

The Mind

Players: 2-4

Cards: 1-100

Extra components: 12 level cards, 5 life cards, 3 shuriken cards

Goal: As a team, lay down the cards in ascending order without communication. You play through levels that determine how many starting cards you have, and you get bonuses for completing a level. When you play a card out of order, your team loses a life, and when you're out of lives you lose.

Preparation

- Lay out a number of level cards, lives, and shurikens based on player count.
- Stack the level cards in order face-up with level 1 on top.
- Lay out life and shuriken cards so they're visible. Deal everyone one card (because level 1).

Players	Levels	Lives	Shurikens
2	1-12	2	1
3	1-10	3	1
4	1-8	4	1

Game Play: For each level, each player is dealt a number of cards equal to the level you're on. After dealing, each player lays their hand out palm down. When you're ready, pull back your hand. Once all hands are back, the game begins.

Lay cards out in ascending order in one face-up stack. There is no play order. There is NO COMMUNICATION.

- You must play your lowest card.
- If someone plays a card higher than your lowest card, play must stop immediately. The team loses a life. Everyone discards cards lower than the card played. Resume play.
- At any time you may suggest to the team to play a shuriken. Do so by raising your hand. If all players raise their hand, the shuriken is played. Otherwise play continues normally.

Shuriken: When a shuriken is played, remove it from play. Every player discards their lowest card.

If everyone is out of cards, you complete the level. Gain awards based on your level and proceed to the next level.

Level Bonuses

Bonus	Gain bonus when completing level:
Shuriken	2, 5, 8
Life	3, 6, 9

The Game

Players: 1-5

Cards: 1-100

Goal: Four piles of cards are formed in the middle of the table. Two are ascending (1-99) and two are descending (100-2). Everyone plays together in the same team and tries to lay as many cards as possible into the four piles.

Preparation

- Pull out the 1 and 100 card and place the face-up on the table in a column.
- Deal cards to each player depending on player count.

Players	# of cards
1	8
2	7
3, 4, 5	6

Game Play: There are four piles that start empty. The ascending piles are on either side of the 1, and the descending piles are on either side of the 100. On your turn:

- You must play two cards but can play more.
- Play each card in one of the piles. It must be larger than the top card for an ascending pile, and must be lower for a descending pile. The Backwards Trick lets you get around this.
- After playing, draw back up to your starting hand size.

Backwards Trick: You may play a card in the wrong direction if it is exactly 10 away from the top card.

Communication is allowed, but no numeric information can be said. You can say things like “Don’t play here” or “I’ve got a big jump there”.

When draw deck is empty, each play only needs to play one card each. If a player runs out of cards, the other players continue without him.

Game End: Either when all cards have been played or a player can make no more plays, the game is over. The team score is the number of unplayed cards.

6 NIMMT!

Players: 2-9

Cards: 1-100

Goal: Take no cards. If you must take cards, take as few Cattle Heads as you can. Each Cattle Head is worth -1 point. The winner is the player who at the end of the game has taken the least number of Cattle Heads.

Value of Each Card (Bull value == number of Cattle Heads)

Bull value	Rationale	Number
-7	Multiple of 5 and 11	55
-5	Multiple of 11	11, 22, 33, 44, 66, 77, 88, 99
-3	Multiple of 10	10, 20, 30, 40, 50, 60, 70, 80, 90, 100
-2	Ends in 5	5, 15, 25, 35, 45, 65, 75, 85, 95
-1	Otherwise	

Preparation

- Shuffle the deck and deal each player ten cards. The players keep their cards secret and they should arrange them numerically.
- Deal four cards face up to the table. Arrange them in a column so that each card is the first in a row. Each row may never contain more than 5 cards.

Playing Cards: All players choose one of the cards from their hand and place it face down before themselves. They are revealed at the same time. Whoever played the lowest card goes first. That player places his card into one of the four rows, then the player who played the next higher card places his card into one of the four rows etc. until all players have placed their chosen cards. The cards are always placed in a row side by side. This process is repeated until all players have played their 10 cards.

Rules for playing cards:

Rule 1: Ascending Numerical Order. The card to be placed in a row must be greater than the last card already placed in the row.

Rule 2: Lowest Difference. If a card may be placed in more than one row (by Rule 1), choose the row with the highest value card on the right.

