**OVERVIEW OF THE SPECIAL CARDS**

5th Row
Start a 5th row. If there are 5 rows already, you can’t play this card.

7 nimmt!
You don’t have to take this row when playing the 6th card, but you do for the 7th.

Insert
Play your number card in any position in any row in ascending order.

Replace
Swap your played card for another number card from your hand.

Stop
Block a row. This row cannot be changed. At any time, there can only be two copies of this card on the table.

Negative = Positive
When you take a row, this card turns the bullheads on one card from negative to positive points.

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**NOT A GAME FOR THE BULL-HEADED!**
By Wolfgang Kramer
With illustrations by Franz Vohwinkel

**Players:** 2–10
**Ages:** 8 and up
**Duration:** about 45 minutes

**COMPONENTS:**
132 playing cards
104 number cards with values from 1–104
28 special cards (4 each of Stop, Shift, Insert, Replace, Negative = Positive, 5th Row, and 7 nimmt!)
1 notepad

You will only need the special cards for the Anniversary Variant. Leave them in the box when playing the basic game.

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**Rule 3: Full Row**
A row containing five cards is full. If you play a sixth card into a full row, you have to take all five cards in this row. Your played card becomes the new first card for this row.

Example: Frauke has played the 22. She would have to place it in the top row and take the row. To avoid this, she plays the “Stop” card and places it in the top row. Now, Frauke can place her 22 in the row below it.

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**Example: For their second cards, the players have chosen 21, 26, 30 and 36. The 21 and the 26 go in the 1st row, which means it’s full. You’ve played the 30, which you’ll have to play in the 1st row, too. As this row is already full, you’ll have to take all five cards from this row. Your 30 becomes the new first card of the row, joined by the 36.**

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**Example 1:** Ekaterina has played the 24. She would have to place it next to the 22 and take the row. To avoid this, she uses the special card “Shift.” First, she moves the 13 between the 10 and the 17. Then she places her 24 next to the 22.

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**Example 2:** Holger has played the 3. This is a low card that he can’t place in any row, so he must take a row. He picks the row containing the 11 and the 13, using the “Negative = Positive” card to change the bullheads on the 11 to five positive points. He then takes cards worth up to four bullheads from his bull pile and puts them aside along with the 11 and the 13. The 3 becomes the new first card of the row.

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**Rule 2: Lowest Difference**
Where do the cards go?
Each card you play can only go in one particular row, following these rules:

**Rule 1: Ascending Order**
The cards in each row must be added in ascending order of value.

**Rule 2: Lowest Difference**
Always place your card in the row where the difference between the last card and the new card is the smallest.

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**Bullheads = Negative Points**
Each card has at least one bullhead printed at the top and bottom between the numbers. Each bullhead counts as one point.

All cards with:
Numbers ending in 5 (5, 15, 25 etc.) have two bullheads,
Multiples of 10 (10, 20, 30 etc.) have three bullheads,
Doublets (11, 22, 33 etc.) have five bullheads.

The number 55 is both a doublet and a number ending in 5, so it has seven bullheads.

**Your Bull Pile**
Every time you must take a row, put the cards in front of you on your face-down bull pile.

**Important:** Cards you’ve taken don’t go back in your hand!
2. TAKING A ROW
As long as you can play your card in an existing row, everything's fine. However, what happens if a row is full or your card won't fit in any row? In these cases, you must take a row.

THE END OF A ROUND
The round ends when you've played all cards from your hands. Take your bull piles and count the points. The player who has the most points wins. If there is a tie, each player takes all his cards and adds them to those of the previous round. The player with the fewest points is the winner.

TIPS AND HINTS
Here are two examples of common ways of shooting yourself in the foot or laying traps for others:

Example: The first cards in the rows have the values 12, 37, 43 and 58, as shown in Fig. 1. For their first cards, the players played a 14, 15, 44 and a 61. The 14 is the lowest card, so it's the first to go into a row. According to Rule 1, it can only go in the 1st row next to the 12. Same for the 15. The 44 could go in the 1st, 2nd, or 3rd row according to Rule 1, but Rule 2 determines that it must go in the 3rd row. The 61 has to go in the 4th row, according to Rule 2.

Fig. 2 The four rows after the first play.

Negative = Positive
You can only use this card when you're about to take a row. It transforms the negative points of one number card from that row into positive points. Take the row and immediately subtract the bullheads on one of those cards from those on your other cards, either from the same row or that you've taken earlier. Put the number cards you've cancelled out with the leftover cards you did not use in this round. If you don't have enough bullheads in your bull pile, the remaining positive points go to waste.

Example 1: Gabi has played the 20 and must take a row. She uses her “Negative = Positive” card, which allows her to change the five negative points on the 11 to positive points. The bullheads on the 3, 5, 13, and 17 add up to five negative points, so Gabi puts them all aside. Her 20 becomes the new first card of the row.

