

# NO THANKS!



8 and up



3–7 players



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about 20 minutes



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## The Idea of the Game

“No Thanks!” – that’s exactly what you want to say when you’re offered a card. However, to get away with it, you’ll need to have some counters left. But if you don’t use a counter, you’ll get stuck with the card and gain negative points! Who will use their counters most cleverly?

## Components



*33 number cards with values from 3–35*

*55 counters*



*22 special cards  
(only for the expansion)*

## Setup

For the base game, shuffle the 33 number cards and set aside **9 cards without looking at them**. You won't be using these cards for this game. Place the remaining 24 cards in the middle of the table in a face-down deck. (Return the special cards to the box.)

Then, give the following number of counters to each player:

- 11 if you are 3–5 players
- 9 if you are 6 players
- 7 if you are 7 players

Any remaining counters go back in the box.

Keep the number of counters you have secret from the other players for the whole game!

## Playing the Game

The player who has said “No thanks!” most recently starts the game. On your turn, reveal the top card of the deck and place it next to the deck, face up.



You now have a choice:

- ✗ Either **take the card** and place it face up in front of you to start your display.

*Or*

- ✗ **Refuse to take the card** by placing 1 of your counters on it.

If you decide to take the face-up card, you get **all the counters that are currently on it**. Then you reveal the next card of the deck and face the same decision: taking or refusing the new card.

If you refuse to take the card, the player to your left is up and must decide to either place a counter on the card to refuse taking it, or to take the card and put it in their display. Keep playing in a clockwise direction. If several players each refuse to take the card, counters will start to collect on it.

Your turn only ends when you refuse to take a card and place a counter on it.



*Felix reveals the top card of the deck. It shows the value 11. He doesn't want the card, so he places 1 of his counters on it and refuses it.*



*Beate is up next. She doesn't want the card either, so she also refuses it and places a counter on it.*



*Lisa would rather save her counters for later, so she doesn't refuse the card. She takes the 11 and places it in front of herself, face up. The 2 counters on it go into her secret supply.*



Now it's Lisa's turn to reveal a new card from the face-down deck. It shows the value 26. Lisa could immediately take the card, but she refuses it and places 1 of her counters on it. This ends her turn.

Over the course of the game, you'll refuse to take higher-value cards more and more often. This means that a card can stay on the table for several rounds and accumulate a number of counters before someone finally takes it.



Felix, Beate, and Lisa have each refused the 26 card several times, but now Lisa decides to take it, because there are already 9 counters on the card.

## Cards and Counters

Having many **counters** is great because it allows you to refuse cards. Also, each counter is worth **1 point** at the end of the game. If it's your turn and you're out of counters, you **must** take the card from the table.

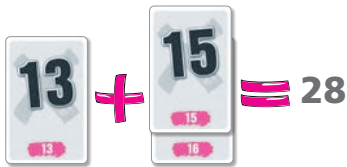
Each **card** you have in front of you is worth as many **negative points** as its value: a 6 is worth 6 negative points, a 21 counts 21 negative points, and so on.


$$4 + 6 + 11 + 26 = 47$$

*Lisa has 4 cards in front of her. At the end of the game, these cards are worth 47 negative points in total.*

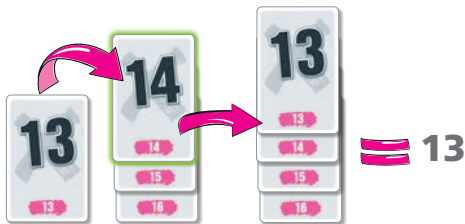
If you manage to create **number chains** with directly consecutive values, you get fewer negative points. Number chains only count as many negative points as the **lowest value** in the whole chain. For example, a 15 and a 16 together would only earn you 15 negative points.

Place cards that belong to a number chain **on top of each other**, so the lowest number is showing on top. The values of all cards must remain visible to all players, though.



*At this point, Felix has the 13 and a number chain of 15 and 16 in front of him. The number chain means that he doesn't have 44 negative points (13+15+16), but **only 28** (13 + 15).*





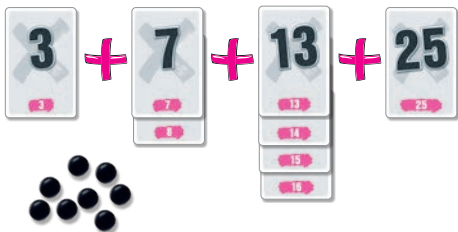
*If Felix manages to get the 14 later in the game, he can create a number chain from 13 to 16, so his cards would only earn him 13 negative points in total!*

## The End of the Game

The game ends when a player takes the **last card** from the middle of the table. Add together the number of points in your display: the values of single cards and the lowest values in your number chains. These are your negative points. Deduct 1 point from this total for each counter you have left.

The player with the fewest negative points (or even the most positive points) wins the game!

