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TEEN

TM



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A GAME FOR 1 TO 5 PLAYERS, AGES 10+, DESIGNED BY FLATOUT GAMES

GAME OVERVIEW

TEN™ is an exciting push-your-luck and auction game for the whole family! Players draw cards one-at-a-time, trying to add as many as they can without exceeding a total value of TEN, or they bust! Players may push their luck to draw more cards and use currency to buy additional cards in their attempt to build the longest number sequence in each color. When valuable wildcards emerge from the deck, players compete in auctions to obtain them in order to fill gaps in their sequences!

GOAL

The goal of TEN is to complete sequential numeric runs of cards in each of the four colors. Players will score one point for each card in their **longest** sequence within each color at the end of the game. If a player manages to collect a run of 1 through 9, they will be awarded 10 points for that color! The player who earns the most points wins!

COMPONENTS

Your game of TEN should include the following. If it does not, please visit our website at <https://alderac.com/customer-service> for assistance.

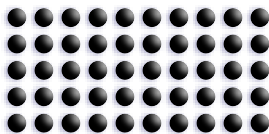
129 Game Cards



(front)

(back)

50 Currency Tokens



1 Rulebook



5 Reference Cards



(front)

(back)

15 Bust Tokens



SETUP

1 Set Up Deck

Game cards form the deck, which will have a different number of cards depending on the number of players:

2-player game: Remove all cards with the 3 and 4+ player symbols in the bottom right corner and return them to the box.



3 player symbol ↗

3-player game: Remove all cards with the 4+ player symbol in the bottom right corner and return them to the box.



4+ player symbol ↗

4-player game: No cards are removed.

5-player game: No cards are removed.

Shuffle the deck face down and place it in the middle of the play area within reach of all players.

2 Set Up Supply

Give each player five currency tokens and place the remaining tokens next to the deck. Place the bust tokens next to the currency tokens to form the **supply**. Spent currency and bust tokens are returned to the supply.

3 Determine Starting Player

Take a number of reference cards equal to the number of players and be sure to include the card with the **starting player symbol**.

Shuffle the reference cards face down and deal one to each player. The player who was dealt the starting player symbol becomes the starting player and takes the first turn of the game. Players are now ready to begin!



Starting Player Symbol

1-2 players (91 cards)



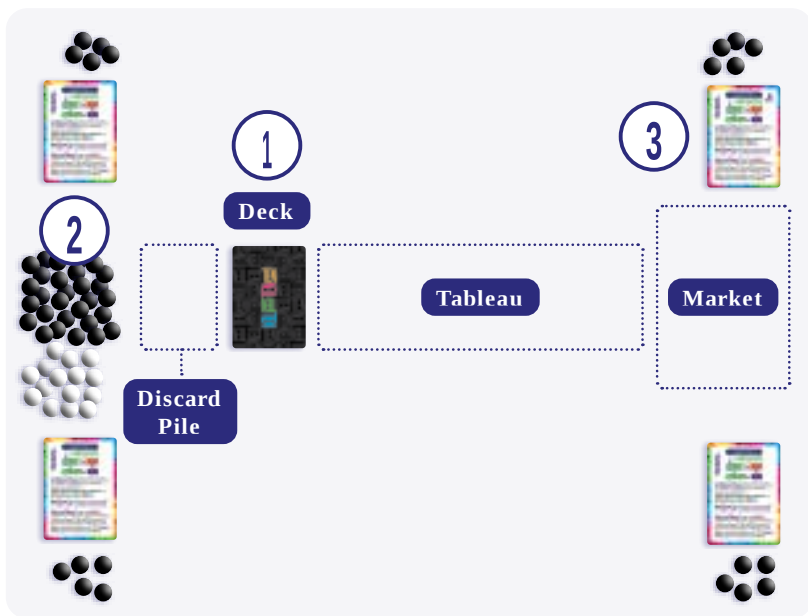
3 players (+17 cards)



4-5 players (+21 cards)



EXAMPLE 4-PLAYER SETUP



CARD TYPES

There are three types of cards in the deck, as described below.

Number Cards

Number cards have **white** numbers valued 1 to 9 in each of the four colors (blue, green, orange, pink). Number cards are the main way to complete sequences.



Note: There are more copies of the lower value cards and fewer copies of the higher value cards, making the higher value cards rarer.

