

**NO
THANKS!**The Play or Pay
Card GameAGES
8+20
MINUTES3-7
PLAYERS

If you'd prefer to learn to play by watching a short video,
please visit www.amigo.games/game/nothanks.

OBJECT OF THE GAME

To score the fewest points; players score points each time they collect a card and subtract points for each counter they hold at the end of the game.

Although this game is designed for ages 8 and up, the components listed in red are a choking hazard. Please take special care to keep these components away from young children.

CONTENTS

- 33 Cards, numbered from 3-35
- 55 Counters

SET UP

1. Shuffle the cards thoroughly and put nine cards back into the box without looking at them. These cards will not be used.
2. Place the rest of the cards, face-down, to form a stack.
3. Give a supply of counters to each player, based on the number of people playing. For 3-5 players, give 11 counters; for 6 players, give 9 counters; and for 7 players, give 7 counters. Return any remaining counters to the box.

4. **HINT:** It's a good idea to keep your counters hidden. Most people hold them in their closed fists, but anywhere you hide them will work.

GAME PLAY

1. If you're the oldest player, you start play by:
 - a. Flipping over the top card from the stack and deciding if you will:
 - i. Take the card and put it face-up in front of you (this means that you collect the points on the card), or
 - ii. Say, "No Thanks!" and put a counter from your supply of counters onto the card so you don't have to take it.

Each card is worth the number of points shown on the card (but remember, points are bad!). Counters are good—each one cancels out one point from a card at the end of the game.

2. If you don't take the card, the player on your left must make the same choice: take the card or put a counter onto it. This continues until a player takes the card, and all of the counters on it. Sometimes (typically with cards that have high numbers), play will go around and around—you'll get multiple chances to put a counter onto the card before you or someone else takes it. When you take a card, put it face-up in front of you on the table and add the counters on the card to your supply of counters.
3. Every time you take a card, re-start play by flipping over the top card from the stack. You can then either take that card or put a counter onto it. If you keep taking cards, your turn continues and you flip over additional cards. As soon as you put a counter onto a card instead of taking it, play passes to the player on your left to decide whether to take the card or put a counter onto it.



For example, Eli flips over the 11 and decides that he doesn't want it. He puts a counter onto it and says, "No Thanks!" Play passes to Alani (who is sitting on his left).

Alani doesn't want it either, so she puts a counter onto it and play passes to Sherry.



Sherry says, "No Thanks!" and puts a counter onto the card.

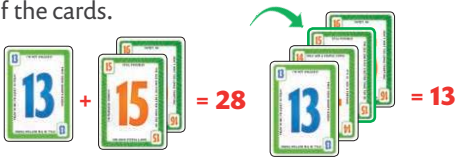


It's now Eli's turn again. Eli decides to take the card. He puts it face-up in front of himself, adds the three counters on it to the counters in his hand, and flips over the top card on the stack.



- When you don't have any counters left, you must take the card.
- If you take cards with consecutive numbers, only the lowest number in the series will count against you. A series can be made up of as few as two cards. When you collect cards that form a series, place them face-up so that they overlap, but so that players can still see the numbers in the corners of the cards.

For example, if you take the 13, 15, and 16, you will only count the 13 and the 15 when it's time to score (since the 15 is the lowest number in the 15-16 series), for a total of 28 points. If you later collect the 14, you will only count the 13 (since it's the lowest in the 13-14-15-16 series).



WINNING THE GAME

The game ends when the stack is gone and there are no cards left to collect. Add up the points on all the cards you took (only count the lowest card in a series), then subtract the number of counters you have. The player with the lowest total wins.



In this example, you have taken cards worth $3+7+12+15+25$, for a total of 62 points. Subtract your 8 counters, and your final score is 54 points.

TIPS

1. It's a good idea to try to hold onto counters—they help your score at the end of the game and they keep you from taking cards you don't want to take when you run out of counters.
2. If a card that you need for a series has a high number, you may want to let it go around a few times before you take it so that the other players put counters onto it before you take it. Even if one of the other players takes it, s/he may be adding a lot of points to his/her score (which helps you).
3. Pay attention to which players are running low on counters—they may be forced to take a card that you want when they run out.

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.