NO THANKS!

By Thorsten Gimmler

Players: 3–7
Ages: 8 and up
Duration: 20 Minutes

Overview

In this game you want to get the fewest points possible. Each card is worth its face value. You start with a hand of Pass tokens. These Pass tokens subtract from your total score, but you need them to avoid taking high scoring cards that you don't want.

You start your turn with one available face up card. If you take the card (and any Pass tokens on the card), it goes in front of you and another card replaces it. If you don't want a card, simply put a token on the card and then play passes to your left. If you do take cards, you ultimately want them in sequential runs. Individual runs are scored only by the number of the lowest valued card in the run.

Components



33 Cards (Numbered 3 – 35)

These Rules



55 Pass Tokens

Setup

Before starting, determine the number of rounds you are going to play—we recommend four rounds. Keep a cumulative score from round to round. You will need to have a way to keep track of this (a pen and paper are classic). You may also enjoy playing as a single scoring round.

Shuffle the cards. Count out 9 cards and set them aside for this round, do not look at these cards. The remaining 24 cards form a face-down draw deck. Place these cards in the center of the table. Flip over the top card and place it next to the draw deck so that it is visible to all players. This is the active card.

Each player takes 11 Pass tokens (6 players 9 Pass tokens each; 7 players 7 tokens). Return any remaining tokens to the box. Keep your tokens secret in your hand.

If you most recently received a gift, go first.

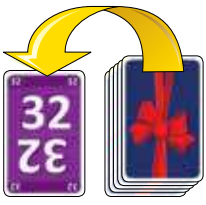
Gameplay

On your turn either:



1. Place a Pass token on the active card, and play passes to your left. You may not pass if you have no Pass tokens to place on the active card.

Or



2. Take the active card and add it to your play area. In addition, take the Pass tokens on it and add them to your hidden supply. You then turn over a new active card from the draw deck and continue your turn making this same decision again.

Play Area

When you build your play area, place any cards that you take face-up directly in front of you laid, out for all players to see. Your cards are all public information. If you have any cards in sequence, it helps ease of play for you to show that your cards are in sets by overlapping your cards.

End of Round

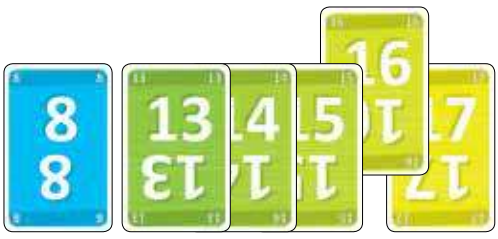
The round ends when you take the last active card and there are no cards left in the draw deck to replace it.

Scoring

Each card in your play area is worth its face value in points. But it is worth nothing if a card is part of a sequencial run and it isn't the lowest card in that sequence. Building sets of sequential runs of cards allows for a dramatic reduction in points.



Brad has 5 cards in front of him (8, 13, 14, 15, 17). Because the 8 is in isolation, Brad will score the 8 points. The 13, 14, and 15 are a sequential run, and of those the 13 is the lowest in the sequence; all three of these cards together only score 13 points. The 17 is also in isolation so Brad scores those 17 points as well. His card point total is 38 (8+13+17).



If he had the 16 as well, the 17 would be connected to the sequence and his total score from cards would be 21 instead (8+13).

After you have tallied your card points, subtract 1 point for each Pass token you have left in your hand.



Brad had 38 card points and had 13 Pass tokens left in his hand. Subtract 1 for each token (38-13). Brad has a total of 25 points for the round.

Record your scores and begin another round if this was not the last round.

End of Game

At the end of the predetermined number of rounds, total your score. Whoever has the lowest score wins.

Tips

* It is very rare for a player to finish the game without taking any cards. It is usually better to decide to take a card with some tokens on it, than to be stuck having to take a card because you have no Pass tokens left.
* Clever players will know when to pass on a card that they want, knowing others will not want it. Sending a card around the table one or two more times will quickly build up the number of tokens that you can collect. Keep in mind, other players may want to or have to take it and strip you of your glory.
* Don't forget that there are 9 cards that are removed from play. Trying to bridge a single card gap might be impossible, but the likelihood of failure increases, the farther the gap is. You just never know what the missing cards are.

Hidden Tiger Variant

By Larry Chong

During Setup, from the 9 cards that are to be set aside, deal one to each player face-down. You may look at this card.

Any time, on your turn, you may chose to play this card into your play area, then continue your turn. If you do not play this card, it will not count against you.

Amigo Variant

For 3-5 players. During Setup, give each player 10 pass tokens. Remove the cards numbered 10, 20, and 30 from play (or 10, 19, and 28 for higher end runs). Shuffle the deck and remove six more random cards.

Knowing three of the nine gaps in advance grants everybody some secure information and increases the tactical element of the game.

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Version 1.0