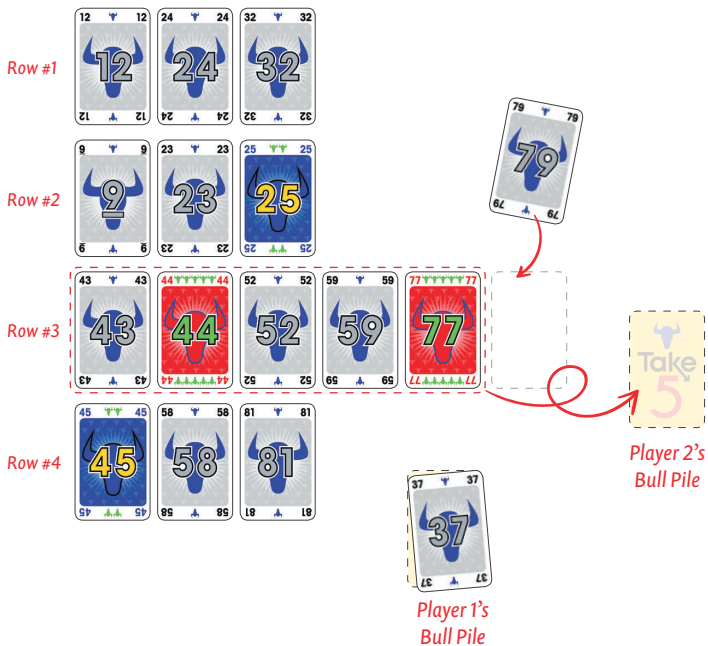
The 9 is lower than all the cards on the right ends of the rows so the player must choose a row to take, then start a replacement row with the 9. The player chooses Row #2 since its card has only one penalty point (Row #1 also has only one penalty point.)

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.

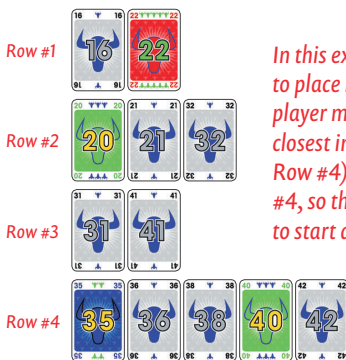


WINNING THE GAME

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.

3. 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.

Player 1's Bull Pile

Player 2's Bull Pile

In this example, a player reveals the 62, thinking that it will be played next to the 61 in Row #1. However, another player reveals the 29 and takes Row #1 since it's worth the lowest number of penalty points. The player with the 62 must now play it in Row #4, and has to pick up all five cards in that row.

ADVANCED VERSION FOR 2-6 PLAYERS

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

1. 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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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

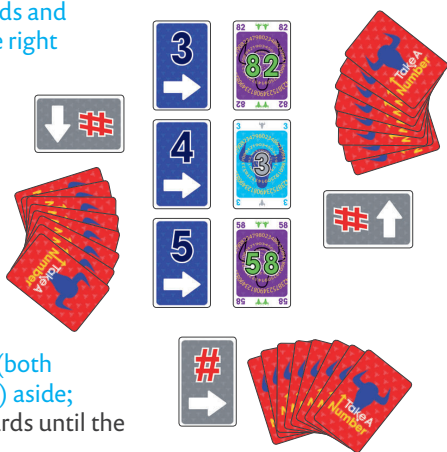


7 Row Cards



SET UP

1. Place the 3→, 4→, and 5→ Row Cards in a column, with the 3→ at the top.
2. Place 1 #→ Row Card face-up in front of each player.
3. Shuffle the Number Cards and deal one, face-up, to the right of each Row Card.
4. 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.
5. Put the rest of the deck (both Row and Number Cards) aside; you won't need these cards until the next round.
6. 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

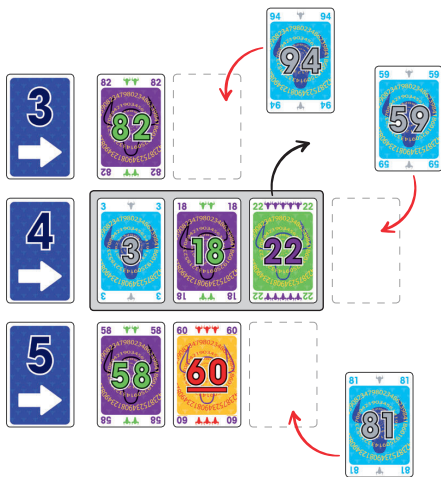
PLAYING THE GAME

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.

- 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).
- 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.



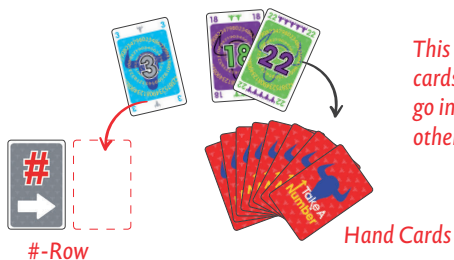
The 59, 81, and 94 were revealed. The player who revealed the 59 must play it in the middle row. According to the 4→ Row Card, this row is full when the 4th card is played, so this player must take the three Number Cards in the 4→ row. The 59 becomes the first card of the replacement row.

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.



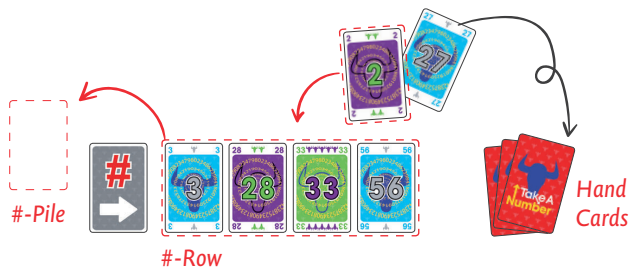
The 43, 66, and 89 were revealed. The 43 is too low to be played in any row since it's lower than all the cards at the ends of the rows. The player who revealed the 43 must choose one row and take all the Number Cards in that row. In this example, the player takes the middle row, which only has the 59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

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

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.

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M-F 9:00 – 6:00
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