OVERVIEW OF THE SPECIAL CARDS



5th Row
Start a 5th row. If there are 5 rows already, you can't play this card.



7 nimmt!
You don't have to take this row when playing the 6th card, but you do for the 7th.



Insert
Play your number card in any position in any row in ascending order.



Replace
Swap your played card for another number card from your hand.



Shift
Move a number card to another row in ascending order: at the start, the middle, or the end.



Stop
Block a row. This row cannot be changed. At any time, there can only be two copies of this card on the table.



Negative = Positive
When you take a row, this card turns the bullheads on one card from negative to positive points.

Important: There can only be two rows with a **"Stop"** card at the same time.

The next time one of you must take a row, also remove all **"Stop"** cards from their rows.

You may place a **"Stop"** card next to a **"7 nimmt!"** card.

Example: *Frauke has played the **22**. She would have to place it in the top row and take the row. To avoid this, she plays the **"Stop"** card and places it in the top row. Now, Frauke can place her **22** in the row below it.*



6 nimmt! 25 JAHRE

NOT A GAME FOR THE BULL-HEADED!

By Wolfgang Kramer
With illustrations by Franz Vohwinkel

Players: 2–10
Ages: 8 and up
Duration: about 45 minutes

amigo-spiele.de/01906

COMPONENTS:

132 playing cards
- 104 number cards with values from 1–104
- 28 special cards (4 each of **Stop, Shift, Insert, Replace, Negative = Positive, 5th Row,** and **7 nimmt!**)

1 notepad

You will only need the special cards for the Anniversary Variant. Leave them in the box when playing the basic game.

Rule 3: Full Row
A row containing five cards is full. If you play a sixth card into a full row, you have to take all five cards in this row. Your played card becomes the new first card for this row.

Example: *For their second cards, the players have chosen **21, 26, 30** and **36.** The **21** and the **26** go in the 1st row, which means it's full. You've played the **30,** which you'll have to play in the 1st row, too. As this row is already full, you'll have to take all five cards from this row. Your **30** becomes the new first card of the row, joined by the **36.***



Fig. 3 The four rows after the second play.

Example 2: *Holger has played the **3**. This is a low card that he can't place in any row, so he must take a row. He picks the row containing the **11** and the **13**, using the **"Negative = Positive"** card to change the bullheads on the **11** to five positive points. He then takes cards worth up to four bullheads from his bull pile and puts them aside along with the **11** and the **13**. The **3** becomes the new first card of the row.*



SWAPPING SPECIAL CARDS

Whenever you take a row, you may swap one of your special cards by placing it next to the special card deck face up and drawing the top card from that deck. If the deck runs out, shuffle the discarded special cards and turn them into a new deck.

THE END OF THE FIRST ROUND

The first round ends when you've played all of your number cards. The scorekeeper writes down your respective negative points on the pad. Then you shuffle all 104 number cards and deal twelve to each player again. If you still have any special cards left from the



Shift
When you play this card, move any number card to another row **before** placing your card. The new row may contain the special card **"7 nimmt!,"** but not the special card **"Stop."** The card you move only has to fit into its new row in **ascending** order. When you're done, place the number card you played earlier at the end of a row following the normal rules.

Example 1: *Ekaterina has played the **24**. She would have to place it next to the **22** and take the row. To avoid this, she uses the special card **"Shift."** First, she moves the **13** between the **10** and the **17**. Then she places her **24** next to the **22**.*



PLAYING THE GAME

1. PLAYING CARDS

Each player chooses one card from their hand and puts it **face down** on the table. Once all players have a card in front of them, reveal the cards.

The player who has played the card with the **lowest value** goes first, placing it in one of the four rows. Cards always go next to each other in their row. Next, the player with the second-lowest-value card goes, and so on, until the highest card played has been placed in a row. Repeat this process 9 more times, until you've played all ten of your cards.

Where do the cards go?
Each card you play can only go in one particular row, following these rules:

Rule 1: Ascending Order
The cards in each row must be added in ascending order of value.

Rule 2: Lowest Difference
Always place your card in the row where the difference between the **last** card and the **new** card is the smallest.