Wildcards

Wildcards have **black** numbers valued 1 through 9 or feature the any number (#) symbol.

When a wildcard is drawn, a player's Card Draw Phase is immediately paused, and an Auction Phase is resolved.

Numbered wildcards can be used as any of the four colors (blue, green, orange, pink).



Wildcards with the (#) symbol can be used as any number (from 1 to 9). The card remains the same color; only the number of the card is modified.



This special wildcard can be used as any number and any color.



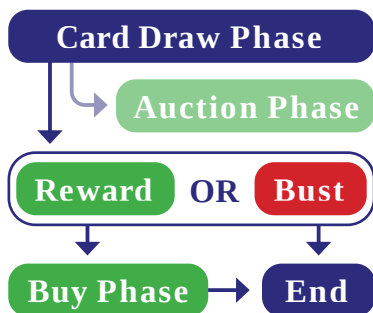
Currency Cards

Currency cards have a value of one to five black currency tokens shown on the card. These cards reward currency to spend during auctions and when buying cards in the market.



GAMEPLAY

During your turn, you always complete the **Card Draw Phase**, which may be interrupted by the **Auction Phase** when a wildcard is revealed. You may take a **Buy Phase** at the end of your turn if you do not bust or take currency cards.



Card Draw Phase

Draw cards from the top of the deck, one-at-a-time. If it is a number or currency card, place it face up to join or form a **tableau**. If it is a wildcard, your turn is immediately interrupted for an Auction (see "Auction Phase" on page 11). After drawing each card, you must choose to either stop and take a reward, or continue to draw another card.

Your turn ends when any of the following conditions occur:

You choose to stop drawing and take a reward (see "Take a Reward" on page 8).

You **bust** by drawing a card that would make the tableau contain either: a net positive total value of more than ten (11+), or currency cards with a total value of more than ten (11+) (see "Busting" on page 9).

Take a Reward

As long as you **do not bust**, you may choose to end the Card Draw Phase and take **one** of the following rewards:

All **number cards** in the tableau

- or -

All **currency** in the tableau



If you choose to take all of the **number cards** in the tableau:

1. Place them face up in front of yourself.
2. **ALL OTHER** players gain currency tokens from the supply equal to the value shown on the currency cards in the tableau. After players have gained currency tokens, discard the currency cards into a face up discard pile next to the deck.
3. You may take a Buy Phase if you wish (*see “Buy Phase” on page 10*).
4. Once your Buy Phase is complete, or if you choose not to take a Buy Phase, your turn ends and play passes to the next player clockwise.

If you choose to take all of the **currency** in the tableau:

1. Gain currency tokens from the supply equal to the value shown on the currency cards in the tableau and discard the currency cards to the discard pile.
2. Move all of the number cards in the tableau to the side of the play area to join or form the **market**.
3. Your turn ends and play passes to the next player clockwise.

Note: If you choose to take all of the currency, you may not take a Buy Phase.

Currency Limit



Each player can have a maximum of ten (10) currency tokens at any time. If a player would gain currency in excess of ten (11+), the excess is lost.

Note: Bust tokens do not count towards your currency limit.

Busting

Each **number card** you reveal in the tableau **adds to** your total based on its numeric value (1-9).

$$\begin{array}{c} \text{2} \quad \text{1} \quad \text{total} \\ \hline 2 + 1 = 3 \end{array}$$

Each **currency card** you reveal **subtracts** from your total based on its value of currency tokens (1-5).

Note: It is possible for a player to draw a currency card or cards that would result in a net negative total value.

$$\begin{array}{c} \text{2} \quad \text{1} \quad \text{total} \\ \hline 3 - 4 = -1 \end{array}$$

In this example, the active player now has a net positive total value of 4, and a total currency value of 6. At this point, a revealed number card of 7+ or a currency card of 5 would cause the player to bust.

$$\begin{array}{c} \text{2} \quad \text{1} \quad \text{total} \\ \hline 3 - 4 + 7 - 2 = 4 \end{array}$$

You **bust** if you reveal a card that would make the tableau contain either:

- A** A net positive total value of more than ten (11+).
- B** Currency cards with a total value of more than ten (11+).

