

6nimmt! Brettspiel



amigo-spiele.de/01951

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Number of players: 2-6

Ages: 8 and up

Playing time: about 20 minutes

CONTENTS



24 action cards



12 luck cards



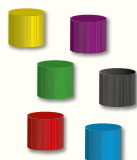
100 tiles
with values from 1 to 100 and
one, two, three, or five oxen



2 stop signs



6 screens



6 score counters







1 reversible gameboard

OBJECT OF THE GAME

Make rows and take rows – nothing new there! But now this gameboard with a multitude of special spaces makes for a whole new playing experience.

The **6nimmt! Brettspiel** includes both a **Basic game** and an **Expert version**. The latter presents new challenges with action cards and a different gameboard. You can also combine the Basic game and the Expert version with the **luck cards**. Use them to turn annoying negative points into positive points. This means that there are a total of four versions:

-  1. Basic game
-  2. Basic game with luck cards
-  3. Expert version
-  4. Expert version with luck cards

It makes sense to play the four versions in the order above, because this allows you to get acquainted with the new rules gradually.



BASIC GAME



SETUP

- Put the **gameboard** with the blue ox in the middle of the table.
- Each player takes a **score counter** of their choice and puts it on the "0" space of the scoring track.
- Each player then stands up a **screen** of the same color as their score counter in front of them on the table.
- Mix all the **tiles**. Give each player twelve tiles face down. Each player then puts theirs face up behind their screen.
- Put a random tile on the first space in each of the **top four rows** of the gameboard, face up.
- If playing with two or three players, put the remaining tiles face down next to the gameboard as a **draw pile**.
- Put the remaining components back in the box. You won't need them for this game.



GAMEPLAY

The game is played over several rounds. A round always includes the two following steps:

1. Play Tiles
2. Place Tiles

1. Play Tiles

At the same time, each player selects one tile from behind their screen and places it face down in front of their screen.

2. Place Tiles

All of the selected tiles are turned over. The players now add their tiles to the four active rows on the gameboard (always from left to right). The player with the lowest value on their tile goes first, followed by the other players in ascending tile value order until the player with the highest value tile places it on the board.

Note: A row is considered **active** when there is at least one tile in that row. Four rows are always active.

Tiles are always placed at the end of an active row. You must follow these three rules when placing your tile:

Rule 1: Ascending value

Your tile always has to have a higher value than the tile that precedes it in the row.

Rule 2: Smallest difference

Selecting from the rows that are relevant based on Rule 1, you have to put your tile in the row where the number on the last tile is the closest to the number you're playing.

Rule 3: Exception – value too low

If your tile value is so low that it isn't possible to put it in any row in ascending value according to Rule 1, **you have to put that tile in the row with the highest value tile in the last spot.**



Steffen Basti Mella



Example: Basti plays the 57 first. By the ascending value rule, it could go in the first, third or fourth row. In these rows, the smallest difference is between 56 and 57. As a result, Basti has to put the 57 in the fourth row. In the same way, Mella puts down the 60 and Steffen the 93.



Steffen Basti Mella



Example: Basti plays the 1 first. The tile is so low that it can't be placed in any of the rows in ascending order. That means it has to be placed in the row with the highest tile in the last spot, which is the second row in this case. Steffen then puts down the 18 and Mella goes last with 19.

THE SPECIAL SPACES

As soon as you put a tile on a special space, the effect shown on the space is triggered **immediately**. There are four types of special spaces:



Take the row:

You get as many negative points as there are oxen shown on the tiles in that row except for the one you're playing. Put those tiles back in the box and start a new active row with the tile you're playing. Put it in the first space of the **next empty** row below the current row. If there aren't any empty rows left below the current row, put your tile on the first space of the **top empty** row.

Note: A row is considered **empty** if there are no tiles in the row.

