

6 nimmt!



AMIGO

6 nimmt!

🔦 Wolfgang Kramer

🔪 Franz Vohwinkel

👤 8 and up

👥 1–10 players

🕒 about 45 minutes

FOR 30 YEARS...

...**6 nimmt!** fans have been proving that they are anything but bull-headed!

Play your number cards into one of the four rows of cards as cleverly as you can. However, when it comes to **6 nimmt!**, sometimes you just have to grin and take it: Whoever plays the sixth card in a row must take the first five – and the negative points they bring! In this anniversary edition, you'll find the beloved **Base Game** as well as four additional Special Fan Cards that make the game even more varied and fun.

In addition, there's also the brand-new **cooperative variant "Beat the Buffalo."** Team up against the "buffalo," use the special cards cleverly and make sure not to saddle each other with negative points, but pass them on to the buffalo. Will you rise to the challenge?

If you already know the base game, continue on page 10 to find the new exclusive features of this anniversary edition.

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COMPONENTS



104 Number Cards

With numbers
from 1 – 104

13 Special Fan Cards

(1 each of Even/Odd,
Mountain Climbing,
and The Jumping Cow,
as well as 10x Flippin'
Digits)



16 Special "Beat the Buffalo" Cards

(2 each of Take 7!, Stop!,
Replace!, Insert!, Push!,
First Card, Last Card, Sort)



1 Buffalo
Sheet



1 Notepad

1 Pencil



1 Rubber Band
(for closing the
box)



THE BASE GAME

For 2–10 Players



COMPONENTS

104 number cards, notepad, and pencil

THE IDEA OF THE GAME

You each get a hand of ten cards you'll need to play in the four rows of cards as cleverly as you can. However, in a game of **6 nimmt!**, sometimes you just have to grin and take it: If you play the sixth card in a row, you must take the first five cards – and the negative points they bring. The player with the fewest number of points after several rounds wins the game.

SETUP

Shuffle all number cards and deal **ten cards** to each player. Get the notepad and the pencil ready to write down the negative points later.

CREATING FOUR ROWS

Take four of the remaining cards and put them in a column in the middle of the playing area, face-up, as shown to the right. Each of these cards is the start of a row that must not contain **more than five cards**, including the first card, at any time. Put all other cards aside: You won't need them until the next round.

Example: In this round, the four rows start with the numbers 12, 37, 43, and 58.



PLAYING THE GAME

1. PLAYING CARDS

Pick a card from your hand and put it on the table in front of you **face down**. Only reveal your cards after all players have cards in front of them.

The player who has played the lowest card goes first and places it in one of the four rows, then the player with the second-lowest card places

theirs in a row, and so on until the player with the highest card has played their card in a row.

Repeat this step ten times until you've played all of your cards.

HOW TO PLACE A CARD

Cards always go next to each other in the rows. New cards must always be added to the end of a row, next to the last card that was added there. The card you've played can only ever go in one row legally, as you will have to follow these rules when playing your card:



Rule 1: Ascending Order

Cards in a row must always follow each other in ascending order of value. You can only add your card to a row where it is higher than the row's last card.



Rule 2: Lowest Difference

You must always play your card in the row where the difference between it and the row's last card is lowest.

Example: The first cards played are 14, 15, 44, and 61. Your 14 is the lowest, so you get to place it in a row first. According to Rule 1, you can only play it in the first row, after the 12. The same goes for the 15. The 44 could go into the first, second, or third row, according to Rule 1. However, Rule 2 dictates that it must go in the third row. The 61 must go into row 4.



2. TAKING A ROW

What happens when the row you must place your card in already contains five cards, though? Or if your card is so low that it won't fit in any of the rows?

In both cases, you'll have to take a row.

THE BULL PILE

Whenever you must take a row, put the cards down in front of you, face down. This is your bull pile.

Important: Cards you've taken never go in your hand!

