

X nimmt!



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A bullish game for 2 to 4 players
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Players: 2-4

Ages: 8 and up

Duration: about 25 minutes



Contents: 100 number cards (values: 1 – 100), 7 row cards

IDEA AND AIM OF THE GAME

Playing number cards into rows? Been there, done that. However, this time, each row can take a different number of cards—and if you have to play the xth card, you have to take the whole row of cards. Fortunately, you've got your own X row to save you from unwanted bulls. But just one wrong card can ruin your whole plan ... by just x-ing it out!

BULL HEADS = POINTS YOU DON'T WANT

Each card has 1, 2, 3, 5, or 7 bull heads printed on it between the numbers. Each bull head gives you one point. If you have the fewest points after two rounds, you win the game.



SETUP

At the start of each round, place the "3⇒", "4⇒", and "5⇒" row cards in the center of the table below each other. Shuffle all the number cards and place one next to each row card, to the right. These are the starting cards of the rows.



Give each player one "X⇒" row card. Put yours in front of you. Deal **eight number cards** to each player. These are your hand cards.

Put any row and number cards you haven't used back in the box. You won't need them for this round.

Setup for 3 players

PLAYING THE GAME

1. PLAYING A CARD

At the start of each turn, **all** players secretly choose one card from their hand and place it **face-down** in front of them. When everyone has picked one, turn them over **at the same time**.

The player who has picked the **lowest card goes first**. Play your card into one of the three rows. Next up is the player with the second lowest card, and so on, until you have all played your cards. Place the cards next to each other in the rows. New cards always go to the **right** of the cards already in the row.

Continue playing until one of you has no cards left at the end of a turn.

WHERE DO THE CARDS GO?

Each card you play has only one place it can go. These are the rules:

Rule #1: "Ascending Order"

Cards in a row always have to be arranged **from the lowest to the highest**.

Rule #2: "Lowest Difference"

A card always has to be played in the row where the difference from the **last** card is the lowest.

Example 1: The cards numbered "18", "22", and "60" were played. According to rules #1 and #2, the "18" and the "22" go into the middle row, and the "60" goes in the bottom row.



2. TAKING CARDS

As long as your cards fit into the rows, everything is fine. But what happens if the row is full or you play a card that won't fit in any of the rows? Then you'll have to take cards.

Rule #3: "Full Row"

The row cards determine when a row is **full**. The top row (with the "3⇒" row card) is already full as soon as the 3rd card is played there, the middle row (with the "4⇒" row card) is full when the 4th card gets put there, and the bottom row (with the "5⇒" row card) is full on the 5th card. If you play the card that *fills* the row, you have to take **all the cards already** in this row (see below). The card you played becomes the new first card in the row.

Example 2: The cards numbered "59", "81", and "94" were played. The player who has played the "59" has to put it in the middle row. According to the "4⇒" row card, this row is full when the 4th card is played in it. That player has to take the three number cards already in this row. Their "59" remains on the table and becomes the new first card of the row.



Rule #4: "Low Card"

If you play a card whose value is so low that it won't fit in any row, you can **choose** the row that you must take all the cards from. Your "low" card becomes the new first card in this row.

Example 3: The cards numbered "43", "66", and "89" were played. The "43" is too low to be played in any row according to rule #1. The player who played the "43" has to take all the number cards in the row of their choice. They decide to take the middle row, which at this point only has the "59". The "43" becomes the new first card in this row.



WHAT HAPPENS TO THE CARDS YOU TAKE?

Whenever you have to take cards according to rules #3 or #4, you must do the following **with those cards**:

- **Pick exactly one card** to go in your **X row** (see "X row and X pile").
- Add **all the other** cards to your **hand**. You may play these cards starting with the next turn.

Note: If you only have to take one card, put it in your X row. In this case, you don't get cards for your hand.

Example 4: You had to take three cards. Choose one to go in your X row. The other two cards go in your hand.



X ROW AND X PILE

Place the first card in your **X row** face up right next to your "X⇒" row card. Any other cards always go to the right of the cards already there. The cards in your X row also have to be arranged in **ascending** order of value. If you have to put a new card in your X row that doesn't follow this rule, you must take all the cards already in your X row and put them in a face-down X pile to the left of your "X⇒" card. The next time you have to take the cards from your X row, put them on your existing X pile.

Example 5: Later in the game, you're forced to take two cards which are both lower than the right-most card in your X row. You take all the cards from your X row and put them in an X pile to the left of your "X⇒" card, face down. One of the two cards you've taken becomes the new first card in your X row, the other one goes in your hand.



3. THE END OF THE ROUND

The round ends immediately when one player has run out of hand cards **after** a turn is over. Count your points:

- Every bull on your **remaining hand cards** is worth **1 point**.
- Every bull on the **cards in your X pile** is worth **2 points**.

Cards in your **X row** are **not worth any** points.



Example 6: Counting points at the end of a round:

- Hand cards: 5 bulls = 5 points
- X pile: 9 bulls = 18 points
- ⇒ Total: 5 + 18 = 23 points

Add up and note down the points each player has collected during the round. Then set up the game again as described above and start the next round.

THE END OF THE GAME

The game ends **after the second round**. Add your points from both rounds. The player with the **fewest points** wins the game!

You have bought a quality product. Should you have cause for complaint, please contact us directly.

Do you have any further questions? We're here to help.

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