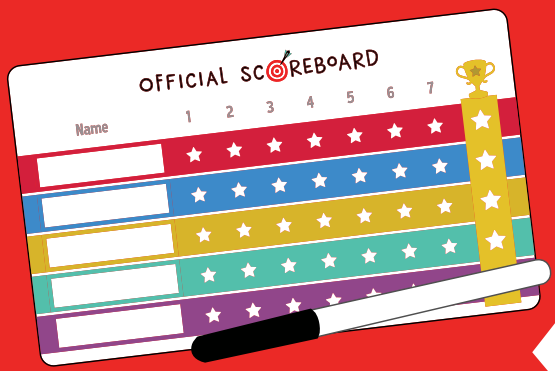
CLOSE ENOUGH!

HOW TO WIN



Be the first to score at least 8 ★s.

COMPONENTS

1 — 18 cards (1–18)

12 targets

×2 — 6 advantages

this token

scoreboard & marker

champion trophy

SETTING UP THE GAME

1. Place all **cards** & the **First!** token on the table.
2. Lay out all **targets** black-sides-up on the table.
3. Pick a scorekeeper and give them the **scoreboard & marker**.
4. Put **advantage tokens** on the table, in the box.

STARTING A ROUND

The scorekeeper starts the first round, with the player to the right of whoever last *called it* starting each round after that. Give them the **First!** token.

Now set up the current round:

1. Mix up all **targets** (black sides up, except for those used last round). Starting with the **First!** player and moving in clockwise order, choose a black-sided target for this round. Look at your target, but keep it secret—its red-side down—in front of you.

2. Shuffle all **cards**. Deal 1 face-up to each player. Keep yours face-up in front of you. Place the rest of the deck on the table.

3. Finally, flip all **red-sided targets** on the table back to their black sides. These can be chosen next round.

PLAYING A ROUND

Your goal each round is to fill your **lot** (made of your face-up card, plus a hand of 2 more) with cards totaling closer to *your* target than everyone else is to *theirs*. Take turns in clockwise order to fill, then fine-tune your lot, until someone **calls it**.

(Psst! Want to add another layer of mind games to the mix? Give the ADVANCED VARIANT *a whirl, found in red text throughout these rules.)*

YOUR TURN

-> BEFORE YOUR LOT IS FULL

Add a card to your hand, taking from either the **top of the deck** or **anyone else's face-up card**. If you take someone's card, replace it with the top card of the deck.

YOUR TURN

-> ONCE YOUR LOT IS FULL

You must either **fine-tune your lot**, or **call it**.

Fine-Tuning Your Lot

Improve your lot by taking a card into your hand from 1 of these places, then discard as specified:

- **Top of the Deck**
  Discard *any* card from your hand to the discard pile. (Start this pile if it doesn't yet exist.)

- **Top of the Discard Pile**
  (If it exists.) Discard a *different* card from your hand to the discard pile.

- **Anyone Else's Face-Up Card**
  Replace it with a *different* card from your hand.

Calling It

Think your lot's total is closer to your target than others are to theirs? **Call it** to try to score your target's ★s.

Say, "I'm callin' it," then take the **First!** token and place it in front of you, with its **I'm Callin' It** side up.

Finally, place your hand of cards face-down and sideways atop your face-up card. Your card is now *locked*, and can't be taken from you for the rest of this round.

Everyone else now gets 1 final turn to decide if they'll **stay in** or **fold**. The caller must beat *every-one* that stays in to score. If you stay in, you must then fine-tune one last time.

STAYING IN

Say, "I'm staying in." After fine-tuning, put your hand face-down atop your face-up card. Your card is locked.

FOLDING

Say, "I'm out." Put your hand face-down beside your face-up card. Your card is not locked, and can still be taken.

THE ADVANCED VARIANT: BACKING OUT

Once everyone takes their last turn, the caller may spend an unused advantage token to *back out*. To do so, say, "I'm backing out," then return any 1 advantage token you have back to the box.

SEEING WHO SCORES

Add up all cards in your lot (using any of your advantage tokens as desired) to see how close you came to your target. Being over or under doesn't matter; 12 and 16 are both 2 from 14. Who came closest to their target?

