



Take 6!



by Wolfgang Kramer

Not a game for blockheads

Players: 2 - 10

Age: 10 years and above

Contents: 104 cards, 1 set of instructions

DESCRIPTION OF THE GAME



The aim of the game is not to get any cards. Every card that you have to pick up will cost you a minus point for each blockhead. The winner is the player with the least number of blockheads.

PREPARATION

You will need paper and a pencil for scoring. Shuffle the cards and deal 10 cards to each player. Each player must pick up his or her cards and arrange them according to ascending values.

Make four rows

Put the top four cards of the remaining pile face up in the middle of the table. Each of these cards is the first card in a row which may **only comprise 5 cards**, including this first card. Put the rest of the cards aside. You will not need it until the next round.



Fig. 1: Showing the 4 rows at the beginning of the round

THE GAME



I. Playing the cards

Each player takes one of the cards from his hand and puts it **face down** on the table in front of him. When all of the players have put a card on the table they are turned over.

The player holding the card with the lowest value puts his card on the table as the first card in one of the four rows. He is followed by the player holding the card with the second lowest value etc. until all of the cards have been put down in the rows. The cards are always placed next to one another in a row. This procedure is then repeated until all 10 cards in each player's hand have been played.

How are the cards arranged?

Each card can only be played in one row. The following rules apply:

Rule 1: „Ascending order“

The values of cards in each row must always increase from left to right.

Rule 2: „Lowest difference“

Each player must place his card in the row which contains the card with the next lower value to the card that he is going to play.

Example:

As shown in Fig. 1, the last cards in rows 1 to 4 have the following values: 12, 37, 43 and 58. Four players are intending to put down the following cards: 14, 15, 44 and 61. The lowest card has a value of „14“. According to rule 1, this card must be played in the 1st row, next to the „12“. The same applies to the card with the value „15“. According to rule 1, the card with the value „44“ could be played in rows 1, 2 or 3. Rule 2 „lowest difference“, on the other hand, dictates that the card must be played in the third row. The „61“ card must be played in the fourth row in accordance with rule 2.

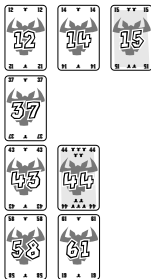


Fig. 2: Showing the 4 rows after the 1st round

II. Getting cards

Everything is fine as long as you can play your card in one of the four rows: the problems start when a row is full or when the card to be played does not fit into any of the four rows. In both of these cases, the player who tries to play one of these cards must pick cards up from the table.

Rule 3: „Full row“

A row is full when 5 cards have been put down. If rule 2 dictates that a sixth card should be played in this row, the player holding this sixth card must pick up all five cards in the row. He then plays his sixth card as the first card in the new row.

Example:

Our four players put down the following cards: 21, 26, 30 and 36.

The „21“ and the „26“ are put down in the first row, which now contains five cards and is therefore full. The player holding the „30“ must also put his card down in the first row. As this is the sixth card, he must first pick up the original five cards in the row before playing his „30“ as the first card in the new first row. The „36“ must also be put down in the first row. It is played next to the „30“.



Fig. 3: Showing the 4 rows after the 2nd round

Rule 4: „Lowest card“

If a player plays a card with a value that is so low that it does not fit into any of the rows, he must pick up all of the cards in **a row of his choice** and play his card as the first card of the new row.

Example: The following cards are played:

3, 9, 68 and 93. The „3“ is the lowest card and must therefore be played first. It does not fit into any of the rows. The player must therefore pick up all of the cards in one of the rows. He chooses row 2 and picks up the „37“. He then starts the new row by playing his „3“. The player with the „9“ was lucky, because he may now play his card next to the „3“.



Fig. 4: Showing the 4 rows after the 3rd round.

Note:

If a player has to pick up a complete row because the value of card that he wishes to play is too low, he usually chooses the row that will cost him the least number of minus points.

BLOCKHEADS = MINUS POINTS

Blockheads are depicted between the numbers on each card. Each blockhead represents a minus point.

All cards with values:
containing a five (5, 15, 25, etc.) have 2 blockheads
that are multiples of ten (10, 20, 30, etc.) have 3 blockheads
that are doublets (11, 22, 33, etc.) have 5 blockheads.
The number „55“ is a doublet that also contains five and
therefore has 7 blockheads.

BLOCKHEAD PACK

Each player places the cards that he has had to pick up in his so-called „blockhead pack“ in front of him on the table.

Note: You may **not** put the picked up cards in your hand for playing.

END OF THE GAME



The game is over when all of the cards have been played. Each player then picks up his blockhead pack and counts the number of blockheads.

Each player's minus score is then noted on the paper and a new game can begin.

Several rounds are played until one of the players has collected more than **66** blockheads. The winner is the player who has collected the least number of blockheads.

Another target score or a number of rounds can, of course, be decided before starting the game.

TIPS



Two examples may give an idea of the possible pitfalls of this game.

In the **1st example**, a player wishes to play the „45“ because he thinks he can put it down next to the „41“ in the third row. He is mistaken. He must put the card down next to the „42“ in the fourth row because this is a case of „lowest difference“ as defined by rule 2. This is the sixth card, which means that he must pick up the other five cards.

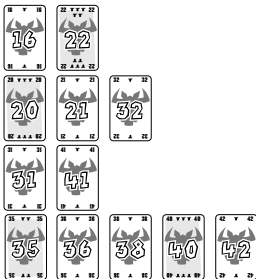


Fig. 5: Card layout for example 1

In the **2nd example**, a player decides to play the „62“, thinking that he is making a good move, intending to put it down next to the „61“ in the first row. He proves to be wrong, however, as a player holding the „29“ empties the first row (with the lowest number of points). The player with the „62“ must now put his card down in the fourth row, and has to pick up all five cards.

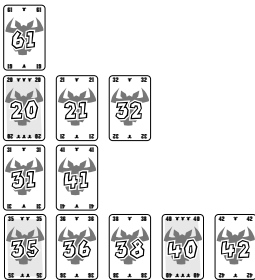


Fig. 6: Card layout for example 2



We recommend this version of the game to anybody who enjoys working out tactics. All of the basic rules apply, plus the following two:

1. All cards are known quantities

The number of cards used in the game is limited to the number of players.

The rule for this: number of players times 10 plus 4.

Example: 3 players - 34 cards from 1 - 34

4 players - 44 cards from 1 - 44 etc.

All cards with higher values are removed from the game.

2. Each player chooses his own 10 cards

The cards are placed on the table face up. Going round the table, each player takes a card until everybody has 10 cards in their hands. The remaining 4 cards are then placed on the table at the beginning of the rows.

The games continues as in the basic version.