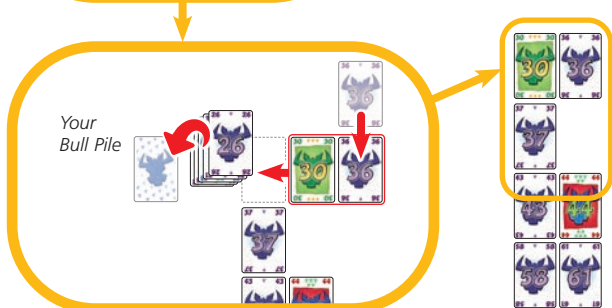
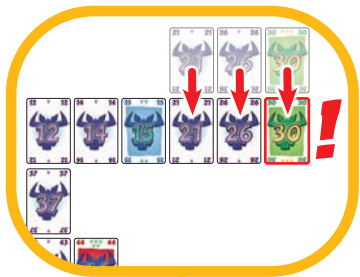
When you have to take a row, follow these rules:



Rule 3: Full Row

A row with five cards in it is full. If you place the sixth card in a row, you must first take all five cards in that row and put them in your bull pile. The card you've played becomes the new first card in that row.

Example: The second cards chosen to play are **21**, **26**, **30**, and **36**. The **21** and the **26** go in the first row, which means that it's full now. You've played the **30** and must place your card in the first row, too. As this row is now full, you must take the five cards from this row. Your **30** is the new first card in the first row. The **36** also goes in that row, after the **30**.





Rule 4: Low Card

If you play a card whose value is so low that you can't play it in any of the rows, you must take all cards from a row of **your choice** and put them on your bull pile. Your "low" card becomes the new first card in that row.

Example: For the third set of cards, you've chosen 3, 9, 68, and 83. Your "low" 3 card won't fit in any row in ascending order, so you have to take a row of your choice. You pick the second row and take the 37. Your 3 becomes the new first card of the second row. The other players place their cards according to the normal rules.



Hint: If a "low" card forces you to take a row, you'll usually try to take the row containing the fewest bullheads.

BULLHEADS = NEGATIVE POINTS

At the top and bottom of each card, between the numbers, you'll find at least one bullhead. Each bullhead counts as one negative point!

All cards with

Numbers ending in five (5, 15, 25 etc.) have two bullheads,

Multiples of ten (10, 20, 30 etc.) have three bullheads,

Doubles (11, 22, 33 etc.) have five bullheads.



The number 55 is both a double and ends in 5, so that card has seven bullheads.

THE END OF A ROUND

The round ends when all players have played all 10 of their cards and placed them in rows. Take your bull piles and count the bullheads on your cards. These are the negative points you've earned this round. Write down how many points each of you has on the notepad and start the next round.

THE END OF THE GAME

Continue playing until a player has reached **66 points** or more. The player with the fewest points in total wins the game. If more than one of player has the lowest points total, those players share the victory. Of course, you can also agree on a different number of points or a prearranged number of rounds.

TIPS AND HINTS

These examples serve to illustrate how you can lay traps for yourself or maybe the other players:

1. You played the 45 because you thought you could play it in the third row after the 41. However, that's not the case! According to Rule 2, you'll have to play it in the fourth row after the 42, since that is the lowest difference. And as it is the sixth card in that row, you'll have to take the whole fourth row!



2. You played the 62 because you thought it was a good move, as it could easily go into the first row. However, you were wrong: Another player has played a 29 and takes the first row. You'll have to place your 62 in the fourth row and take that whole row!



PRO VARIANT FOR 2-6 PLAYERS

If you love playing more tactically, try this game variant. The base game rules all still apply, but here are some additional rules:

1. YOU KNOW ALL THE CARDS IN THE GAME

Use only a limited number of cards. How many and which ones depends on the number of players. Follow this formula:

Number of players x 10 + 4 cards

Examples: 3 players → 34 cards from 1-34

4 players → 44 cards from 1-44 etc.

Remove all higher cards from the deck. You won't need them for this variant.