BULLHEADS = NEGATIVE POINTS

Each card has at least one bullhead printed at the top and bottom between the numbers. Each bullhead counts as one point.

All cards with:
Numbers ending in **5**
(**5, 15, 25** etc.) have two bullheads,
Multiples of **10**
(**10, 20, 30** etc.) have three bullheads,
Doublets
(**11, 22, 33** etc.) have five bullheads.

The number **55** is both a doublet and a number ending in 5, so it has seven bullheads.

YOUR BULL PILE

Every time you must take a row, put the cards in front of you on your face-down bull pile.
Important: Cards you've taken don't go back in your hand!

*Example: The first cards in the rows have the values **12, 37, 43** and **58,** as shown in Fig. 1. For their first cards, the players played a **14, 15, 44** and a **61.** The **14** is the lowest card, so it's the first to go into a row. According to Rule 1, it can only go in the 1st row next to the **12.** Same for the **15.** The **44** could go in the 1st, 2nd, or 3rd row according to Rule 1, but Rule 2 determines that it must go in the 3rd row. The **61** has to go in the 4th row, according to Rule 2.*

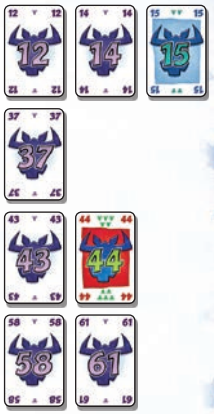

Fig. 2 The four rows after the first play.

2. TAKING A ROW

As long as you can play your card in an existing row, everything's fine. However, what happens if a row is full or your card won't fit in any row? In these cases, you must take a row.



Negative = Positive

You can only use this card when you're about to take a row. It transforms the negative points of **one** number card from that row into positive points. Take the row and **immediately** subtract the bullheads on one of those cards from those on your other cards, either from the same row or that you've taken earlier. Put the number cards you've cancelled out with the leftover cards you did not use in this round. If you don't have enough bullheads in your bull pile, the remaining positive points go to waste.

***Example 1:** Gabi has played the **20** and must take a row. She uses her **"Negative = Positive"** card, which allows her to change the five negative points on the **11** to positive points. The bullheads on the **3, 5, 13,** and **17** add up to five negative points, so Gabi puts them all aside. Her **20** becomes the new first card of the row.*



BASIC RULES

GOAL OF THE GAME

Your goal is to avoid taking cards. Each card you must take gives you one ***negative*** point for each bullhead printed on it. The player with the fewest points after several rounds is the winner.

GETTING READY TO PLAY

Shuffle all the cards and deal **ten** to each player. One of you takes the notepad and a pencil to keep score.

CREATE FOUR ROWS

Take the leftover cards and place four of them in the center of the table face-up as shown to the right. Each of these cards is the start of a row which can hold a **maximum of five cards**, including this first one. Put the other cards aside. You won't need them until the next round.



Fig. 1 The four rows at the start of the game.

first round, you may keep them for the second round. In addition, each player receives three more special cards. If you don't have enough special cards left to give three to each player, everyone only gets two (or one).

THE END OF THE GAME

The game ends when you've played all of your number cards in the second round. Set aside any special cards you still have left in your hand. Write down your negative points from the second round and add them to those from the first round. The player with the fewest negative points is the winner. If there is a tie, you may have multiple winners.

You have purchased a quality product. Should you have any reason for complaint,please do not hesitate to contact us.
Do you have any questions? We will be glad to be of help:

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THE END OF A ROUND

The round ends when you've played all cards from your hands. Take your bull piles and count the bullheads (= negative points) on the cards.
The scorekeeper writes down how many negative points each player has earned, and the next round starts.

TIPS AND HINTS

Here are two examples of common ways of shooting yourself in the foot or laying traps for others:



Example 1: You play the **45**, because you think you'll be able to place it next to the **41** in the 3rd row. However, that's a mistake: Instead, you'll have to place it in the 4th row next to the **42**, because that's the lowest difference. And since the **42** is the last card in a full row, you'll have to take the entire 4th row.

Fig. 5:
Example 1.



Replace

When you play this card, take the number card you've played back into your hand. Pick another number card from your hand instead and place it in a matching row **immediately**. The new number card does not change the order in which the other players place their cards.

