

Take a Penny

2 to 4 Players

5 - 15 Min

Ages 8 and Up



In Take a Penny you will need to read your opponents and patiently wait to make your move. Will you end up with the most pennies or will you be able to give them all away.

Components:

8 Playing cards:

1 **Action Card** in each of the 4 colors

1 **Bank Card** in each of the 4 colors

15 Penny Tokens

This Rulebook

Note: You do not need to have the Penny Tokens to play this game. You may instead use anything that works (coins, sugar packets, etc.) as long as you have 15 of them.

Winning the Game

The game is over when there are no more **Pennies** in the **Pot** after resolving all actions.

The winner is the player that meets the highest Victory Condition:

1st - Be the *only* player with NO **Pennies**

2nd - Have the most **Pennies** without being tied

3rd - In case of a tie for most, have the second most **Pennies**

Set Up – 4 Player Game

Each player will take two cards of a matching color; placing the **Bank Card** near the **Pot** and the **Action Card** close to them. Place 1 **Penny** near, or on, each **Bank Card**. Put the remaining 11 **Pennies** in the middle, forming the **Pot**.



How to Play

Take a Penny is played over a series of rounds in which players will secretly choose an action available to them on the **Action Card** behind a screen. Use whatever you like as a screen but one of your hands usually works quite well. Select the action you wish to take using two fingers; you can also choose to use coins or tokens. You cannot select an action that cannot be resolved at the time of selection. The same action cannot be selected for two consecutive turns.

After all players have made their selections, everyone will reveal their chosen action simultaneously and then proceed to resolve each in order. The **Resolution Order** can be found on your **Bank Card** and will be explained later in this rulebook.

Actions and Resolution Order

Take 1 and Block Pot – Take one **Penny** from the **Pot**, add it to your **Bank Card**, and **Block the Pot** for others. If another player also chooses this action, you **Block the Pot** for each other as well and no one may take from or give to the **Pot**.

Take 2 From Pot – Unless the **Pot** is **Blocked**, take 2 **Pennies** from the **Pot**.

Return 1 to Pot – Unless the **Pot** is **Blocked**, return 1 **Penny** to the **Pot**.

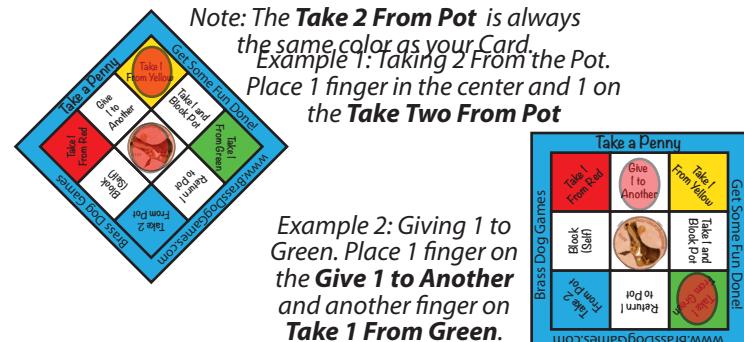
Block(self) – No one may take from or give to you this round.

Take 1 From Red/Blue/Green/Yellow –

Take 1 **Penny** from the selected color unless they **Blocked(self)**.

Give 1 to One Other – Give 1 **Penny** to selected color unless they **Blocked**(self).

To show your selection place a finger on the chosen action and another in the center. If you select **Give 1 to One Other**; place a finger on that action and another finger on the color (the **Take 1 From** action) you wish to give 1 **Penny**. Always use two fingers when making your selection so that you do not give away your choice. You may use 2 tokens or coins to show your selections instead of fingers.



If There Are Not Enough Coins

If two or more players choose actions that require more **Pennies** than are available; they split what is available, leaving any remainder. For example, if two players select the **Take 2 From Pot** action and there are only 3 **Pennies** available, each of those players will receive 1 and the third will remain in the **Pot**. This is true even if another player has chosen the **Return 1 to Pot** action because that action is resolved after **Take 2 From Pot**. If there are not enough **Pennies** for all players to take an equal amount, then noone will take any. For example, if three players select **Take 2 from Pot** and there are only 2 **Pennies** in the **Pot**; noone will take any

2 and 3 Player Games

To play Take a Penny with 3 players, set up as normal but place 4 **Pennies** on the non-player **Bank Card** instead of 1. The game is played as normal but the non-player color takes no actions. They can still be taken from or given to with all other rules applying. This includes winning conditions. For example, if a non-player is the only one with no **Pennies** at the end of the game, they win.

For 2 Players, remove one of the **Bank Cards** as well as one **Penny** but otherwise play as a three player game.