

11 nimmt!



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Oliver Freudenreich (based on designs by Franz Vohwinkel)

8 and up

2-7

about 30 minutes

Components



100 number cards with numbers from 1 to 100



10 bull cards

The Idea of the Game

Each player starts with ten cards. Players take turns playing cards from their hand onto "bullhead piles," taking care not to play cards with a value more than 10 higher than the top card in that pile or else it's "11 takes!" – the player must take the whole pile into their hand! If you take a pile, you may also receive a bull card that gives you the right to play several cards at once. The aim of the game is to get rid of all the number cards in your hand.

Setup

- Shuffle the number cards and deal **ten cards** to each player. The remaining number cards make up a **face-down draw deck** in the middle of the table.
- Reveal the top card of the draw deck and place it next to the deck. This is the first **bullhead pile** (discard pile) you can play cards on.
- Place the bull cards in a stack next to the draw deck of number cards.
- The youngest player goes first.

The cards on the table at the start of the game:



Bull Cards



Draw Deck



First
Bullhead Pile

Playing the Game

Turn order passes clockwise. On your turn, pick **one** of the following actions:

- **Play one card** from your hand and place it on any bullhead pile, face up.
- **Take all cards** from a bullhead pile into your hand.

Playing a card

If you want to play a card, follow these rules:

• Rule 1: Ascending order

The card you play must be **higher** than the top card in the pile.

• Rule 2: Maximum difference of 10

The difference between the numerical value of the card you play and the top card on the pile can't be more than 10. If you only have cards in your hand that are higher than the top card plus 10, you must take all cards from a bullhead pile into your hand instead of playing a card.

• Rule 3: If the numbers pass 100, continue with 1, 2, 3, and so on.

On a pile with the top card 96, for example, you could play any cards from 97 to 100 and from 1 to 6, as their difference from the top card is 10 or less.

Example: The top card on a pile shows the 98. The card you've played is a 5. The difference between the two is 7 (99, 100, 1, 2, 3, 4, 5).

Taking a pile into your hand

This is the action you **must** carry out if you don't have a card you can play on a bullhead pile correctly, but you **may** also choose to take a pile for tactical reasons.

Each time someone takes a pile, reveal **two number cards** from the draw deck and place them on the table, face up. These cards are the start of two more bullhead piles, so the number of bullhead piles increases steadily over the course of the game. See also "Example of a Game in Progress."

As there is only one bullhead pile at the start of the game, you can only take that pile. Over the course of the game, more bullhead piles are created. At that point, you get to choose any one of the piles if you take a pile.

Note: You mustn't look under the top card in a pile to check how many or which cards it contains when choosing a pile to pick up.

Arrange the cards from the pile in your hand. Then it's the next player's turn.

Important: If the pile you take contains **three or more cards**, you also get a **bull card** that you place in front of you, face up. You're allowed to have more than one **bull card** in front of you at a time.



If the pile of bull cards runs out, players who get a bull card can steal one from the player with the most bull cards, placing it in front of themselves. If there is more than one player with the most bull cards, the stealing player picks one of them to steal from. Players who have 10 bull cards already and would get another one can't take any more bull cards.

Bull Cards

If you have a bull card, you may play **more than one card** each time you carry out the “play one card” action.

- If you play more than one card, they must all be within the same **difference of 10** from a single bullhead pile’s top card.

Example: *The bullhead pile’s top card shows the 33. If you have a bull card and it’s your turn, you can play all cards between 34 and 43 from your hand onto that pile.*

- When you play more than one card, put them next to the pile to start with, so everyone can check that they really are within the difference of 10. Then, place them on the pile in ascending order, so that the highest card ends up on top.

If you have **two bull cards**, you can play multiple cards **on two piles** each turn. If you have **three bull cards**, you can play cards on **three piles**, and so on.

Example of a Game in Progress

Note: *In the game, cards on bullhead piles are placed directly on top of each other (not next to each other, as in the pictures below!), hiding all cards underneath.*

At the start of the game, there is only the draw deck and the first bullhead pile showing the 31 in the middle of the table.



Draw Deck



Bullhead Pile

The first player can play a card between 32 and 41 on the pile. They pick the 36. The second player can then follow up with a card between 37 and 46. They decide to play the 46.



Draw Deck



Bullhead Pile

The third player doesn’t have a card with a number between 47 and 56. They must take the pile and add the cards to their hand. They also take a bull card and place it in front of themselves. Next, they reveal two cards from the draw deck and place them next to it. Now, there are two bullhead piles, one showing the 23 and the other one showing the 87.



Draw Deck



Bullhead Pile



Bullhead Pile

The following players play an 88, a 92, a 98, and a 5 respectively, all on the pile with the 87. However, the next player after that doesn’t have a card they could play on either of the two piles without going over a difference of 10. They must take all cards from either one of the two piles – they pick the pile with the 23, as it consists of only one card. They **don’t** get a bull card, as the pile they’ve picked contains less than three cards.



Draw Deck



Bullhead Pile



Bullhead Pile

Two more cards from the draw deck are revealed, the 19 and the 78. Now, players have three different piles that they can play their cards on.



Draw Deck



Bullhead Pile



Bullhead Pile



Bullhead Pile

The End of the Game

The round ends as soon as one player runs out of cards in their hand. The other players count the bullheads on the cards they still have in their hands. These are **negative** points.

The round also ends if the draw deck runs out. In this case, **all** players receive negative points according to their hand of cards.

Example: *The number card shown on the right has three bullheads that must be counted as negative points.*



Write down the negative points for each player and start the next round. The player with the fewest negative points goes first in the next round. Play as many rounds as there are players (e.g., play three rounds if there are three players). The player with the fewest negative points at the end is the winner.