***Example:** David has played a **25**. He would have to place it next to the **17** and take the row. Instead, he plays his special card **"Replace,"** and takes the **25** back into his hand, replacing it with a **15** that he can place next to the **10** in a different row.*



Rule 4: Low Card

If you play a card whose value is too low for it to fit in any row, you must take all the cards from one row **of your choice**. Your low card becomes the new first card for this row.



***Example:** For their third cards, the players have played **3, 9, 68** and **83.** Your low **3** won't fit in any row, so you'll have to choose a row to take. You pick the 2nd row and take the **37.** Your **3** becomes the new first card of the 2nd row. The player who played the **9** was lucky, as they can now place their **9** next to your **3**. The **68** and **83** go in the 4th row in that order.*

Fig. 4 The four rows after the third play.

Hint: If a low card forces you to take a row, as a rule you should pick the row with the fewest bullheads!

***Example 2:** If the row only has one card in it, Ekaterina is still allowed to move the card. The number card she played would become the new first card of the now empty row.*





Stop

When you play this card, place it at the end of any row **before** placing your number card. This row is blocked: No one can add cards to it, remove cards from it, or take the whole row. **Then** place your number card in another row according to the normal rules.



Insert
When you play this card, **don't add** the number card you've played **to the end** of the matching row. Instead, insert it between two number cards in any row of your choice or even at the start of a row. The played card **only** has to fit in its row in **ascending** order. If the row is full, you'll still have to take it. In this case, the last card in the row becomes the new first card.

Example: *Christian has played a **10**. This is a low card that he can't add to any row, and he'd have to take a row. But he doesn't want to do that, so he uses his special card **"Insert,"** which allows him to place his **10** between the **5** and the **11**.*



THE END OF THE GAME

Continue playing round after round, until one of you has earned at least **66 negative points**. The player with the fewest points is the winner! If there is a tie, you have multiple winners.
Of course, you can choose a different target number of points or simply agree on a set number of rounds.



Example 2: You play the **62** and think that it was a great move, because you'll be able to place it in the 1st row. However, it doesn't work out that way, because another player plays the **29** and takes the 1st row (Rule 4: Low Card). Now, you'll have to place your card in the 4th row and take the whole row.

Fig. 6:
Example 2.



5th Row
When you play this card, start a 5th row. The number card you played becomes the first card of the 5th row. As long as there are five rows to place cards in, another **5th Row** card can't be played. As soon as any player must take a row, they don't just have to put that row on their bull pile: they also take **the number card they played**. After that, you have four rows again.
Hint: To help you keep this in mind, place the special card to the left of the 5th row and only put it on the discard pile when you're back to four rows.

Example: *Alex plays a **23**, meaning that he'd have to take the 4th row. To avoid this, he uses the special card **"5th Row."** Now, he can use his **23** to start the 5th row instead.*





Discover the *6 nimmt!* Family!





KEIN SPIEL FÜR HORNOCHSEN!

von Wolfgang Kramer
mit Illustrationen von Franz Vohwinkel

Spieler: 2–10 Personen
Alter: ab 8 Jahren
Dauer: ca. 45 Minuten

amigo-spiele.de/01906

INHALT:

132 Spielkarten
104 Zahlenkarten
mit den Zahlen 1–104
28 Sonderkarten
(je 4x **Stopp, Verschieben, Dazwischenlegen, Ersetzen, Minus=Plus, 5. Reihe** und **7 nimmt!**)
1 Punkteblock mit Stift

Die Sonderkarten benötigt ihr nur für die Jubiläumsvariante. Spielt ihr das Grundspiel, lasst ihr sie in der Schachtel.



Entdecke die Reihe!





jeden Spieler. Vier Karten legt ihr wieder als Anfang für die vier Reihen in die Tischmitte. Wer aus dem ersten Durchgang noch nicht eingesetzte Sonderkarten besitzt, darf sie für den zweiten Durchgang auf der Hand behalten. Zusätzlich verteilt ihr an jeden Spieler drei neue Sonderkarten. Sollten nicht mehr für jeden Spieler gleichviele Sonderkarten vorhanden sein, werden nur jeweils eine oder zwei neue Sonderkarten verteilt.

