

6 nimmt!



by Wolfgang Kramer

Not a game for bullheads

Players:	2 - 10
Age:	10+ years
Playing time:	approx. 45 minutes
Contents:	104 cards, 1 rules booklet



IDEA OF THE GAME

The aim of the game is not to get any cards. Each card you have to pick up will cost you a minus point per bullhead shown on it. The player who has the fewest bullheads at the end wins the game.

PREPARATION

You will need paper and a pencil for scorekeeping. Shuffle the cards and deal **10 cards** to each player. Each player takes his or her cards up in hand and arranges them according to their numbers, **in ascending order**.

Make four rows

Put the top four cards of the remaining pile face-up in the middle of the table. Each of these cards is the first card in a row, in which there may not be more than 5 cards, including this first one. Put the remaining cards aside; you will not need them until the next round.

Fig. 1 shows the 4 rows at the beginning of the round



Which row is a card added to?

Each card can only be added to one particular row, which is defined by the following rules:

Rule No. 1: "Ascending order"

The number of the card that is added to a row must be **higher** than the number of the current last card in that row.

Rule No. 2: "Small difference"

A card must always be added to the row with the smallest possible difference between the current last card and the new one.

Example:

As shown in Fig. 1, the first cards in rows 1 to 4 have the following numbers: 12, 37, 43 and 58. The four players have played the following cards: 14, 15, 44 and 61. As the lowest card, the "14" is added to a row first. According to Rule No. 1, it can only be put in the first row, next to the "12". The same rule puts the "15" in the first row, too. Rule No. 1 would allow the "44" to be put in the first, second or third row. However, Rule No. 2 – "Smallest difference" – clearly places it in the third row. According to the same rule, the "61" goes in the fourth row.

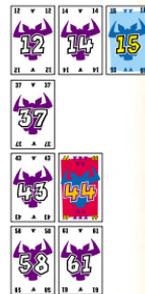


Fig. 2 shows the 4 rows after the first round.

HOW TO PLAY

I. Playing a card

Each player takes one of the cards from his hand and puts it **face-down** on the table in front of him. Only after all players have played a card are the cards revealed.

The player whose card shows the lowest number goes first, adding his card to one of the four rows. The player with the second lowest number on his card is next and so on, until all cards played this round have been added to the rows. Cards are always placed adjacent to each other in a row. The game continues in this manner round by round, until all 10 cards in each player's hand have been played.

II. Getting cards

Everything is fine as long as you can play your card in one of the four rows. But what happens when a card would go into a row that is full, or when it fits none of the four rows? In both cases, the player who played such a card gets cards from the table, which score against him.

Rule No. 3: “Full row”

A row with 5 cards in it is full. If Rule No. 2 would put a sixth card in such a row, the player who played that card must take all five cards of the full row. His card then becomes the first in the new row.

Example:

The four players have put down the following cards: 21, 26, 30 and 36.

The “21” and the “26” are added to the first row, which now contains five cards and therefore is full. The “30” must also be added to the first row. As that would make it the sixth card, the player who put down the “30” must pick up all five cards currently in the row before placing his “30”, which is now the first card in the new first row. The “36” then goes in the same row, and is put next to the “30”.



Fig. 3: shows the 4 rows after the second round.

Rule 4: “Lowest card”

If a player plays a card whose number is so low that it does not fit into any row, he must pick up all cards of a row of his choice. His card then becomes the first card of the new row.

Example: The following cards have been played: 3, 9, 68 and 93. The “3” is the lowest card and is therefore the first to be added to a row. As it does not fit into any row, the player must pick up all of the cards in one of the rows. He chooses the second row, picking up the “37”, then places his “3” as the first card in the new row. The player with the “9” has been lucky, because he can now put his card next to the “3”.



Fig. 4: shows the 4 rows after the third round.

Note: A player who has to pick up a complete row because the card he wants to play is too low, he will usually choose the row that will score him the fewest minus points.