2. YOU PICK YOUR OWN 10 CARDS

Next, put the cards on the table face up and take turns picking them up one after the other, until you each have ten cards in your hand. Four cards will be left over. These are the cards you'll start the rows with. After that, continue playing as described in the base game rules.

SPECIAL FAN CARDS

For 2–10 Players

When **6 nimmt!** turned 25 in 2019, AMIGO called on fans from all over the world to come up with the “best **6 nimmt!** special card in the world”! The winning card, “Even/Odd” by Guillaume Lefebvre, came as an add-on with the April 2020 edition of Spielbox magazine. Together with three other fan-created special cards, it’s now also part of this 30th Anniversary edition of the game. AMIGO would like to thank all **6 nimmt!** fans for their commitment and their creative ideas!

Generally, the **6 nimmt!** base game rules apply in combination with all fan-created special cards. Any changes related to individual special cards are detailed in the following pages.

Note: We recommend not combining the special cards with each other but adding them to the base game one at a time.



EVEN/ODD

Based on an idea by Guillaume Lefebvre

SETUP

Set up the game as usual by placing four cards in the middle of the play area in a line. Then, place this special card to the **left** of the card with the lowest value. If that card’s number is even, flip the special card to its “**even**” side, if it’s odd, use the “**odd**” side.

PLAYING THE GAME

1. PLACING CARDS IN ROWS: EVEN/ODD ONLY

You can only place cards with **even** or **odd values** in the row marked with the special card, depending on which side it shows.

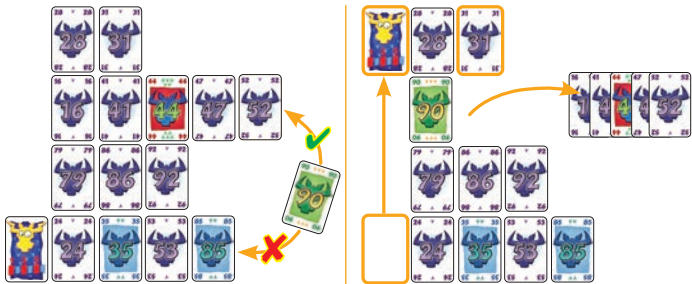
2. TAKING A ROW: MOVING THE SPECIAL CARD

Every time you take **any** row, move the special card. First, take the cards as usual, put them in your bull pile, and place the card you played as the new first card of that row.

Next, move the special card:

- You **must** take the special card from the row it's in and move it to **one of the other three rows**. This may be the row that you've just restarted with your newly played card.
- Place the special card to the left of the row that has the **lowest-value card** as its **last card** (its rightmost card).
- Depending on whether this lowest card is even or odd, flip the special card to its **"even"** or **"odd"** side.

Note: The special card doesn't count toward the maximum number of cards that may be in a row. As usual, you'll only have to take a row when you play the sixth card into it.



Example: Guillaume has played the 90 and must now place it in a row. According to the base game rules, he'd have to place it in the fourth row, next to the 85. However, the special card shows "odd," so he must place his 90 next to the 52 in the second row instead. It's the sixth card in that row! Guillaume must take the row. The 90 he played becomes the new first card in the second row. Then he moves the special card: The last cards in the three applicable rows have

the values 31, 90, and 92. 31 is the lowest of these, so he moves the special card to the first row. As 31 is odd, too, the special card still shows its “odd” side.



MOUNTAIN CLIMBING

Based on an idea by Daniela Bustos

SETUP

Set up the game as usual by placing four cards in the middle of the play area in a line. Then, place the special “Mountain Climbing” card to the **left** of the **fourth row**. Flip the special card so that it shows the **upward-pointing** arrows.

