

CLOSE ENOUGH!

Sometimes close enough is good enough.

Close Enough is a card-swiping, friend-bluffing, shot-calling game of poker-meets-horseshoes that plays out over many quick rounds.

Each round, you'll pick a target based on its difficulty, then find three cards that add up to it. Think you're closest, or think *others think you are?* **Call it!** Everyone else must then choose to stay in or fold. Beat everyone who stays in and score your target's ★s. Lose to anyone who stays in and they gain on you instead.

The first one to 8 ★s takes home the trophy!

But there's a catch: of your three cards, one is always face up and you can't touch it, but others can. They can swipe your card on their turn, and likewise, you can swipe *theirs* on *your* turn.

Get lucky, make the best of close calls, or completely bluff your way into a victory. You don't need to hit your targets exactly to win the game, you just gotta be *close enough*.



2-5

30'

Components

- 18 Cards
- 12 Target Tokens
- 6 Advantage Tokens
- 1 First!/I'm Callin' It! Token
- 1 Scoreboard w/Marker
- 1 Champion's Trophy

Important Mechanics

- Bluffing & Taking Risks
- Derailing Others

Selling Points

- Fits in an easy-to-travel-with box
- Experience brings strategy
- Trophy to take victory pics with

Accolades



Design, development, and art by **Fred LeBlanc**.

Download rules & more:
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