

WOLFGANG KRAMERS



Take 5!



Players: 2 – 6

Age: 10 years and up

Time: about 30 min.

Content:

98 Bullhead cards with numbers
from 1 to 98

12 Special cards.

6 "x 2" – cards

6 "+ 5" – cards

1 Rules-booklet



OBJECT OF GAME



The goal in this game is to collect as many green Bullheads as possible. On the table are several card rows. If a player places the fifth card in a row, he gets all the cards in this row. A row can contain cards with green and red Bullheads. Green Bullheads bring points and red Bullheads bring penalty points. The player with the highest number of points is the winner.



THE CARDS



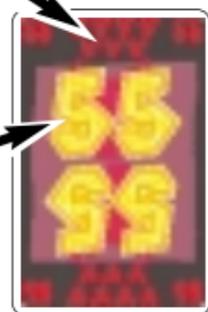
Bullhead cards:

1 Green Bullhead =
1 point

7 Red Bullheads =
7 penalty points



Number of card
= 97

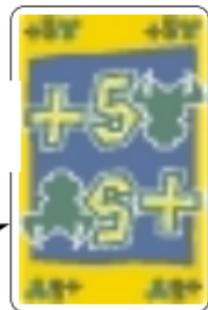


Number of card
= 55

Special cards:



"x 2" - card



"+ 5" - card

The green Bullhead cards carry 1 or 2 green bullhead pictures. The number of green Bullhead pictures corresponds to the number of points. One green Bullhead counts as 1 point and two green Bullheads count as 2 points.

The red Bullhead cards carry 2, 3, 5 or 7 red Bullhead pictures. The number of red Bullheads corresponds to the number of penalty points. Two red Bullhead count as 2 penalty points, 3 red Bullheads count as 3 penalty points, ...



PREPARATION



Sort out the six "x 2" – cards and the six "+ 5" – cards. Each player gets one "x 2" – card and one "+ 5" – card. The remaining special cards are removed from the game.

The Bullhead cards are shuffled and dealt to the players according to the number of players (see Table). After that Bullhead cards are placed in a circle on the table according to the number of players (see Diagram).



| Player | Cards per player | Cards on table |
|--------|------------------|----------------|
| 2 | 14 | 7 |
| 3 | 12 | 9 |
| 4 | 12 | 12 |
| 5 | 12 | 15 |
| 6 | 10 | 15 |

Each player picks up his or her cards and arranges them in numerical sequence (ascending). The Bullhead cards on the table are **sorted clockwise in numerical sequence (ascending)**.

Each of the cards on the table is the first card in a row. The remaining cards are removed from the game.

One single card is the first card in a row.



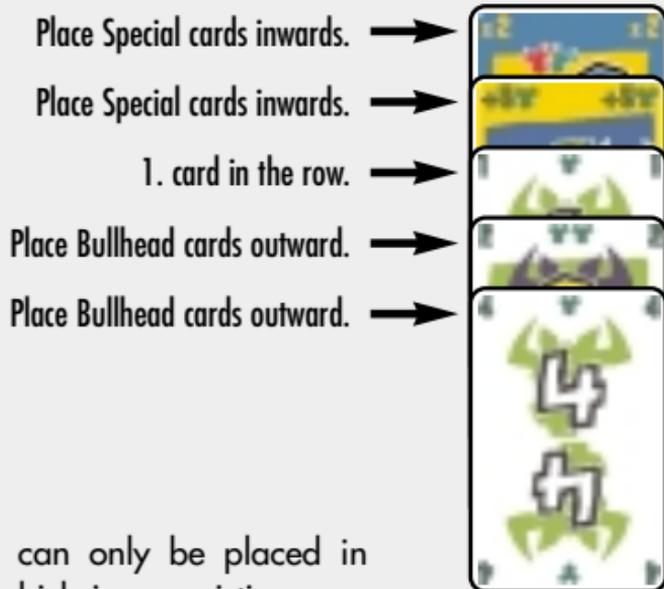
THE GAME



The youngest player begins and the other players continue clockwise. The player whose turn it is has to place one card. He is allowed to place two or three cards. The cards can be placed in one or several rows.