BULLHEADS = MINUS POINTS

Between the numbers, each card shows from one to seven bullheads. When a player has to pick up cards, each bullhead represents one minus point.

All cards with numbers:



containing the figure 5 (5, 15, 25, etc.) have 2 bullheads each.



that are multiples of ten (10, 20, 30, etc.) have 3 bullheads each.



that are doublets (11, 22, 33, etc.) have 5 bullheads each.



The “55” both is a doublet and contains the figure 5, and therefore has 7 bullheads.

BULLHEAD STACK

Put all cards you had to pick up on the table in front of yourself, face-down, in the so-called “bullhead stack”.

Note: You may **not** take such cards up in hand for playing.

END OF THE GAME

The game is over when players have played out all ten cards of their hands. Each player then picks up his bullhead stack and counts his minus points.

Take note of each player's minus points on a piece of paper, pick up and shuffle all cards and begin a new game. The game is played over several rounds, until a player has collected **66** or more bullheads. The player who at this point has the fewest bullheads wins the game. Of course, you can also decide to play to a different score, or for a set number of rounds.

A FEW TIPS

The following examples should give you an idea of the possible pitfalls of this game.

Example 1: A player puts down the “45”, thinking he can place it next to the “41” in the third row. He is mistaken, however, as Rule No. 2 places it next to the “42” in the fourth row, where the difference is smaller. That makes it the sixth card in this row, the player must pick up the other five cards.



Fig. 5: Card layout for example 1

Example 2: A player has played the “62”, thinking he was making a good move. He planned for the card to go next to the “61” in the first row. It turns out he was wrong, however, when someone played the “29” in the same round, emptying the first row (according to Rule No. 4, “Lowest card”). Now the “62” goes in the fourth row, meaning that the player must pick up all five cards in that row.



Fig. 6: Card layout for example 2

EIGHT VARIANTS

All following variants of **Take 6!** use the basic rules of the game. Additional rules are described under the different variants, below.

Variant 1: “Take 6! – Tactics”

In this variant, all cards in play are known. From the 104 card total, you sort out a certain number of cards before the game, which depends on the number of players participating.

The rule is: number of players x 10 plus 4.

Example: 3 players – 34 cards, numbers 1 – 34
 4 players – 44 cards numbers 1 – 44
 etc.

All cards with higher numbers are removed from the game.

Variant 2: “Take 6! – Logic”

In this variant, players get to pick their 10 cards themselves. The rules of “Take 6! – Tactics” apply, with one addition: The cards are put on the table **face-up** before the game. In turn, each player takes up one card in hand, proceeding clockwise, until all players have 10 cards each. The four cards now remaining become the first cards of the four rows.

This variant is especially recommended for players who like thinking games, and also very suitable for two players (in the latter case, cards 1 – 24 are used).

Variant 3: “Take 6! – Tournament”

This variant should be played with no more than five players. It uses the rules of both “Take 6! – Tactics” and “Take 6! – Logic”. Additionally, the following rules apply:

Each player gets a tournament sheet (you can copy p. 16 of this rules booklet for this purpose). On this sheet, he notes the 10 cards he picked for the first game, and puts his name under “Name Player 1”. In the lines underneath, he puts the names of his fellow players, proceeding clockwise (his left-hand neighbour is Player 2).

After the first game, each player takes note of his minus points, then hands his tournament sheet to his left-hand neighbour. All players take up the cards listed on the tournament sheet they have just received. When all players have their 10 cards, the second game begins. After each

game, minus points are taken note of, and the tournament sheets passed on. This means that each player will play with each 10-card hand once, minus points being noted on the sheets every time.

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

*Before the first game
(four-player game)*

TAKE 6! – TOURNAMENT	
The ten cards	Minus Points
2-4-8-14-19-25-24-31-38-44	
Minus Points Player 1 Name: UDO	
Minus Points Player 2 Name: PETER	
Minus Points Player 3 Name: MARKUS	
Minus Points Player 4 Name: ALEX	
Minus Points Player 5 Name:	

*At the end of
the tournament*

TAKE 6! – TOURNAMENT	
The ten cards	Minus Points
2-4-8-14-19-25-24-31-38-44	
Minus Points Player 1 Name: UDO	23
Minus Points Player 2 Name: PETER	14
Minus Points Player 3 Name: MARKUS	0
Minus Points Player 4 Name: ALEX	32
Minus Points Player 5 Name:	-

The example shows that the same hand of cards can yield very different results.