SPIELENDE

Das Spiel endet, wenn ihr nach dem zweiten Durchgang alle Zahlenkarten ausgespielt habt. Sonderkarten, die ihr jetzt noch auf der Hand habt, legt ihr einfach beiseite. Ihr notiert eure Minuspunkte aus dem zweiten Durchgang und addiert sie mit den Minuspunkten aus dem ersten Durchgang. Wer jetzt die wenigsten Minuspunkte besitzt, hat gewonnen. Haben mehrere Spieler die wenigsten Minuspunkte, gibt es mehrere Gewinner.

Sie haben ein Qualitätsprodukt gekauft. Sollten Sie dennoch Anlass zu einer Reklamation haben, wenden Sie sich bitte direkt an uns.
Haben Sie noch Fragen? Wir helfen Ihnen gerne:
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ÜBERSICHT DER SONDERKARTEN



5. Reihe
Der Spieler beginnt eine 5. Reihe. Gibt es bereits eine 5. Reihe, kann die Karte nicht gespielt werden.



7 nimmt!
Nicht die 6. Zahlenkarte dieser Reihe nimmt, sondern erst die 7. Zahlenkarte.



Dazwischenlegen
Zahlenkarte an den Anfang oder zwischen die Karten einer Reihe legen.



Ersetzen
Ausgespielte Zahlenkarte mit einer Zahlenkarte aus der Hand tauschen.



Verschieben
Beliebige Zahlenkarte einer Reihe aufsteigend in eine andere Reihe legen: an den Anfang, in die Mitte oder an das Ende.



Stopp!
Eine Reihe blockieren. Die Reihe darf nicht mehr verändert werden. Nur zwei dieser Sonderkarten dürfen gleichzeitig eingesetzt werden.



Minus=Plus
Wandelt beim Nehmen einer Reihe eine Zahlenkarte von Minuspunkte in Pluspunkte.

6 NIMMT! ANNIVERSARY VARIANT WITH NEW SPECIAL CARDS FOR 2–8 PLAYERS

SETUP

Shuffle the number cards and special cards separately. Deal **twelve number cards** and **three special cards** to each player. Just like in the base game, place four number cards in the center of the table to start your four rows. Set aside the leftover number cards. The remaining special cards go in a face-down deck within easy reach of all players.
One of you takes the notepad and a pencil to keep score.



PLAYING THE GAME

All rules from the basic game remain in effect in this variant. However, you only play **two rounds**. The first round ends when you've played all of your number cards. You'll get new number cards and more special cards for the second round.

How to Play a Special Card

Every time you would have to place the number card you've played in a row, you **may** play **one** of your special cards. First, place your special card next to the number card you've played. Then, place your number card as determined by the special card you played.
Used special cards go next to the special card deck, face up.

THESE ARE THE SPECIAL CARDS:



5th Row



7 nimmt!



Insert



Replace



Shift



Stop



Negative = Positive

PRO VARIANT FOR 2–6 PLAYERS

If you love tactical play, we recommend this variant. The rules of the base game all remain valid. However, follow these additional rules:

1. You know all the cards in the game
The cards you'll use depend on the number of players. Multiply the player count by 10 and add 4.
Example: 3 players ➔ 34 cards numbered **1–34**
4 players ➔ 44 cards numbered **1–44**
and so on
Put all higher-value cards aside.

2. Each player picks their own ten cards
Next, spread out the cards on the table face-up. Take turns picking one card and adding it to your hand until you each have ten cards. Four cards are left over. These are the starting cards for your four rows.

Other than that, gameplay goes just like in the basic game.



7 nimmt!
When you play this card, you **don't** have to take a full row. Instead, place the number card you've played in the 6th place of the full row and this special card in the 7th place. Now, whoever adds the 7th card has to take this row. The special card remains in place until that row has to be taken. The player who takes the row takes the six cards, and their number card becomes the new first card for the row. You may place this special card in the seventh place of a row even if it holds fewer than five cards at the time.

***Example:** Bernd has played a **20**. He doesn't have to take the row, because he plays the special card **"7 nimmt!"** in the seventh place immediately afterwards.*

