

6 NIMMT!

Players: 2 – 10

Contents: 104 cards numbered 1 to 104

Objective

The player with the most points at the end wins!

Round Setup

1. Shuffle all cards and deal 10 cards to each player. All players hold their cards in their hand.
2. Take the top four cards from the leftover cards and place them face up in the middle of the table. Each of these cards is the first card in a row. Each row can only hold 5 cards, including this first card.
3. Put the rest of the leftover cards aside—you won't need them until the next round.
4. Each player designates a space in front of them as their own Bull Pile.

Round Structure

Playing Cards

All players play at the same time. Each player takes **one** card from their hand and puts it **face down** on the table in front of them. The cards are turned over after all players have made their choice.

The player who played the card with the lowest value adds their card to the end of one of the four rows, followed by the player with the second-lowest card, etc., until all the cards played have been added to rows.

Players repeat this process 9 more times, until all 10 cards in every player's hand have been played.

How Are the Cards Arranged?

Each card only fits into 1 row by following these rules:

Rule 1: "Ascending Order"

The values of the cards in each row must always increase from left to right.

Rule 2: "Least Difference"

A card must always be played in the row that ends with the card that has the **closest** lower value.

Rule 3: "Full Row"

A row is full when it has 5 cards. If Rule 2 says that a 6th card must be played on a row, the player who played this card must first pick up all 5 cards in that row, then play their card as the 1st card in a new row.

Rule 4: "Lowest Card"

If a player plays a card with a value that is so low that it does not fit into any of the rows according to Rule 1, they must take all of the cards in **a row of their choice** and play their card as the 1st card of a new row.

Taking Cards

When a player has to take cards, they put them face down in their own Bull Pile. **Do not add the cards you take to your hand to play later!**

End of the Round

The round is over when all players have played their 10 cards. Each player then picks up their Bull Pile and counts the number of bullheads. Each player's penalty score is written down, and a new round can begin.

Keep playing rounds until one of the players has collected more than **66 bullheads**.

Scoring

Each player counts all the bullheads on their cards inside their Bull Pile. Each card shows a number of bullheads between the numbers. Each bullhead is worth one penalty point!

All cards with values containing:

- Fives (5, 15, 25, etc.) have 2 bullheads
- Multiples of ten (10, 20, 30, etc.) have 3 bullheads
- Doublets (11, 22, 33, etc.) have 5 bullheads

The number 55 is a doublet that also contains a five, so it has 7 bullheads.

The player with the least bullheads, and therefore the most points, wins!

Eight Variants

1. Tactics

The number of cards used in the game is the number of players times 10, plus 4. Example: 3 players → 34 cards from 1–34; 4 players → 44 cards from 1–44; etc.

Remove all higher values cards from the game.

2. Logic

All of the **Tactics** variant rules apply.

Before each round, all cards are placed on the table face up. Going around the table clockwise, each player takes 1 card at a time until everybody has 10 cards in their hands. The remaining 4 cards are then placed on the table to start the rows.

3. Tournament (2-5 Players)

All of the **Tactics** and **Logic** variant rules apply.

Each player gets a tournament sheet. On this sheet, players note the 10 cards they picked for the first game and put their name under "Player 1". In the underneath rows, the players put the names of their fellow players, proceeding clockwise starting with the left-hand neighbor as Player 2.

After the first round, each player notes their points, then hands their tournament sheet to the left-hand neighbor. All players take up the cards listed on the tournament sheet they have just received. When all players have their 10 cards, the second round begins. After each round, points are taken note of, and the tournament sheets passed on. This means that each player will play with each 10-card hand once, points being noted on the sheets every time.

At the end of the game, each player adds up their points from all the tournament sheets. The player with the highest total wins the tournament.

6 TAKES! – TOURNAMENT	
The 10 cards:	Points
Player 1:	
Player 2:	
Player 3:	
Player 4:	
Player 5:	

Tournament sheet

4. Professional

You can now add cards to a row on the **left or right**, with the order always ascending to the right and descending to the left. Whoever has to add the 6th card to a row – whether left or right – must pick up the five cards, scoring penalty points just as in the basic game.

A player who could add a card to one row on the left or to another row on the right must put it wherever the difference is smallest.

5. Open

Before the game, take the "1" card out of the stack of cards. It is used as the First Player card and is handed to the oldest player.

When playing, players don't play cards face down simultaneously. Instead, the first player puts down a card **face up**, then their left-hand neighbor plays a card also face up, and so on. When each player has put down a card, they are added to the rows according to the rules of the basic game.

After each round, the First Player card passes to the left-hand neighbor of the current First Player, so that a different player goes first each round.

6. Nifty (2-7 Players)

Each player is dealt **14** cards, and plays **two** cards per round, face down. Once all players have played their two cards each, they are revealed.

The player who put down the lowest card goes first, adding **both** cards to the appropriate rows. However, he may decide which card to add first. When the first player has added both his cards to rows, the player who now has the lowest card in front of him is next, also placing both his cards in the order of his choice.

7. Hand

Each player is dealt **14** cards in hand. The youngest player begins, playing **one or two** cards face up and **immediately** adding it/them to the appropriate row(s). Their left-hand neighbor is next, also playing 1-2 cards and adding them to rows at once. The round continues in this way, with the turn to play passing clockwise. A player who must pick up a row may choose which of these cards to add to their Bull Pile (= penalty points) and which to take in hand. They may take all cards in hand or put them all in the Bull Pile, but a player may have **no more than 16** cards in hand at any time.

The game only ends **after** the round in which either of the following conditions is fulfilled:

- A player has no cards in hand at the end of a round.
- A player has more than 20 cards in their Bull Pile.

All players now count their penalty points, with the cards a player has left in hand counting **double!** The cards in the bullhead stack only count as normal (one penalty point per bullhead). The player with the highest total wins.