Variation 4: “Take 6! – Professional”

This variation uses the basic rules, with the following additions:

- You can 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 sixth card to a row – whether left or right – must pick up the five cards, scoring minus 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.

Example 1: We are in the middle of a game, with the four rows currently looking as illustrated on the right.

The following cards have been played: 5, 17, 58, 62.

Player A must put his “5” in the second row, adding it on the left. Player B must put his “17” in the first row, on the left, and pick up the five cards of the row. The “17” is then put in place of the “40”. Player C must put his “58” in the third row, adding it on the left. Player D must put his “62” in the second row, adding it on the right.



The illustration on the right shows the four rows after the cards have been added. A player who now played a 1, 2, 3, 4, or a 63 or 64 would have to pick up the cards of the second row.



A player who plays a card that cannot be added to any row must pick up a row of his choice, as per the basic rules.

Example 2: *If a player were to play the 59 or 60 in this situation, he could not add his card to any of the four rows – neither left, nor right – and would therefore have to pick up a row of his choice.*



“Take 6! – Professional” is a lot more complex than the basic game, and players must constantly be on guard to avoid tricking themselves. This is a variant for those who find the basic game too simple and not challenging enough.

Variant 5: “Take 6! – Open”

This variant uses the basic rules, with the following changes:

- Take the “1” out of the stack of cards before the game; it is used as the First Player card and is handed to the oldest player. Shuffle the cards and deal 10 cards to each player, just as in the basic game. Take four cards off the stack as the first cards of the four rows.
- The first player puts down a card **face-up**. His left-hand neighbour next plays a card, also face-up. 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 neighbour of the current First Player, so that a different player goes first each round.

Variant 6: “Take 6! – Nifty” (for 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.

Variante 7: "Take 6! – 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). His left-hand neighbour is next, also playing 1 – 2 cards and adding them to rows at once. The game 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 his bullhead stack (= minus points) and which to take in hand. He may take all cards in hand or put them all in his bullhead stack, but a player may have **no more than 16** cards in hand at any time.

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

- A player has **no cards left in hand** at the end of a round.
- A player has **more than 20 cards** in his bullhead stack.

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

Variante 8: "Take 6! – Double"

This variant is played with all cards of two card decks (a total of 208 cards), according to the rules of the basic game.

For 'twins' (cards with the same number), the following additional rules apply:

- 1) When twins are played in the same round, they are added to the same row on top of each other. For the purpose of counting the number of cards in a row, they count as **one** card. However, a player who has to pick up a row gets minus points for each card.
- 2) When a card is played whose twin has already been added to a row and is currently the last card in that row, it is put **on top of** its twin. However, if the twin is somewhere in the middle of a row, the card is added to the end of an appropriate row normally.
- 3) If two players play the same card, which forces them to pick up a row, they split the minus points – half points are rounded up. In order to split the minus points, players may have to use cards from the stack of cards that haven't been dealt out.
- 4) If twins are turned over as first cards of the four rows at the beginning of a game, they are put on top of each other and replacement cards are turned over for the missing rows.

This variant can also be played with the cards of one deck, plus all doublets (11, 22, 33, 44, 55, 66, 77, 88, 99) of a second deck.

*This variant was suggested
by Mr. Uwe Schwarz,
Ratingen.*



If you have comments, questions, or suggestions, please contact us:

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TAKE 6! – TOURNAMENT

The ten cards	Minus Points
Minus Points Player 1 Name:	
Minus Points Player 2 Name:	
Minus Points Player 3 Name:	
Minus Points Player 4 Name:	
Minus Points Player 5 Name:	