If there is a tie, all players involved in it share the victory.



*At the end of the game, Felix has 2 single cards and 2 number chains in front of him. This earns him 48 negative points ( $3 + 7 + 13 + 25 = 48$ ). He deducts points for his 8 remaining counters. His final result is 40 negative points ( $48 - 8 = 40$ ).*

# Expansion

If you've already played several rounds of *No Thanks!*, this expansion gives you a bit more variety. In addition to the usual number cards, you'll now play with green and pink special cards. Green special cards allow you to take strong actions at certain moments, while pink special cards can ruin your plans and have a negative impact on your total points.

## Setup

Shuffle the **16 pink special cards** in with the 33 base game number cards. Then put aside 9 of these cards without looking at them. Shuffle the **16 green special cards** separately and put 7 of them back in the box without looking at them. Then shuffle the remaining 9 green cards into the deck with the pink special cards and the base game cards.

You'll be able to recognize the green special cards in the deck by their green backs, while the pink special cards have the same backs as the normal number cards.

## Playing the Game

The base game rules apply as usual. If you reveal a **pink special card**, you can either take it or refuse it by putting a counter on it. If you take the card, you still get all counters currently on it.

**Green special cards** tend to be beneficial for you, so in these cases, you'll outbid each other to get the card instead of trying to refuse it. If you decide not to put a counter on a green special card, you don't get the card, but you do take the counters that are currently on it. The card itself goes to the player on your right (i.e., the last person to have placed a counter on the card). The player who received the counters reveals the next card and takes their turn.

If you reveal a green special card and decide not to put a counter on it, it's still the player to your right who receives the card. Then you reveal the next card.

## The Special Cards

Activate your special cards according to their icons:



Cards with this icon go in your display. You'll activate them at the end of the game.



Cards with this icon also go in your display, but you may activate them at any point during the game. Once you've activated them, discard them.



These cards are activated immediately when you take them. Then they are discarded.



## Green Special Cards



### Bonus points

( $2x + 5$ ,  $2x + 10$ ,  $3x + 15$ ,  $2x + 20$ )

These cards earn you the number of points indicated at the end of the game. Count them against your negative points when determining your points total.



### Wild card

The wild card represents any one number. You can wait until the end of the game before you decide which number that is. The wild card is especially helpful for connecting number chains.

*Note: The wild card can only represent a number from 3 to 35.*



### **1 positive point per card**

You receive 1 positive point for each card in your display at the end of the game. Any pink or green special cards that you haven't discarded, including this card itself, count towards this, too.



### **Skip one card and don't bid**

Discard this card at the start of a bidding round or while the bidding is still going on to quit the bidding round. While the number or special card in question remains in the middle of the table, you're not bidding. Only when the next card is revealed do you start taking turns again as usual.

*Note: If you use this card to avoid bidding on a green special card, you can't receive that green card, either.*



### Look at the 9 set-aside cards

With this card, you can gain information about the cards that aren't used in this game.

*Note: You may not look at the 7 green special cards you've put back in the box.*



### Immediately give any 1 card from your display to the player on your left

If you have at least 1 card in your display, you must carry out this action. If you only have a green special card, you must pass it on. If you don't have any cards, skip the action and discard this special card.





**Immediately remove any 1 card from your display**

If you have at least 1 card in your display, you must carry out this action. If you only have a green special card, you must remove it. If you don't have any cards, skip the action and discard this special card.



**Double the value of your counters**

Any counters you have left at the end of the game count double the number of points. If you have any other special cards affecting the value of your counters, activate this card first.



## Pink Special Cards



**Take the first face-down card with a pink X from the deck**

If the deck's top card has a green X, take the first card under it that has a pink X on its back. If the deck is empty or only consists of green cards, take the top one from the 9 set-aside cards.



**Counters are negative points**

Any counters you have left at the end of the game count 1 negative point each instead of 1 positive point.

*Note: If you also have the green card that doubles the value of your counters at the end of the game, each of your counters is worth 2 negative points!*



### Halve the value of your counters

Any counters you have left at the end of the game are only worth half the number of points. If you have an odd number of counters, round down. If you have any other special cards affecting the value of your counters, activate this card first.

*Note: If you also have the green special card that doubles the value of your counters at the end of the game, the two cards cancel each other out.*



### Your highest number card counts double

Double the number of negative points for your highest number card. If it's part of a number chain, the lowest card in that chain counts double instead.



### The number 40

This card works like a number card. At the end of the game, it counts as 40 negative points.

*Note: If you also have the pink special card that makes your highest number card count double, this card is worth 80 negative points!*



### 1 negative point per card

You receive 1 negative point for each card in your display at the end of the game. Any pink or green special cards that you haven't discarded, including this card itself, count towards this, too.

*Note: If you also have the green special card that gives you 1 positive point per card at the end of the game, the two cards cancel each other out.*

