

WOLFGANG KRAMERS



*6 nimmt! 30th Anniversary special card,  
based on an idea by Frank Heeren,  
with illustrations by Franz Vohwinkel*

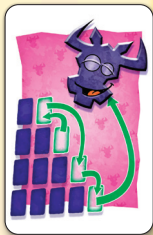
## THE JUMPING COW

Content: 1 Special card „The Jumping Cow“

**Attention:** The *6 nimmt!* base game rules apply. Any changes and additions are detailed in the following pages.

### 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.

## Hungry for more?

The 6 nimmt! 30th Anniversary Edition features this and three additional fan special cards, along with the 6 nimmt! base game and the cooperative variant "Beat The Buffalo" with even more special cards, all in an attractive book-style collector's box.



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