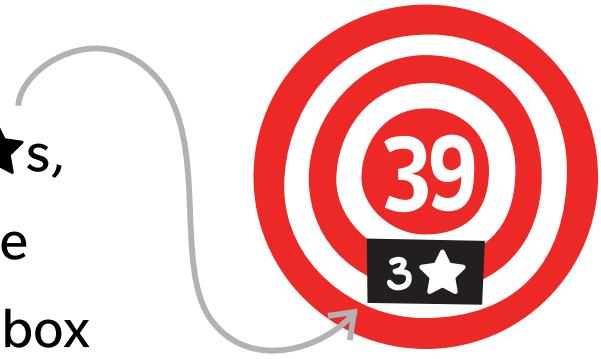
Note: *the caller wins all ties.*

ADVANCED VARIANT ONLY: THE CALLER BACKED OUT

No matter who came closest, the caller *loses* 1 ★.

Everyone else, even those who folded, gain 1 ★.

THE CALLER WON



They score their target's ★s, and also take an advantage token at random from the box for use in a later round. Everyone who stayed in *loses* 1 ★. All others get nothing.

SOMEONE WHO STAYED IN WON

Everyone who stayed in and beat the caller each score 1 ★. The caller *loses* 1 ★ per player that stayed in and beat them. All others gets nothing.

AWARDING BONUS ★'S

The caller and anyone who stayed in and hit their target exactly each score 1 bonus ★.

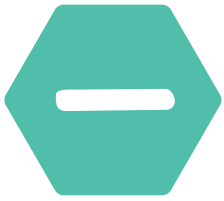
MUCKING

If you don't need to prove how close you came to your target in a round, you may choose to not reveal your hand of cards, or how close you came to your target. This is called ***mucking***.

Some examples of mucking: the caller may muck if all others fold (except when claiming the exact-hit bonus); anyone who folds may always muck; and when the caller backs out, *everyone* may muck.

USING ADVANTAGE TOKENS

Each time you successfully call it, take a random advantage token from the box. Each token gives you a choice from 2 of these special abilities:

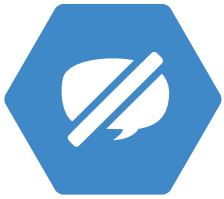


Subtract a card's value from your total instead of adding it by placing this token on it while totaling your lot.

Lock your face-up card by placing this token on it either on your turn, or as you get a new face-up card on someone else's turn. Once locked, your card can't be taken by others this round.

Double a card's value by placing this token on it while totaling your lot.

Ignore a card's value (making it 0) by placing this token on it while totaling your lot.



Silence someone, preventing them from calling it this round by placing this token in front of them on your turn.

Nudge a card's value up or down 1 by placing this token on it while totaling your lot.

You can use up to 1 token per card.

Remember, in the ADVANCED VARIANT, you may use *any* advantage token to *back out* of calling it.

Return all tokens used this round to the box before anyone draws a new token.

ENDING THE ROUND OR GAME

If anyone's scored at least 8 ★s, they win!

If not, return all targets used this round **red-side up** back to the middle of the table, pass the **First!** token, and set up a new round.

If multiple players have at least 8 ★s, most ★s wins. If still tied, players are *Half-Champions*!

CELEBRATE!

You've earned it!
Snap your photo with the **Champion Trophy** and cherish this moment forever and ever and ever.

Use this booklet's **Back Page of Fame** to keep track of lifetime victories.
Do you have what it takes to become a Close Enough *Legend*?