PLAYING THE GAME

1. PLACING CARDS IN ROWS: GOING DOWN

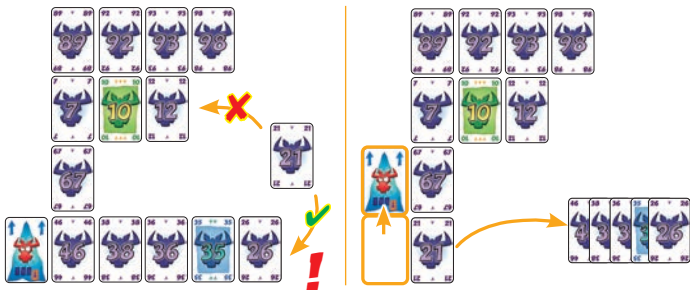
- In the row with the special card, you can only place cards in **descending order**, not like you usually do. This means that you can only place a card in this row if it's **lower** than the last (right-most) card in that row. This rule does not apply to the other three rows, where you place cards in ascending order as usual.
- Continue following the rule of the lowest difference. Occasionally, you may find that a card you play has the same difference to the row with the special card and another row. In this case, your card goes into **the row with the special card**.

2. TAKING A ROW: MOVING THE SPECIAL CARD

Every time you take **any** row, move the special card. First, take the cards as usual, put them in your bull pile, and place the card you played as the new first card of the row.

- Next, move the special card **to the next row in the direction of the arrows**.
- If this causes the special card to end up in the top (or, later, in the bottom) row, **flip** it so the arrows point the other way. The next time you move the special card, move it in the new direction of the arrows, in the opposite direction as before.

Note: The special card **doesn't** count toward the maximum number of cards that may be in a row. As usual, you only have to take a row when you play the sixth card into it.



Example: Daniela has played a 21 and must place it in a row. According to the base game rules, she would have to place it in the second row next to the 12. However, the special card dictates that cards in the fourth row must be placed in descending order, and since the difference between 26 and 21 is less than that between 12 and 26, she must place her 21 there. It's the sixth card in the row! Daniela must take the five cards from the fourth row, and her 21 becomes the new first card there. Then she moves the special card in the direction of the arrows to the next row. From now on, cards must be played in descending order in the third row.



THE JUMPING COW

Based on an idea by Frank Heeren

SETUP

Set up the game as usual by placing four cards in the middle of the play area in a line. Then, place the special „Jumping Cow“ card to the **right** of the lowest number card.

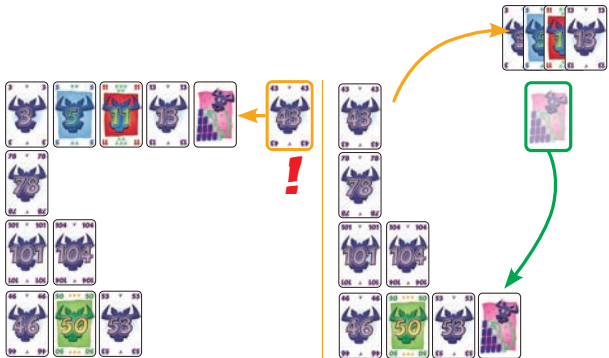
PLAYING THE GAME

1. PLACING CARDS IN ROWS: A ROW WITH THE JUMPING COW

- The **Jumping Cow** doesn't have a value of its own. When you place a card in the row with the **Jumping Cow**, use the **card to the left** of the **Jumping Cow** as your reference.
- When you place your card in the **Jumping Cow's** row, it jumps to **one of the other three rows** – to the one that has the **lowest** value as its **last** (rightmost) card.

2. TAKING THE COW'S ROW: MOVING THE SPECIAL CARD

- The **Jumping Cow** may not have a value, but it counts towards the row's **card limit**. A row counts as full if it has four number cards and the **Jumping Cow** in it.
- If you take the **row with the Jumping Cow** in it, it jumps. First, take the number cards (but not the **Cow**) as usual, put them in your bull pile, and make the card you played the first card of the row. Then, the **Cow** jumps to another row as described above.
- **Note:** If placing your card causes the **Cow** to jump to another row that then contains **six cards**, you must take that row (too)! The card that was the highest in that row becomes the new first card of that row. Then, the **Jumping Cow** jumps on as described above. It's not impossible that you have to take several rows on the same turn!