Example: The first cards in the rows have the values 12, 37, 43 and 58, as shown in Fig. 1. For their first cards, the players played a 14, 15, 44 and a 61. The 14 is the lowest card, so it's the first to go into a row. According to Rule 1, it can only go in the 1st row next to the 12. Same for the 15. The 44 could go in the 1st, 2nd, or 3rd row according to Rule 1, but Rule 2 determines that it must go in the 3rd row. The 61 has to go in the 4th row, according to Rule 2.

Fig. 2 The four rows after the first play.
**THE END OF THE GAME**

Continue playing round after round, until one of you has earned at least 66 negative points. The player with the fewest points is the winner! If there is a tie, you have multiple winners.

Of course, you can choose a different target number of points or simply agree on a set number of rounds.

**Example: Christian has played a 10.** This is a low card that he can’t add to any row, and he’d have to take a row. But he doesn’t want to do that, so he uses his special card “Insert,” which allows him to place his 10 between the 5 and the 11.

**Example 2:** When you play this card, start a 5th row. The number card you played becomes the first card of the 5th row. As long as there are five rows to place cards in, another 5th Row card can’t be played. As soon as any player must take a row, they don’t just have to put that row on their bull pile; they also take the number card they played.

After that, you have four rows again.

**Hint:** To help you keep this in mind, place the special card to the left of the 5th row and only put it on the discard pile when you’re back to four rows.

**Example:** Alex plays a 23, meaning that he’d have to take the 4th row. To avoid this, he uses the special card “5th Row.” Now, he can use his 23 to start the 5th row instead.

**Entdecke die Reihe!**

**Übersicht der Sonderkarten**

**5. Reihe**

Der Spieler beginnt eine 5. Reihe. Gibt es bereits eine 5. Reihe, kann die Karte nicht gespielt werden.

**7 nimmt!**


**Dazwischenlegen**

Zahlenkarte an den Anfang oder zwischen die Karten einer Reihe legen.

**Ersetzen**

Ausgespielte Zahlenkarte mit einer Zahlenkarte aus der Hand tauschen.

**Verschieben**

Beliebige Zahlenkarte einer Reihe aufsteigend in eine andere Reihe legen: an den Anfang, in die Mitte oder an das Ende.

**Stopp!**


**Minus=Plus**

Wandelt beim Nehmen einer Reihe eine Zahlenkarte von Minuspunkte in Pluspunkte.

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**Spiele:**

1–10 Personen

**Alter:**

ab 8 Jahren

**Dauer:**

c.a. 45 Minuten

**Inhalt:**

132 Spielkarten

104 Zahlenkarten

mit den Zahlen 1–104

28 Sonderkarten

(je 4x Stopp, Verschieben, Dazwischenlegen, Ersetzen, Minus=Plus, 5. Reihe und 7 nimmt!)

1 Punkteblock mit Stift

Die Sonderkarten benötigt ihr nur für die Jubiläumsvariante. Spielt ihr das Grundspiel, lasst ihr sie in der Schachtel.

**Abb. 6:**

Entdecke die Reihe!

**Discover the 6 nimmt! Family!**
Setup
Shuffle the number cards and special cards separately. Deal twelve number cards and three special cards to each player. Just like in the base game, place four number cards in the center of the table to start your four rows. Set aside the leftover number cards. The remaining special cards go in a face-down deck within easy reach of all players. One of you takes the notepad and a pencil to keep score.

Playing the Game
All rules from the base game remain in effect in this variant. However, you only play two rounds. The first round ends when you’ve played all of your number cards. You’ll get new number cards and more special cards for the second round.

How to Play a Special Card
Every time you would have to place the number card you’ve played in a row, you may play one of your special cards. First, place your special card next to the number card you’ve played. Then, place your number card as determined by the special card you played. Used special cards go next to the special card deck, face up.

These are the special cards:

- 5th Row
- 7 nimmt!
- Insert
- Replace

- Shift
- Stop
- Negative = Positive

Pro Variant for 2–6 Players
If you love tactical play, we recommend this variant. The rules of the base game all remain valid. However, follow these additional rules:

1. You know all the cards in the game
The cards you’ll use depend on the number of players. Multiply the player count by 10 and add 4. Example: 3 players ➔ 34 cards numbered 1–34
4 players ➔ 44 cards numbered 1–44 and so on
Put all higher-value cards aside.

2. Each player picks their own ten cards
Next, spread out the cards on the table face-up. Take turns picking one card and adding it to your hand until you each have ten cards. Four cards are left over. These are the starting cards for your four rows.

Other than that, gameplay goes just like in the basic game.

Example: Bernd has played a 20. He doesn’t have to take the row, because he plays the special card “7 nimmt!” in the seventh place immediately afterwards.