Scoring Points

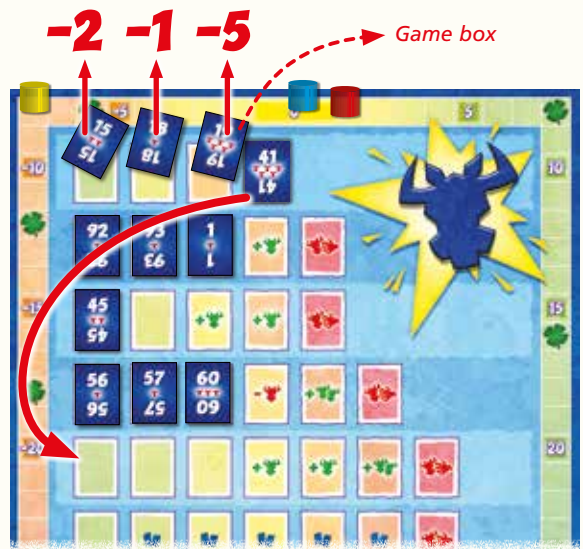
Every time you score positive or negative points, move your score counter the appropriate number of spaces forwards or backwards on the scoring track.

Important: You can never have more than 44 negative or positive points. Extra points are forfeited.

Note: The four-leaf clovers on the score track are only relevant when you're playing with the luck cards.



Steffen



Example: Steffen played the 41 and has to put it in the first row. By doing so, he triggers the "Take the row" special space. He scores 8 negative points, puts the 15, 18, and 19 back in the game box, and places the 41 in the next empty row.



Green ox/Red ox:

You score as many positive (green) or negative (red) points as there are oxen shown on your tile. If two oxen are shown on the space, you score twice as many positive or negative points.



+X/-X:

You score the number of positive or negative points shown on the space.



Special row – Play two tiles:

If this row is active and **at least one** of the spaces with the double tile symbol is still visible, **all players** have to play **two tiles instead of one** during the Play tiles phase. The spaces with a double tile symbol do **not** trigger an effect when you place a tile on them.

Important: During the Place tiles phase, start with the lowest tile as usual, followed by the second lowest, etc. As a result, every player takes two turns in this phase.

THE END OF THE GAME

With two or three players: After you have played and placed all of your tiles, you immediately receive twelve new tiles from the draw pile and continue to play as usual. As soon as you've played the additional twelve tiles, the game ends.

With four, five, or six players: Once you have played and placed all of your tiles, the game ends.

The player with the most points wins. If there's a tie, then all of the tied players are winners.



BASIC GAME WITH LUCK CARDS

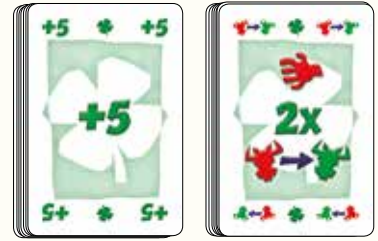


The rules for the Basic game apply. The following rules are added:

During **setup**, sort the luck cards by their faces and place them in two luck card piles **face up** next to the gameboard.

Every time you score negative points, you receive **one** luck card for every four-leaf clover that you land on or jump over with your score counter – draw the cards in whatever combination you would like from the two draw piles. If a pile runs out, you can only draw from the remaining pile.

Every time you play a tile, you may play a luck card **immediately before** placing your tile. Luck cards that have already been played are put back in the corresponding pile, face up.



The two luck cards have the following effects:



5 positive points:

The space you put your tile on becomes a "5" positive points special space just this once. This means you score 5 positive points and ignore any other potential effects of that space. You are not allowed to play this luck card if you put your tile on the last space in a row.



Example: Mella plays the "5 positive points" luck card before putting the 23 on a space with two red oxen. As a result, she scores 5 positive points instead of 10 negative points.



Positive ox:

You can play this luck card if you put your tile on the last space in a row. Instead of counting all of the tiles in the row as negative points, you count two tiles of your choice as positive points and count them against the negative points on the other tiles.



Example: Basti plays the "Positive ox" luck card before putting down the 25, so he gets to count the oxen on two of the tiles as positive points instead of negative points. He chooses 83 and 23. Instead of 17 negative points, he scores 3 positive points.

EXPERT VERSION

In general, the rules for the Basic game apply. All modifications are explained below.