Example: Frank has played a 43 and must place it in a row. According to the usual rules, it can only go in the first row next to the 13 and the **Jumping Cow**. It's the sixth card in the row! Frank must take the four number cards from that row. The 43 he played becomes the new first card of the row. Then he moves the **Jumping Cow**. The last cards of the other three rows are 78, 104, and 53. The 53 is lowest, so the **Cow** jumps to the fourth row.



FLIPPIN' DIGITS

Based on an idea by Martin Profanter



SETUP

In addition to the usual ten hand cards, you **each** get **one** special “Flippin’ Digits” card. Add your special card to your hand. Leftover special cards go back in the box. You won’t need them for this game.

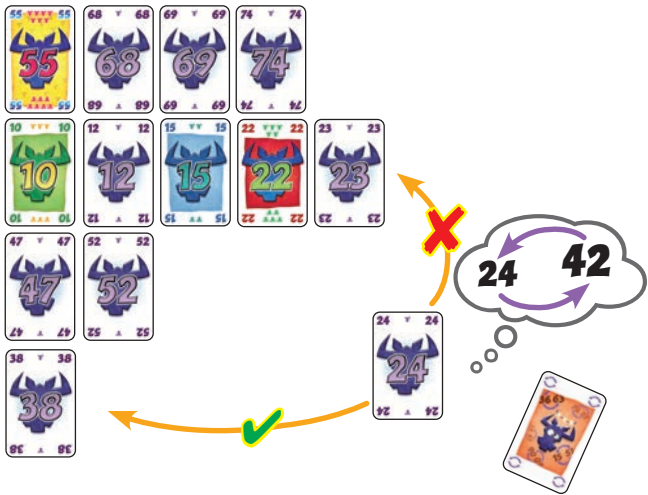
PLAYING THE GAME

1. PLAYING CARDS: NUMBER CARD + SPECIAL “FLIPPIN’ DIGITS” CARD

- You can play your **Flippin’ Digits** **once** alongside a number card to **flip** its digits: A 31 becomes a 13, a 90 turns into a 09, for example.
- You **can’t** flip the three-digit numbers 100-104!
- When it comes to the order in which you place your cards, it’s the **flipped** number that counts for you.
- If two of you have played the same number due to a **Flippin’ Digits** card, the player **with the Flippin’ Digits** goes first and places their card. Then, the other player places their card according to the normal rules.
- A round ends when you don’t have any number cards left in your hand. If you still have your **Flippin’ Digits** at this point, because you didn’t use it, just put it back in the box.

2. PLACING CARDS IN ROWS

- Place your number card in one of the four rows according to the usual rules, but with its **flipped** number as its value. As soon as a flipped card is placed in a row, it takes its **original** value back.
- The **Flippin’ Digits** card you used leaves the game. Put it back in the game box.



Example: Martin has played the 24 and a **Flippin' Digits** card, and now, it's his turn to place his card in a row. Without the **Flippin' Digits**, he would have to place the 24 in the second row, which he would then have to take. The **Flippin' Digits** turns the 24 into a 42, though, so he must place it in the fourth row and avoids taking a row. He then puts his **Flippin' Digits** card back in the box.



"BEAT THE BUFFALO"

Cooperative Variant for 1–6 Players



COMPONENTS

104 number cards, 16 special "Beat the Buffalo" cards, 1 buffalo sheet

THE IDEA OF THE GAME

"Beat the Buffalo" is a brand-new **cooperative variant** of the game. Team up against the buffalo, who plays one card per round, just like you do. Use the available special cards cleverly to saddle the buffalo with as many points as possible. Is your teamwork good enough to help you earn fewer negative points by the end than the buffalo has?

The "Beat the Buffalo" rules are based on those of the base game. The following changes and additions apply.

SETUP

Place the **buffalo sheet** on the table within easy reach.

Shuffle the number cards and deal **ten** face-down **cards** to each player. The buffalo also gets ten face-down cards which you place on the **left, blue side of the buffalo sheet**. You're not allowed to look at these **buffalo cards**!

