

Official Gimme 5 Game Rules

OBJECT OF THE GAME

The object of the game is to be the first player to get 5 SETS (pairs). A set consists of two cards with matching numbers or one Match Play Card and a Number Card.

WHAT'S IN THE GAME?

8 of each number cards 1-12

(there are no #9 cards in this game) 8 Jack A Set Cards

6 Blocker Play Cards

4 Match Play Cards

2 Set Back Cards

SPECIALTY CARDS (Word Cards)

Match Play

Jack A Set

Blocker Play

Set Back

MATCH PLAY CARD

This card is similar to a wild card and can be matched with any number in your hand to create a SET. Note: The Match Play Card cannot be matched with any other word cards including another Match Play Card.

JACK A SET CARD

This card allows you to take one set from any player on your turn. After use player must place the Jack A Set Card into the discard pile and play continues on to the next player. If the player you are trying to take a set from blocks you with a Blocker Play Card that is the end of your turn and play continues clockwise. Note: Players can only use one Jack A Set Card per turn.

BLOCKER PLAY CARD

This card can block a Jack A Set Card, which keeps a player from taking one of your sets. Once a Blocker Play Card is used it must be placed on top of the discard pile.

SET BACK CARD

This card makes the player put one of their own sets back. If the player doesn't have a set to put back at that time they must keep the Set Back card in their hand until they can put back a set back. When a set is put back into the discard pile that counts as that player's turn. When discarding the Set Back Card make sure to put the numbered set on top of the Set Back Card with the numbers showing.

BASIC GAMEPLAY INSTRUCTIONS

In order to win this game a player must be the first to have 5 individual Sets displayed face up in front of them. After 5 cards are dealt to all players they each take turns pulling from the main deck or discard pile in order to match number cards to collect 5 Sets. When a player puts down their 5th set they have 3

seconds to yell Gimme 5! If they fail to say Gimme 5 they forfeit the win on that play and have to put a set back. After their set is put back in the discard pile regular play continues clockwise. Specialty cards can be used throughout the game that allow players to take sets, block sets, and make sets. See specialty card details below.

DEALER

Shuffle cards thoroughly then deal out 5 cards to each player. Place remaining cards face down in the middle to make a draw pile. Flip over the top card from the draw pile and place it face up next to it to create a discard pile. If the card flipped over is a word card place it face down at the bottom of the draw pile and flip over another card. Repeat this step until you get a number card to start the game.

DROP SET (First Play of The Game)

Gameplay begins when the dealer says Drop Set. At that time all players must place any matching number sets in their hand in front of them face up. Be sure to say set after you place your set or sets in front of you.

Note: If you are dealt a match play card at the beginning of the game you can play it right away by matching it with a number and playing it during Drop Set. If a player chooses not to play their match play card right away you can use it on another turn later in the game. If you are dealt a Jack A Set Card you can not play it against another player during Drop Set you must wait to use it on your regular turn.

PLAYERS TURN

To begin regular play the player to the left of the dealer goes first. On a players turn they have three options. Note: Only one option can be used per turn.

Option 1

Player can pull a card from the main draw pile.

Option 2

Player can pull a card from the discard pile. If there are no cards in the discard pile on your turn this option is not available. Note: No word cards can be pulled from the discard pile.

Option 3

Instead of drawing from either pile a player can choose to play a Jack A Set or Match Play card from their hand.

DON'T FORGET TO SAY SET!

If a player pulls a card from the draw pile or discard pile on their turn that matches a number in their hand they must immediately place both cards on top of each other in front of them and say "SET!". (Be sure to say SET loud enough for other players to hear you.) Note: All sets must be placed face up with the numbers displayed for other players to see.

PENALTY FOR NOT SAYING SET!

If a player places down a set, but forgets to say SET they can be made to put their set back after the next player in turn pulls a card.

KNOCK

If a player does not have a SET they must knock one time to let the next player know that they are done with their turn.

BONUS PLAY

If a player pulls a Jack A Set or Match Play Card from the draw pile on their turn they can play it right away. To play the card right away they must first show it to all players instead of placing it in their hand. They can also choose to hold onto the card for later play. Note: Word cards cannot be drawn from the discard pile.

FIVE CARD LIMIT

A player can only have up to 5 cards in their hand at a time. This does not include sets of cards displayed in front of them. In order to build up your hand a player must collect one card per turn unless they choose to play a Jack A Set or Match Play card from their hand instead of pulling a card on their turn. Cards can be switched out if drawing a card makes a player have more the 5 cards in their hand.

FIVE CARD LIMIT PENALTY

If a player is called out for having more than 5 cards in their hand after their play is over, they must put a set back. If they do not have a set to put back then they lose one turn.

DISCARDING CARDS

Once a player has 5 cards in their hand on a turn they can switch one card out with any card pulled from the main draw pile or they can switch it out with a number card from the discard pile. If the number pulled matches a number in their hand they must use it immediately to create a set. If the card pulled doesn't match a card in their hand and they already have 5 cards a player can choose not to keep it by placing it in the discard pile.

DISCARDING BLOCKER PLAY CARDS

A player can put back one blocker card per turn without penalty, regardless of how many cards they have in their hand. This means that they still get a regular turn after the blocker play card has been discarded.

LEAVE NO DOUBT

If a player claims victory by yelling Gimme 5 another player can challenge the win by saying FLIP'EM. If challenged the winner must show their remaining cards. If they do not have a set back card in their hand the win stands. If the winner is caught with a set back card in their hand they automatically lose and forfeit that round. Gameplay then continues clockwise with remaining players.

SPECIAL GAMEPLAY OPTIONS

PLAY 5's

This special gameplay takes things to the next level by turning all number 5 cards into Jack A Set Cards. Since 5's are now jack a set cards you can no longer pull them from the discard pile just like word cards.

Hint: Instead of matching two 5 cards in this game mode to make one set you can use them like jack a set cards to collect sets from other players using 1 per turn. This way you will collect two sets instead of one.

TEAM PLAY

The same rules apply in Team Play, the only difference is that you now have someone else on your team looking out for opponent mistakes and working with you to win rounds. The first team with 3 wins are the G5 Champions.

Good sportsmanship play means HIGH FIVES all around to the winner. GIMMIE 5 Game created by Marcus & Andrea Davis toy & game inventor for Trendy Toys. For more information on game rules or purchasing more games visit **www.playg5.com**