A

$$\begin{array}{c} \text{4} \quad \text{total value} \\ \hline 4 - 3 + 5 + 9 = 15 \end{array}$$

B

$$\begin{array}{c} 3 + 4 + 5 = 12 \\ \text{currency total} \\ \hline -3 + 7 - 4 - 5 = -5 \\ \text{total value} \end{array}$$

If you bust, you must resolve the following steps in order:

1. Move all of the number cards in the tableau to the side of the play area to join or form the **market**.
2. You gain 1 bust token, worth 3 currency, from the supply.
3. Only resolve this step if you bust with number cards with a net positive total value of more than ten (11+). If you bust with currency cards, skip this step and proceed to step 4. **ALL OTHER** players gain currency tokens from the supply equal to the value shown on the currency cards in the tableau.
4. Discard the currency cards to the discard pile.
5. Your turn ends and play passes to the next player clockwise.

Buy Phase

You may only take a Buy Phase if you did not bust this turn and chose to take number cards instead of currency as a reward. If you choose not to take a Buy Phase, play passes to the next player clockwise.

You may spend your currency to buy **one** card in the **market**. To buy a card, pay the face value of the card and place it face up in front of yourself. For example, a green “3” card costs 3 currency. **You may buy only one card from the market per turn.**

In addition to spending your currency and bust tokens, you may also spend any of your cards (commonly duplicate cards). Each card you discard to the discard pile counts as one (1) currency when buying a card.

You cannot buy a card that is identical (number and color) to a card you already have.

After you finish buying a card from the market, play passes to the next player clockwise.

Bust Tokens



Each bust token is worth **three** (3) currency.

Bust tokens **do not** count towards your currency limit of ten tokens. Players will always gain a bust token when they bust, even if they already have ten currency tokens or any number of bust tokens.

Players may never make change with a bust token. You must spend all three currency when using the token or any excess is lost.

In the rare event when a player gains a bust token but none remain in the supply, use another token, like a coin.



Darby spends three cards along with two currency tokens (total value of 5) in order to buy a 5 card from the market.

Auction Phase

When a player draws a wildcard, their turn is immediately interrupted and the wildcard is auctioned. After the auction, play resumes with the active player.

Starting with the player to the left of the active player and continuing clockwise, each player may bid an amount of currency that they are willing to pay for the revealed wildcard. Players must either **bid** more currency than the previous bid, or **pass**.

Wildcards



Each player has only one opportunity to bid or pass during an auction. The auction ends after the active player bids or passes. The player who bid the most must pay that amount of currency and then places the wildcard face up in front of themselves.

In addition to spending your currency and bust tokens, you may also spend any of your cards (commonly duplicate cards). Each card you discard to the discard pile counts as one (1) currency toward the bid.

After the auction has been carried out, the active player's turn continues from where it was interrupted.

Players are not required to state which tokens and cards they will spend. However, players cannot bid more than the amount of currency and cards that they currently have. Players must pay if they win the auction.

Players do not need to assign the wildcard to a color sequence until the end of the game: wildcards remain flexible until final scoring. The number of tokens and cards players have is public information.

In the rare event that no player bids and all players pass, the wildcard is discarded.

END OF THE GAME

The end of the game is triggered when the last card has been drawn from the deck. The active player will resolve their turn as normal, but they may no longer draw cards.

After the active player finishes their turn, starting with the player to the left of the active player and continuing clockwise, each player may take one Final Buy Phase. After the active player finishes their Final Buy Phase, players score points to determine the winner.

Scoring

Players arrange their number cards and wildcards to create consecutive numeric sequences in each of the four colors.

Each player scores one (1) point for each card in their longest consecutive numeric sequence in each color. Players who successfully collect all numbers 1 to 9 in any color (including any assigned wildcards) receive one bonus point (for a total of ten points instead of nine points).

The player with the highest total score is the winner!

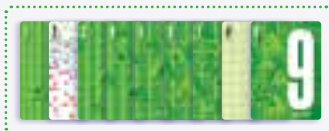
In the event of a tie for highest score, the player with the most remaining currency is the winner (this includes only currency tokens and bust tokens, not cards). If players are still tied, the player with the fewest total cards wins. If players are still tied, then the tied players share the victory.

EXAMPLE SCORING



Blue Score

6 card run = 6 points



Green Score

9 card run

+ complete set bonus = 10 points



Pink Score

5 card run = 5 points



Orange Score

3 card run = 3 points

TOTAL **24 Points**

BUSTING VARIANT

This variant gives players the option to buy cards when they bust. During step 2, after moving number cards from the tableau to the market, you may choose to forego gaining a bust token and instead take a Buy Phase. Resolve the remaining steps for busting as normal.