NOTES & CLARIFICATIONS

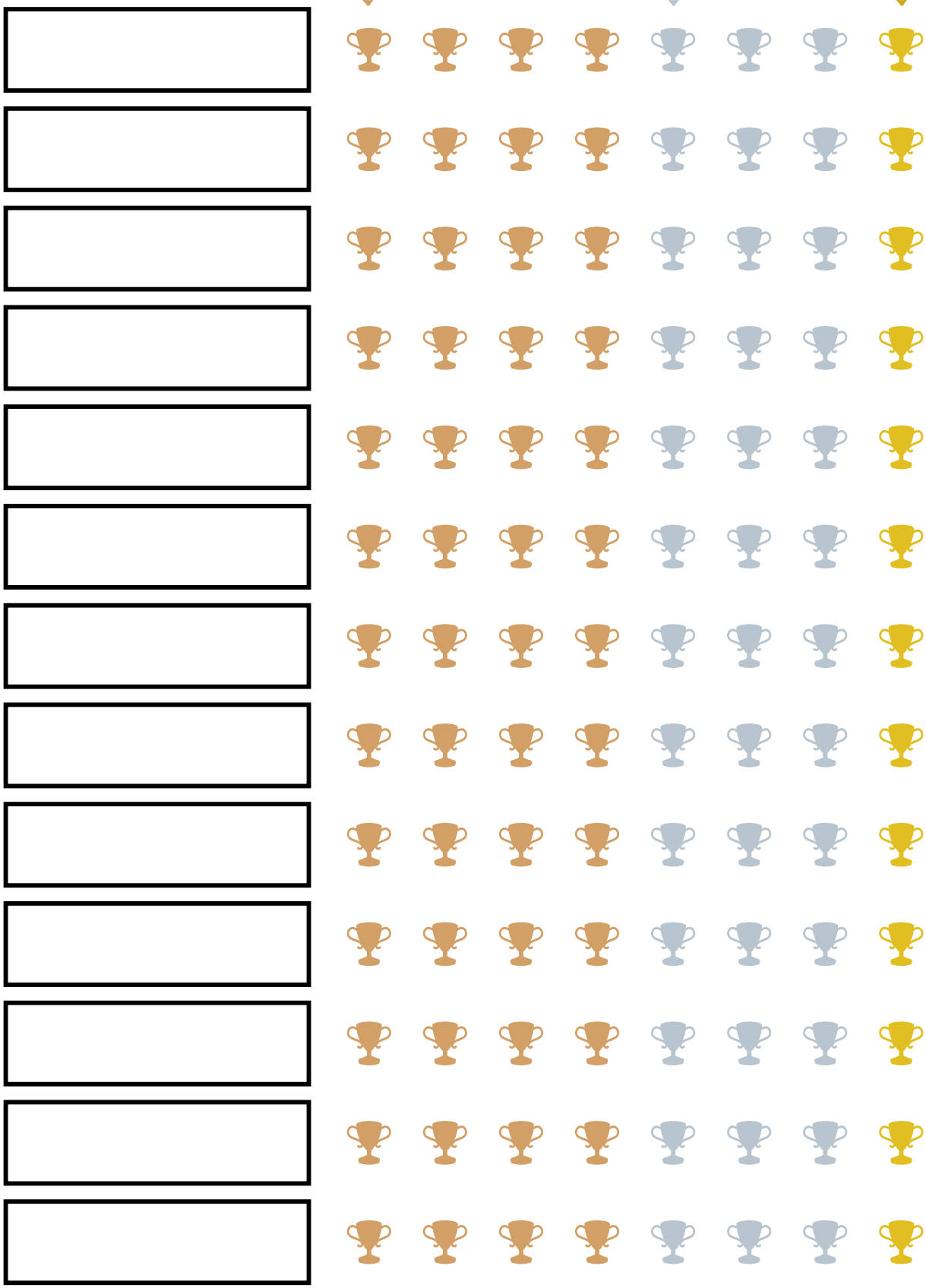
- If the deck runs out, shuffle all but the top card of the discard pile to replenish it.
- Once someone calls it, you can only fine-tune your lot *after* declaring that you're staying in.
- Draw new advantage tokens without looking.
- You can only draw an advantage token if there are any left in the box to take.
- *Silence* is the only advantage you can play on someone else.
- Your score can never go below 0.

Special Thanks to **Nick Hill** for checking my ideas and sanity; and to **Scarlette LeBlanc** because she's all-around wonderful.

Thank You Play Testers: Dan Collins, Andrea Hill, Connie Hill, Don Hill, Nick Hill, Scarlette LeBlanc, Patrick McPhail, Adam Symmonds, Jeff Turcotte, and Steve Waterman.

flust GAMES

A game by Fred LeBlanc. Produced by Flust Games.
Download rules & more: **flust.co/close-enough**

BACK PAGE OF FAME

NAME | CHAMPION | MASTER | LEGEND