SETUP

- Put the **gameboard** with the red ox in the middle of the table.
- Place the **stop signs** next to the gameboard.
- Shuffle the **action cards** and deal two of them to each player. Put the rest of the action cards face down as an action card pile next to the gameboard. Leave room next to it for a discard pile.
- Just like in the basic game, each player receives a **score counter**, a **screen**, and twelve **tiles**.
- If playing with two or three players, place a tile on the first space in each of the **top four rows** as usual. If playing with four, five, or six players, place a tile on the first space of each of the **bottom four rows** instead of the top rows.
- Regardless of the number of players, place the remaining tiles face down as a **draw pile** next to the gameboard.
- Put the remaining components back in the box. You won't need them.



GAMEPLAY

Gameplay is exactly the same as in the Basic game. However, new special spaces and the action cards are added.

THE NEW SPECIAL SPACES



Take the row (tiles):

Put all of the tiles from the row – except for the tile you're playing – behind your screen. The tiles you take don't count as negative points (yet)! Start a new row with the tile you're playing. Put it on the first space of **any** other empty row of your choice. By doing so, you trigger the effect on that first space.



Take the row (ox):

This special space has the same function as in the basic game. In this case, however, you don't have to put your tile in the next empty row, but instead on the first space of **any** other free row. By doing so, you trigger the effect on that first space.



Draw a tile:

Draw a tile from the draw pile and put it behind your screen.



Draw an action card:

Draw an action card from the action card pile and hold it in your hand. If the action card pile has run out, shuffle all of the cards in the discard pile and use them to create a new action card pile.

THE ACTION CARDS

Every time you have to play a tile, you may play as many action cards as you like **immediately before** placing the tile. Put played action cards in the discard pile.

There are six kinds of action cards:



Stop!:

Put a stop sign at the end of any of the active rows (this does not trigger a special space). No one is allowed to put a tile in a row with a stop sign.

When a player has to take a row, all of the stop signs are removed and put back on the table next to the gameboard.

Important: You are not allowed to play this action card if two stop signs are already on the gameboard.

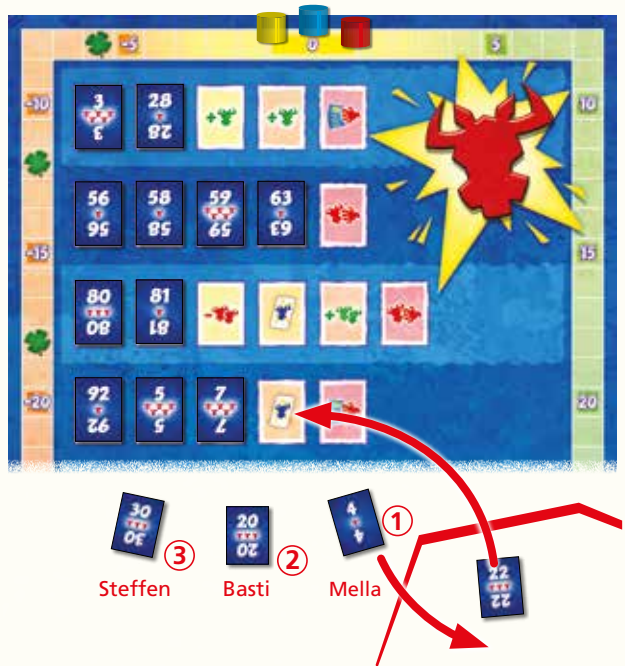
Example: Steffen plays the "Stop!" card before putting down the 67. That means Steffen doesn't put his tile in the second row, but instead puts it in the first row.



Tile exchange:

Put the tile you played back behind your screen. Play a new tile instead. Even though other players might have played tiles with a lower value, you place your new tile immediately.

Example: Mella plays the "Tile exchange" card before putting down her tile. She puts the 4 back behind her screen and plays the 22 instead. She places the 22 immediately, even though Basti's 20 is lower.



Skip:

Instead of placing your tile on the first empty space in the corresponding row, put it on the second empty space. This means you skip over a space. That space remains empty and will not receive any tiles (exception: the "Place at the start" card).

Important: You are not allowed to use this card to skip over the last space in a row.