HOW ARE THE CARDS ARRANGED?



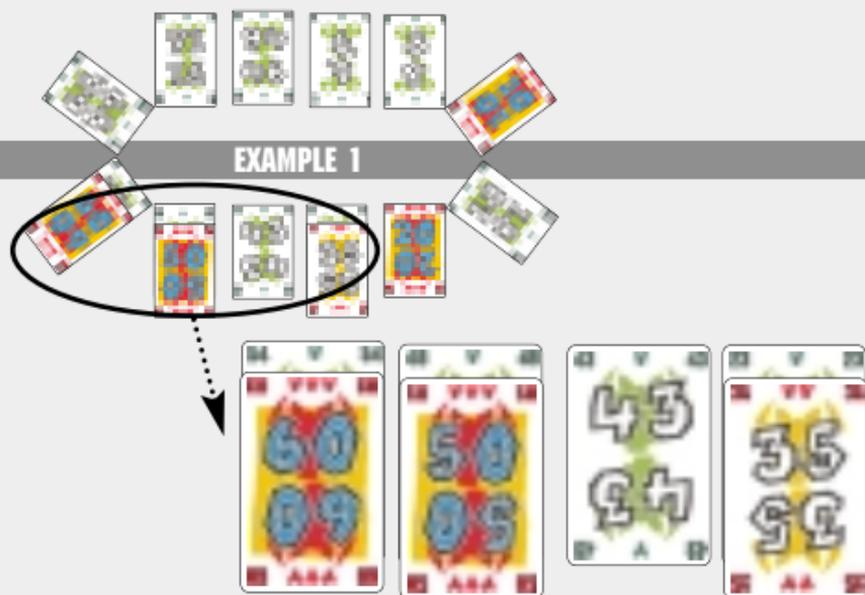
Final

number: 4.

- Cards can only be placed in rows which in an existing row. New rows cannot be placed.
- Bullhead cards are placed **outward** on the last card in a row. The Special cards are placed **inward** behind the first card in a row. Only two **Special cards** can be placed in a row. One with "x 2" and one with "+ 5".
- The number on the last card in a row is called the **final number**.
- Each Bullhead card can only be placed in a certain row. The number on the card must be higher than the final number of the row where the card should be

placed. Additionally the number on the card has to be lower than the final number of the next row (clockwise).

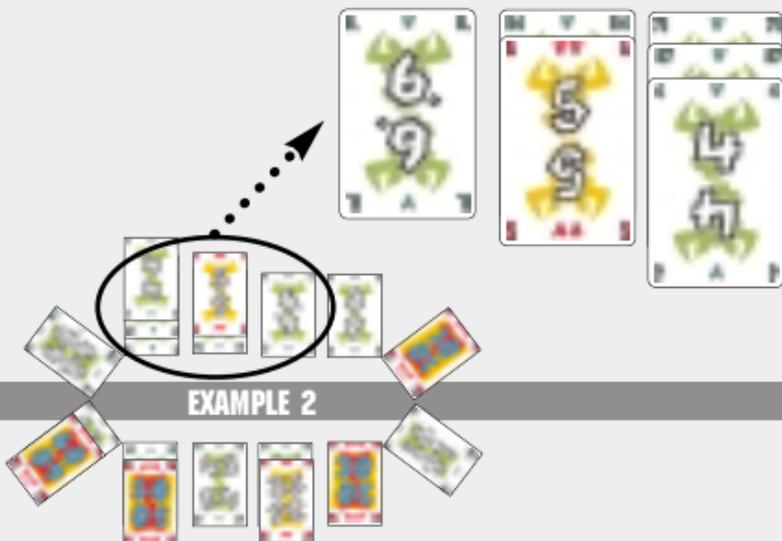
Example 1: John places three cards with the following numbers: 35, 50 and 60. The 35 could only be placed in the row with the final number 23. 35 is higher than 23 and lower than the final number (43) of the next row to the left. The 50 can only be placed in the row with the final number 49 and the 60 can only be placed in the row with the final number 55.



