

6nimmt! JUNIOR



amigo-spiele.de/09950

Players: 2–5 Personen

Ages: 5 and up

Playing Time: about 20 minutes

A game by Wolfgang Kramer with art by Barbara Spelger

Components



52 cow cards
with
6 different
cows



4 row cards



Africa
Zebu



Germany
Holstein-
Friesian



India
Water Buffalo



Japan
Wagyu



North America
Bison



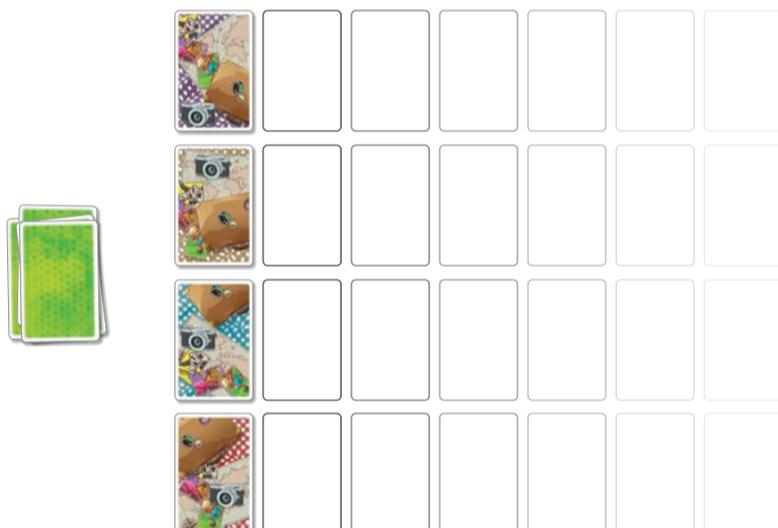
Scotland
Galloway

The Aim of the Game

So many countries, so many cows! Have you ever heard of the Scottish Galloway? What about the North American bison? Have you ever seen an Indian water buffalo? In a game of *6 nimmt! Junior*, you get to travel the world and take pictures of all these cows and more! On your turn, play a cow card in a row. If the row now has all six different kinds of cows, you win all its cards. The player with the most cards wins the game!

Setting-Up-the-Game

- Place the four row cards in the middle of the table in a column. They are the start of each row.
- Shuffle the cow cards and put them next to the row cards in a face-down deck.



Playing-the-Game

The player who last took a picture of a cow goes first. Take turns going clockwise (to the left). On your turn, reveal the top card of the deck. Then, play that card in the row of your choice following these rules:

- Rule 1:** The card must add at least one new cow to your chosen row — that is, a cow that wasn't in that row before you played the card.
- Rule 2:** If all of the cows on your card are already in all four rows, pick any row to play your card in.

Example: Ole could play his Scottish cow in the first, third, or fourth row. There's already a Scottish cow in the second row, so he can't play it there. Ole picks the first row.



Taking a Row



If a row now has **all six** different kinds of cows, it is a "complete row." If the card you played completes a row, take **all** the cow cards from that row and put them in front of you, face down. This is your "photo album." The player who has the most cards in their photo album at the end of the game wins! Players can add new cow cards to the row you emptied.

Example: Bruno plays his cow card in the second row, which completes it. He collects all the cow cards from this row and puts them in his photo album.

The End of the Game

The game ends when the last card of the deck is revealed and played in a row. The player with the most cow cards in their photo album wins! If two or more of you have the same number of cow cards, they all win.

Variants

For Advanced Players (6 years and up)

The base game rules still apply, with the following changes:

Setting Up the Game

Deal three cow cards to each player from the shuffled cow cards before creating the deck.

Playing the Game

Instead of revealing a card from the deck, play any one of the three cards in your hand and place it in a row following the two rules above. Then, draw a new card from the deck and add it to your hand, so you have three cards again. When the deck has been used up, skip this step.

The End of the Game

When the last card of the deck has been drawn and everyone has played all of their cards, the game is over. The player with the most cow cards in their photo album wins.

Note: You can also play this game a bit more competitively by having the player with the **fewest** cow cards win. This takes you one step closer to the classic game *6 nimmt!*.

For Pro Players (7 years and up)

This variant changes the base game significantly.

Setting Up the Game

Place the four row cards in the middle of the table in a column. Shuffle the cow cards. Place one next to each of the row cards at random, face up.

Deal three cow cards to each player and put the rest in a face-down deck.

Playing the Game

Take turns going clockwise. On your turn, play any one card from your hand in the row of your choice, face-up. The **right-most** card of the row you choose **must** have at least one cow that's also on your card. In other words: the same cow must be on both cards.



*Example: Swantje can only play her Japanese cow in the third row, as it's the only row where the **right-most** card shows another Japanese cow.*

At the end of your turn, draw one card from the deck and add it to your hand. When the deck has been used up, skip this step.

No Matching Card?

If you can't play your card in any of the rows correctly, pick a row, take all of the cards from that row and place them in front of you, face down. Then play your cow card in the newly empty row.

The Sixth Cow Card in a Row

If you play the **sixth** cow card in a row, you **must** take all of the cow cards from this row **except the one you just**

played and place them in front of you, face down. Leave your card in the newly empty row.

The End of the Game

When the last card of the deck has been drawn and everyone has played all of their cards, the game is over. The player with the **fewest** cow cards wins the game! If two or more of you have the same lowest number of cards, they all win.

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:

AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach
www.amigo-spiele.de, E-Mail: hotline@amigo-spiele.de

