

6 NIMMT!

(Take 6)

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Players: 2-10

Age: 10 and up

Duration: c. 45 minutes.

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Contents

- 104 playing cards numbered from 1 to 104

The Goal

Take no cards. If you must take cards, take as few Cattle Heads as you can. Each Cattle Head is worth (- 1) point. The winner is the player who at the end of the game has taken the least number of Cattle Heads.

Preparation

- You'll need paper and a pencil.
- Shuffle the deck and deal each player ten cards. The players keep their cards secret and they should arrange them numerically. Four cards are taken from the deck and placed face up on the table. Each of the four cards is the first card in a row. Each row may never contain more than 5 cards. The illustration (Abb.1) on page 2 shows the 4 rows at the start of a game

The Course of the Game

Part I: Playing Cards: All players choose one of the cards from their hand and place it face down before themselves. They are revealed at the same time. Whoever played the lowest card goes first. That player places his card into one of the four rows, then the player who played the next higher card places his card into one of the four rows etc. until all players have placed their chosen cards. The cards are always placed in a row side by side. This process is repeated until all players have played their 10 cards.

How are cards played? There are two rules:

Rule 1. : Ascending Numerical Order. The card to be placed in a row must be greater than the last card already placed in the row.

Rule 2. : Lowest Difference The value of a row is the numerical value of the last card in the row. If a card may be placed in more than one row (by Rule 1.), then compare its numerical value to the value of each eligible row. The row with the closest value gets the card.

Example: (page 3) The last cards in the four rows are 12, 37, 43, and 58. Four players play the following cards: 14, 15, 44, and 61. The "14" card is lowest and so is placed first. By Rule 1, it can only be placed in the first row next to the "12". For the same reason, the "15" must be placed next to the "14". The "44", by Rule 1, may be placed at the end of rows 1, 2, or 3. However, because of Rule 2 it must be placed in the third row next to the "43". The "61" is then placed in the fourth row for the same reason.

Abb. 2: Shows the 4 rows after the first round.

Part II: Taking Cards Each of the four rows may hold only 5 cards maximum. What happens when a row must receive a sixth card? What happens when a card needs to be placed but it is lower than the last card of all four rows? In both cases the player will have to take cards because of the last two rules.

Rule 3.: Full Row. A row has 5 cards and a player, whether by Rule 1 or by Rule 2, must place the sixth card in the row. That player must take all five cards from the row and his sixth card now becomes the new first card for that row.

Example: (page 4.) The same four players now choose the following cards to play: 21, 26, 30, and 36. The "21" and the "26" are placed in the first row after the previously placed "15". The first row now has 5 cards. The next card to be placed is the "30". By rule 1, it too must be placed in the first row after the "26". Because this will give the first row six cards, the player takes cards "12", "14", "15", "21", and "26". He places his "30" as the first card in the first row.

The "36" is then placed in the first row after the "30".

(This rules sheet is designed to be printed back to back and cut out.)

Rule 4.: Lowest Card. Whoever plays a card that is too low to be placed at the end of any of the rows must take cards. That player selects any one of the rows and takes all of the cards from that row. His card now becomes the first card in the row.

Example (page 5.): The same players now choose the following cards: 3, 9, 68, and 83. The "3" is the lowest so it must be played first. It is too low to be placed at the end of any of the rows. To make it fit, the player of the "3" must take one of the rows. He decides to take the second row as it contains only one card. The "3" is now the new start card for the second row. Next the "9" must be placed. This player is lucky as now it can be safely placed next to the "3". The "68" and the "83" are both placed in the fourth row.

Remember: When a player must take a row because his card was too low to fit any of the rows, that player decides which row to take. As you do not want to take Cattle Heads if you can help it, you will usually take the row that has the least number of Cattle Heads.

HORNS = NEGATIVE POINTS.

Each card has a certain number of Cattle Heads (from 1 to 7).

- All Cards have at least 1 Cattle Head.
- Cards with values that end in "5" have 2 Cattle Heads.
- Cards with values that end in "0" have 3 Cattle Heads.
- Cards with values that are multiples of 11 have 5 Cattle heads.
- Card value "55" is both a multiple of 11 and ends in "5". It has 7 Cattle Heads.

Each player keeps the cards they had to take because of Rules 3 and 4 separate from the cards they are trying to place into the four rows. These "Take" cards make up your "Horn Pile". (I guess because you are being gored by them?).

When all players have played their 10 cards, the round is over. Each player counts the number of Cattle Heads in their "Horn Pile" and the scorekeeper records the amount. All of the cards are gathered and reshuffled. Each player is dealt 10 cards and another round is played.

The game is over when one or more players reach 66 Cattle Heads. The player with the least number of Cattle heads wins.

Variant 1

All previous rules hold. There are two new ones:

1. All players will know exactly what cards will be in the round. The rule is: Cards in the Round = ((# of players) x 10) + 4. **example:** 3 Players Use Cards 1 through 34. 4 players use cards 1 through 44.

2. Each player takes his own 10 cards himself. The cards are turned face up and spread on the table. In turn, each player takes one card. When everyone has 10 cards, there will be 4 cards left. These 4 cards are the start cards for the 4 rows.

Variant 2 (TCG)

Since there are 104 cards total, and there are 4 cards needed to start the initial rows, there is a total of 100 cards left over to be dealt to the players. We play the game in 2 halves.

With 4 players, each player is dealt 12 cards each in the first half. The game is played normally. When the players have played all their cards, the cards on the table are left as they are at the end of that half. You don't remove or shuffle them. Then you deal out the remaining to each player for the second half (so that means all 100 cards get used during the game). Play continues as normal.

When those cards are all played, everyone adds up their scores, and player with the lowest score wins. That is considered a complete game and only takes about 10 to 12 minutes. You don't play to 66 points or anything.

With 5 players, each player gets 10 cards in the first half, and 10 cards in the second half.

With 6 players, each player gets 8 cards in each half - 4 cards are left over and don't get used.

With 7 players, each player gets 7 cards in each half - and 2 cards are left over and not used.