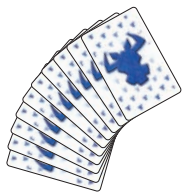
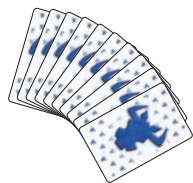
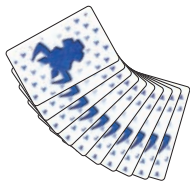
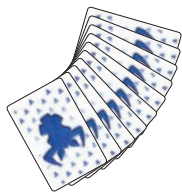
Take four of the remaining number cards and put them on the table face up in a line as usual to start the four **rows**.

Shuffle the **special "Beat the Buffalo" cards** and count off cards from the deck depending on the number of players there are (see the table to the right).

Players	Special Cards in Play
1	0
2	2
3	4
4	6
5	11
6	16

Put any remaining special cards back in the game box without looking at them. Then, put the deck of special cards you're using on the table above the four rows and reveal **two special cards** from the top.

4-Player Setup



Buffalo Cards



PLAYING THE GAME

1. PLAYING CARDS

Pick a card from your hand as usual and place it in front of you **face down**. Only reveal the cards when all players have cards in front of them. Also, reveal the **top buffalo card**. Then, place those cards into the rows in the middle in ascending order, according to the base game rules. However, please note the following changes:

2. TAKING A ROW

Much like in the base game, you may have to take a row due to the cards you've played. The same goes for the buffalo!

Bull Pile

You're playing as a team, so collect the cards you take in a **shared** bull pile. When the buffalo must take cards, put them in the **buffalo's bull pile** on the right, yellow side of the **buffalo sheet**.

Note: You can look at the cards in your own bull pile at any time, but **not** at the cards in the buffalo's pile.



Rule 4: Low Card

If the buffalo must take a row due to a "low card," it always takes the row with the **fewest bullheads** (i.e., negative points). If there's more than one row with the fewest bullheads, the buffalo takes the one where the last (rightmost) card has the highest value.

SPECIAL "BEAT THE BUFFALO" CARDS

You'll have a limited number of special cards at your disposal for the game. They help you avoid taking rows or, conversely, force the buffalo to take rows and saddle it with negative points in the process. Discuss when to use each special card as a team!

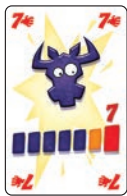
USING SPECIAL CARDS

You can only use the two **face-up special cards**. When you use one, replace it with a new one from the deck **immediately**. If the deck runs out and there are no more face-up special cards left, you cannot use any more special cards for the rest of the game.

Generally, you can use special cards **at any time**, before you place the first card, for example, or before a certain team member – or the buffalo – must place their card.

You can use **any number** of special cards in the same round. However, remember that you only have a limited number of special cards at your disposal.

Here are the special cards (2 of each):



Take 7!

When you use this card, place it to the left of a row of your choice. This row is only taken when the seventh card is played instead of the sixth. This special card stays in place until someone takes that row, then it leaves the game. Whoever takes the row must take all six cards.



Example: Wolfgang has played a 20. To avoid him having to take the row, the team decides to use the special **Take 7!** card. Wolfgang places the card to the left of the row and his 20 next to the 17. The next player who places a card in this row must take the whole thing!



Stop!

When you use this card, place it to the left of a row of your choice. This row is now locked: No one can add, remove, insert, or push a card here or take the row. You get to decide **freely** when you want to remove the special card. When you do, it leaves the game. Until then, the cards you play must go into other, unlocked rows.



*Example: Before the buffalo places its 25, the team uses the special **Stop!** card on the second row. The row is now locked, and the buffalo can't place its card there. It must place it in the first row instead, but that one is full already, so it must take the row.*



Replace!

When you use this card, one team member takes the card they just played back into their hand. That player then chooses another number card from their hand instead and **immediately** places it in the correct row. The new number card has no effect on the existing order in which the **other** number cards are placed.

You **can't** use this special card on the buffalo's card.