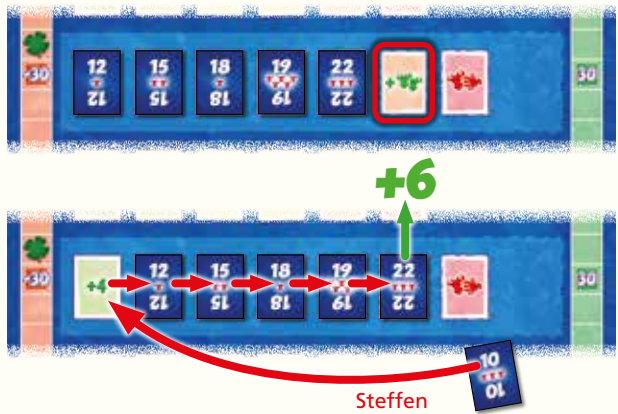
Example: Basti plays the "Skip" card before playing the 57. By doing so, he skips over the "7 negative points" space and puts his tile on the space after it.



Place at the start:

You can put your tile at the beginning of any row – provided that your tile is lower than the first tile in that row. Starting with the first space in the row, slide the tiles one spot to the right into the **next empty** space (which might also be a skipped space). Put your tile on the space that is now open.

Important: The tile you put down does not trigger a special space effect. Instead, the special space that is triggered is the one that was empty until a tile was slid over to occupy it.



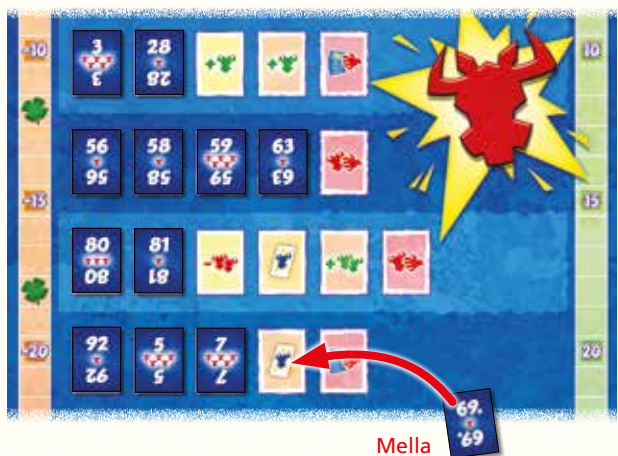
Example: Steffen plays the “Place at the start” card before placing the 10. He slides 12, 15, 18, 19, and 22 one space to the right and puts the 10 on the space that is now open. The 22 tile triggers the space with two green oxen, which gives Steffen 6 positive points.



Place in ascending order:

You can put your tile at the end of any row as long as the values are still in ascending order (Rule 1: Ascending value). This means “Rule 2: Smallest difference” does not apply to this tile.

Example: Mella plays the “Place in ascending order” card before playing the 69. This means she can put the 69 in the first, second, or fourth row. She decides to put it in the fourth row.



Play another tile:

Immediately play another tile. Place all of your played tiles, one after the other (starting with the lowest value), even though other players might have played tiles with a lower value. You are allowed to play action cards before each tile as usual. But, each action card you play applies only to **one** tile.

THE END OF THE GAME

The game ends (regardless of the number of players) when at least one player has run out of tiles behind their screen at the end of a round.

Any player who still has tiles behind their screen at that point receives one negative point for each ox shown on those tiles.

Any player who still has action cards in their hand receives one positive point for each action card.

The player with the most points wins. If there's a tie, then all of the tied players are winners.

*** EXPERT VERSION WITH LUCK CARDS ***

The rules from the Expert version apply. The luck cards have the same function as in the Basic game. Only the following rule is added:

If you use the “Positive ox” luck card when you place a tile on a “Take the row (tiles)” space, you first score positive points for the number of oxen shown on two tiles of your choice and then you must put **all** of the tiles – except for the one you're playing – behind your screen. Then start any other empty row with the tile you're playing, as usual.



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Should you have a complaint, however, please contact us directly.

Do you have any questions? We would be happy to help:

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