Exception:

- If the number of the placed Bullhead card is **higher** than the **highest final number** or **lower** than the **lowest final number**, then it will be placed in the row with the highest final number.

Example 2: Peter wants to place the 5. Since there is no final number, which is lower than 5, he has to place the card in the row with the final number 94. Next he wants to place the 87. He has to place it in the row with the final number 71. Finally he places the 4 in the row with the final number 87.

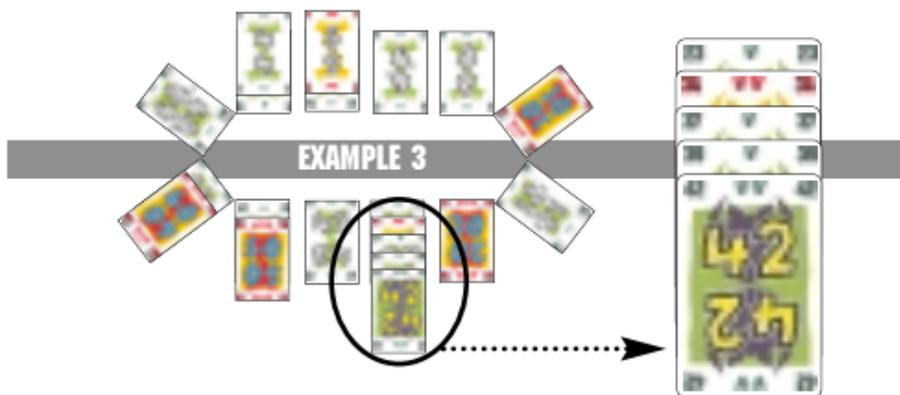


When a player has placed one, two or three cards and possibly picked up a row his turn ends.

Picking up a row!

A player who places the fifth Bullhead card in a row has to pick up all cards in the row, including the special cards. The player places these cards face down on a pile in front of him or her. The cards in this pile are used in the scoring at the end of the game. A player can pick up more than one row in his or her turn.

Example 3: *It is Deborah's turn. She places the 37, 39 and 42. The cards are placed in the row with the final number 35. There are now five cards in this row. Deborah picks up the row and places the cards face down in front of her.*



WHAT ARE THE SPECIAL CARDS FOR?

A player can place Bullhead cards, special cards or a combination of both. He still can only place up to three cards.

Special cards have no number and therefore can be placed in each row. Only one of the "x 2" special cards and one of the "+ 5" special cards can be placed in a row. Special cards are placed inwards (in the circle) in a row and they do not count toward the number of Bullhead cards in a row.

A player has to pick up the row (including the special cards) when the fifth Bullhead card is placed. If two special cards and four Bullhead cards are in a row it remains on the table.

Fifth Bullhead
card is placed =
Pick up all cards!



Special cards and scoring.

- If a player has a "+ 5" special card in his pile he gets 5 points for this card.
- A "x 2" special card doubles the points of the player. Each additional "x 2" special card doubles the points again. Example: If a player has two "x 2" special cards he quadruples his points.

ATTENTION: A player gets **ten penalty points** for each special card he has in his hand at the end of the game.



END OF GAME



When a player has no cards left in his hand he stops playing. The game ends when the last Bullhead card was played.

If a player still has special cards in his hand which cannot be placed, because every row on the table already has the two special cards, then he also stops playing.

ATTENTION: If the game is played correctly all rows on the table will be picked up. If one row is left on the table when the game ends, it will not be counted.

EXAMPLE 4



+ 5



- 3



= 2

+ 5

= 7



x 2

= 14



- 10

= 4 points



SCORING



Each player picks up the pile in front of him or her, counts the green Bullheads and subtracts the number of red Bullheads from this number. The player add 5 points for each "+ 5" special card. The result is multiplied with the "x 2" special cards. For every special card, which a player still has in his hands the player subtracts 10 points from the result.

Example 4: Steven has collected five green Bullheads, three red Bullheads, one "x 2" special card and one "+ 5" special card. He still has his "+ 5" special card in his hand (-10 points).

At the end of the game he has the following points: $+5-3=2=+5=7 \times 2=14-10=4$