SOLITAIRE VARIANT

This variant allows you to play solitaire games of TEN. JEN represents an AI opponent that you are playing against. Play begins with your turn and turns alternate with JEN being the active player, as in a 2-player game.

Setup

Follow the setup instructions for a 2-player game. You take 10 currency tokens and give JEN 10 currency tokens.

Turns

On your turn, all options are the same as in a standard game.

On JEN's turn, she will draw cards until her net positive total value equals or exceeds a **predetermined number**, or a bust is triggered by currency. The predetermined number is based on how difficult of a game you would like to play (4, 5, 6, 7, 8, 9, or 10). JEN always takes all of the number cards in the tableau and never chooses to take currency.

JEN cannot bust except for when the bust is triggered by currency. Resolve a currency bust as normal except JEN always takes all of the number cards that she drew on her turn in addition to gaining a bust token.

Auctions

Auctions are played a little differently. The minimum you and JEN may bid for every auction card is 5. You and JEN cannot bid using a card as currency unless it is a duplicate of a card already owned. Duplicate cards can be easily tracked by placing them in a face down stack next to collected cards.

JEN bids with the following logic:

- When JEN is first to bid (on your turns), she always bids an amount as close to the total of **your** currency tokens, bust tokens, and duplicate cards that you have as she can pay for, OR 5, whichever is higher. If JEN cannot bid at least 5, she will not bid.
- JEN only uses her currency tokens, bust tokens, and duplicate cards (in that order) to bid.

You may outbid JEN by paying more than her high bid.

When JEN is second to bid (on her turns) she always attempts to spend as much as she needs to win the auction, depending on what you bid. You may only bid as high as your total of currency and bust tokens, as well as any duplicate cards you currently have. The minimum you may bid is 5.

JEN will always compete to win auctions, regardless of whether the card is a duplicate.

Note: If neither you or JEN pays at least 5 currency to win an auction, then the card is discarded.

Note: You may buy from the market as normal, but JEN may never buy from the market.

End of the Game

Play until the last card is drawn and end the game as you would in a normal 2-player game.

If you have more points than JEN at the end of the game, you win!

Start by setting JEN's predetermined number to 4, and then move your way up higher as you are able to win each game. See how you rank:

4. You're just getting started!

5. Getting the hang of it!

6. Impressive moves!

7. A marvel of luck and strategy!

8. Among the best!

9. Truly remarkable!

10. We're not sure how you did it!

QUICK REFERENCE

Setup

1. Set Up Deck

- **2-players:** Remove all cards with the 3 and 4+ player symbols in the bottom right corner and return them to the box.
- **3-players:** Remove all cards with the 4+ player symbol in the bottom right corner and return them to the box.
- **4-players:** No cards are removed.
- **5-players:** No cards are removed.

2. Set Up Supply

Each player receives 10 currency tokens.

3. Determine Starting Player

Each player takes one reference card at random and the one with the starting player symbol becomes the starting player.



Buy Phase

You may only take a Buy Phase if you did not bust that turn and chose to take number cards instead of currency as a reward. You may spend your currency tokens, bust tokens, and cards to buy **one** card in the market. After you have finished buying a card from the market, play passes to the next player clockwise.

Auction Phase

Wildcards are auctioned immediately after they have been drawn.

Starting with the player to the left of the active player and continuing clockwise, each player may bid or pass once. The player with the highest bid must pay and take the wildcard.

Busting

Each number card in the tableau adds to your total and each currency card subtracts from your total.

You **bust** if you choose to reveal a card that would make the tableau contain either a net positive total value of more than ten (11+), or currency cards with a total value of more than ten (11+).

If you bust, move all number cards in the tableau to the market, then you gain one bust token, and if it was from exceeding a net positive total of more than ten (11+), **ALL OTHER** players gain the currency tokens shown on the currency cards, and play passes to the next player clockwise.

Phase Overview



Card Draw Phase

Draw cards from the top of the deck and place them in the tableau. After drawing each card, you must choose to either continue to draw another card or stop and take one of the following rewards:

- All number cards in the tableau.
- All currency in the tableau.