Example: Ursula has played a 25. She would have to place it next to the 17 and take the row. The team agrees to let Ursula use the special **Replace!** card. She takes the 25 back into her hand and plays the 15 from her hand instead, which she can place in another row next to the 10. So, she doesn't have to take a row.



Insert!

When you use this card, **one** of the cards you've played **doesn't** have to go **at the end of** the correct row. Instead, pick **any** row and place it either between two number cards or at the start of the row. It still must fit into the row in **ascending** order, though. If the card is added to a full row in this manner, you must take the row. In this case, that row's last card becomes its new first card.

You **can't** use this special card on the buffalo's card.



Example: Franz has played a 10. This is a "low" card he can't add to any of the four rows, so he would have to take a row. The team wants to avoid that and uses the special **Insert!** card. This allows Franz to place his 10 between the 5 and the 11, so he doesn't have to take a row.



Push!

When you use this card, push any one of the cards already in place to **another** row **before you place** one of your played cards. The pushed card can be inserted between two cards or go to the beginning or the end of the row, but it must fit there in **ascending** order. If the pushed card is added to a full row in this manner, that row must be taken. In this case, that row's last card becomes its new first card.

If you push the only card of a row so that the row is now empty, you must place the next played number card in the empty row.



*Example: The buffalo has played the 15. Before it places its card, the team uses the special **Push!** card and pushes the 7 from the lower row to the upper one. Now, the buffalo's 15 is no longer the fifth card, but the sixth, and it must take the row.*



First Card

When you use this card, you decide which of the played cards gets placed first – no matter what value it has. If you have two special “First Card” cards available and want to use them in the same round, you pick the first and the second cards that are placed.

You **can't** use this special card on the buffalo's card.



Example: The buffalo has played a “low card” and will take the first row, because there are the fewest bullheads there by far. However, before the buffalo places its card, the team decides that Imelda should use the special **First Card** card. This allows her to place her 100 in the first row, so she doesn’t have to take the second row, and pushes three additional bullheads on the buffalo in the bargain.



Last Card

When you use this card, you decide which of the played cards gets placed last – no matter what value it has. If you have two special “Last Card” cards available and want to use them in the same round, you pick the last and the next to last cards that are placed.

You **can’t** use this special card on the buffalo’s card.



Example: Wolfgang’s 100 means that he would have to take the row. To prevent this, the team uses the special **Last Card** card for him. Instead of Wolfgang, the buffalo must place its card next. It has played the 103, which it must place in the row as the sixth card – so it must take the row.



Sort

When you play this card, you decide the order in which **all** the played cards are placed in rows – no matter what values they have.



*Example: Wolfgang, Ursula, Franz, and Imelda have played cards with the values 55, 68, 78, and 80, while the buffalo has played a 72. If they don't use any special cards, the team would have to place the 55 into the second row and then take that row with the 68. No way! The special **Sort** card allows them to decide that they want to place the 78 and the 80 first, then the 55. Next, the buffalo must place its 72 and take the second row. Finally, the team places the 68 in the third row.*



COMMUNICATION – NOT ANYTHING GOES

Although you play together as a team, you must keep your **hand of cards secret** from each other. You can neither discuss the cards you want to play, nor can you talk about what number cards you still have in your hands. Only after the cards have been revealed you can talk about how you want to place them and if you want to use special cards to do it.

THE END OF THE GAME

The game ends when you've played all the cards in your hands and placed them in rows. Take your bull pile and count the bullheads on the cards. These are your negative points. Repeat this step for the buffalo's bull pile. If you have fewer points than the buffalo, you've won the game. The buffalo has fewer points than you? Try again! This time you'll beat the buffalo for sure!

1- OR 2-PLAYER GAME

Of course, you can try to beat the buffalo alone or as a pair. However, in this case, you must **double** your negative points at the end of the game. Will you be able to do it?

Also, if you want to face the buffalo **solo**, note that you won't have **any special cards** at your disposal.



Note: No cows, buffalo, or bulls were harmed in the development of this game, including the "Beat the Buffalo" variant.

