

GET IT!

Steffen Benndorf

A LOOK IS ENOUGH!



Players: 3-6

Ages: 8 and up

Duration: app. 20 minutes

CONTENTS

50 number cards
(from 1-40 and
10 double number
cards)



9 special cards

5x smiles

2x eyes

1x mirror

1x speech bubble



1 overview card

1 60 second
sand timer

OBJECTIVE OF THE GAME

Your goal as a team is to play all of your cards in ascending numerical order. Sounds easy, doesn't it? However, you only have one minute to do so. And you are not allowed to speak! And you can't see your own cards, only the cards of the other players! You will have to quickly give the right signals and interpret your teammates signals correctly! Will you manage to keep your nerve and understand each other wordlessly as a team?

SETUP

It is best to sit in a circle around the game table so that you have a good view of each player.

Separate the 9 special cards and the double numbered cards (1, 6, 10, 15, 19, 22, 26, 33, 37, 40) from the deck and keep them for later.

You can also recognise the cards to sort out by the level (L1-L6) number at the bottom right of the card.



Place the sand timer so that it is in good view of everyone and put the overview card for the levels next to it.

Tip: If you have a smartphone at hand, you can also use the timer function setting it to 60 seconds.

You start the game on level 1 with a deck of cards consisting only of the number cards from 1 to 40. Shuffle the cards and deal **a total of 10 cards** as evenly as possible among all players.

Depending on the number of players, you may receive a different number of cards. For example, if you are playing with four players, 2 people will be dealt 3 cards and 2 people only 2 cards.

GAMEPLAY

Players have a maximum of 2 attempts per level to play all their cards according to the rules and within the time limit. If the team succeeds, players will start one level higher. If the team fails on their second attempt, the team loses the game.

Preparing for a round

Once you have been dealt your cards, these must now be sorted. The sorted cards will be placed in front of you in a face-down pile. The **highest numbered card** must be at the **bottom** and the **lowest** at the **top**.

Proceed to sort the cards as follows:

Look at your cards, but don't show them to anyone else. Sort the cards according to their numerical value.

Now place the card with the **highest numerical value** face down in front of you. Ensure that **'GET IT!'** is turned towards you on the back of the card so that you can read it. This will make the game easier later on! From the remaining cards in hand, place the highest card face down on top of the card you have already placed. Continue in this manner until all the cards are face down in a small pile in front of you.



Once everyone has placed their hand cards in front of them as a face-down sorted pile, pass the pile **to the player on your left**.

Players are **not** allowed to look at the cards they have been passed!

Important! Before you pass the cards on, check your pile again for the correct order! The lowest card must be on top and the highest card on the bottom.

Procedure of a round

Upon an agreed signal to start, everyone uncovers the top card of their pile, but in such a way that only the others can see the card. To do this, turn your card over so that you can only see the back and then hold the card in front of you so that the front is facing the other players.

Tip: Hold the card close to your body so the other players can see it better.



From now on, you are not allowed to speak!

Once everyone has revealed a card to the others, have a player turn over the sand timer and the round begins.

Your task as a team is to always put down the correct card. The correct card is always the **lowest card** that is currently visible to the team or (in later levels) a visible **special card**, which then counts as the lowest card. However, since you cannot see your own card, you have to rely on your **teammates** to give you the **right signals**.

Proceed as follows:

1. First, quickly look at all of the other player's cards that are visible to you.
2. Now **look** enduringly at the person whose card you see as the "lowest".
3. **Very important!** If this person is also looking at you enduringly, you must **quickly check** whether other people are also looking at you.
4. If several people are looking at you intensely, it is very likely that you yourself have the "lowest" card. If no other person is looking at you **intently**, you certainly do not have the "lowest" card.

If it **was** indeed the “lowest” card, the player turns over **their next card** from their pile as described earlier, showing it to everyone without looking at it themselves, and the game continues.

If the played card is a “**wrong**” card, the team has made a mistake and the round is lost.

➡ See: **Did you make a mistake?**

The player who has played a card **immediately** reveals their next card. **Only then** may the **next card** be played!

Once a person has played all their cards, it is best to take their hands off the table so that everyone can see that they have no more cards. **However, they must continue to play and signal to the others!**

In addition, they are in charge of checking the sand timer from now on.

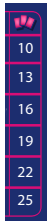
END OF A ROUND

Were you successful?

If your team was able to play all the cards in the correct order and within the time limit, then your team has successfully mastered the level. Start the next round one level higher. With each new level, the task becomes increasingly more difficult. There will be more cards to play along with special cards that will gradually come into play with their own rules.

Shuffle **all the cards** (the old deck, the played cards and the new extra cards for the level) and then start the next round with the specified new number of cards

➡ Overview card.



Did you make a mistake?

If you played the wrong card or the sand timer runs out before the last card is put down, the round is lost. Shuffle all the cards (the old deck and played cards) and start a new attempt at the same level.

If it was already the second attempt on this level, then the game is over for your team.

A round is also considered lost if a deck was sorted incorrectly and therefore cards were played incorrectly!

LEVEL OVERVIEW AND EXPLANATION OF THE SPECIAL CARDS

From level 2 onwards, special cards (smiles, eyes, mirror, speech bubble) gradually come into play.

When preparing for the round, place these into your card pile at any position, but **not as the top card of the pile!** No player's first revealed card may be a special card. If you are dealt **only special cards**, return them and take a corresponding number of new cards.

If a **special card** can be seen during the game, it is **always** the lowest card and **must be played next!**

Always wait until the next card is revealed after playing a card, because it could be a special card that would then have to be played.

Level 1 NO double number values and NO special cards, deal 10 cards

Level 2 Add the 5 smile cards, deal 13 cards



If you see a smile card, you must smile at that person. If a person is smiled at by everyone, they automatically know they have a smile card and can play it immediately.



Level 3 Add the 2 eye cards, deal 16 cards



If you see a pair of eyes, you must not look at that person! It is best to look just past them! If a person notices that everyone is „looking past“ them, they know they have an eye card and can play it immediately.



Level 4 Add the mirror card, deal 19 cards



If you see a mirror, you pointedly look at the numerical value of **your own card!** **Remember your number well, because then you know exactly when you can play your card later.** If a person notices that everyone is looking at their own card, then they know that they have a mirror card and can play it immediately. Then everyone turns their card back so that it is facing the other players.



Level 5 Add the speech bubble card, deal 22 cards



If you see a speech bubble, you may say the numbers you can see aloud to your fellow players. If one person notices that everyone starts talking, they know they have a speech bubble card and can play it immediately.



Level 6 Add the double number cards, deal 25 cards



If more than one person has the same number value on their card, it is the team's job to get one player to play their card first and then the other player. Don't forget that the next card must be turned over immediately after playing a card! This could also be a special card, which would then have to be the next card played.



Level X Hunt for your personal high score

Have you already gained a lot of experience and just want to play a game of **"GET IT!"** to improve your high score? Then simply play with all the cards and deal out as many hand cards as you like. You can manage a round with up to 27 hand cards with some luck, but what else is possible beyond that? Can you even break the magic barrier of 30 hand cards? Good luck with that!