Rule 3: Full Row. A row has 5 cards and a player, whether by Rule 1 or by Rule 2, must place the sixth card in the row. That player must take all five cards from the row and his sixth card now becomes the new first card for that row.

Rule 4: Lowest Card. Whoever plays a card that is too low to be placed at the end of any of the rows must take cards. That player selects any one of the rows and takes all of the cards from that row. His card now becomes the first card in the row.

Each player keeps the cards they had to take because of Rules 3 and 4 in a separate pile from their hand. These "Take" cards make up your "Horn Pile". When all players have played their 10 cards, the round is over. Each player counts the number of Cattle Heads in their "Horn Pile" and the scorekeeper records the amount. All of the cards are gathered and reshuffled. Each player is dealt 10 cards and another round is played.

Game End: The game is over when one or more players reach 66 Cattle Heads. The player with the least number of Cattle heads wins.

Take 5 (Hornochsen)

Players: 2-6

Cards: 1-100

Extra components: 6 “x2” cards, 6 “+5” cards

Goal: The aim of the game is to collect as many cards with green bulls as possible. On the table, there are several sets of cards. When a player lays the fifth card of a set, he takes all the cards in that set. A set can contain cards with red bulls and cards with green bulls. Green bulls count as positive points and red bulls count as negative points. The winner is the player with the highest point total.

Value of Each Card

Bull value	Rationale	Number
-7 (red)	Multiple of 5 and 11	55
-5 (red)	Multiple of 11	11, 22, 33, 44, 66, 77, 88, 99
-3 (red)	Multiple of 10	10, 20, 30, 40, 50, 60, 70, 80, 90, 100
-2 (red)	Ends in 5	5, 15, 25, 35, 45, 65, 75, 85, 95
+2 (green)	Ends in 2	2, 12, 32, 42, 52, 62, 72, 82, 92
+1 (green)	Otherwise	

Preparation

- Give each player one “x2” card and one “+5” card. The other special cards are not used.
- Shuffle the deck and deal each player a number of cards based on player count (see table). The players keep their cards secret and they should arrange them numerically.
- Based on player count again, a number of cards are laid face up in the center. Arrange them in a circle so that they’re numerically increasing clockwise. Each card in the circle is the first card in a set facing outwards.

Players	Cards per player	Cards on table
2	14	7
3	12	9
4	12	12
5	12	15
6	10	15

Playing Cards: Choose a first player, and play proceeds clockwise. The player whose turn it is must play one card but can play up to three cards. Here are rules for the sets:

- A card can get added to an existing set. New sets cannot be added.
- Special cards get added inwards, but each set can only have one of each type, so at most one “x2” and one “+5”.
- Bull cards are added outwards. The value of a set is the last Bull card played. This is the End-Number.
- The Bull card being added to a set must be larger than its End-Number, but must be smaller than the End-Number of the next set clockwise, unless this set has the largest End-Number.
- A number that is smaller than all the End-Numbers gets added to the set with the largest End-Number.
- When adding the fifth Bull card to a set, take the whole set including the Special cards. These are set aside in a scoring pile.

Game End: The game ends when the last set is taken. Add up the Bull value of all your cards. “+5” cards give you five more points, “x2” cards multiply your score at the end. Special cards remaining in your hand are negative 10 points each. The highest score wins.

No Thanks**Players:** 3-7**Cards:** 3-35**Extra components:** 11 tokens per player (55 max)**Goal:** Bid to reject cards taking as few as possible or trying to make a sequence. Cards are worth their face value, but only score the lowest card in a sequence.**Preparation:**

- Shuffle and count out 24 cards as a draw pile. The 9 remaining cards are removed without looking at them.
- Each player gets 11 tokens (9 for 6 player, 7 for 7 players). Each player keeps their supply of tokens is private in hand.
- Flip over the top card.

Game Play: In player order, either take the card or put a chip on it to pass. This repeats until someone wants the card or has no chips. They get the card and all the chips. Cards are kept face-up in a clear scoring area. That player flips over a new card and starts the bidding again.**Game End:** The game ends when the last card is taken. Each player scores their cards by their face value. Stack up sequences so only the lowest card is showing. Then add up all the values. Subtract the number of tokens left in hand from this, and that is your final score. Lowest score wins.

Dicht Dran

Players: 3-5

Cards: 1-100

Goal: Each round has a target card and a free range. Players lay down a card as close to the target card to win it. If their card is outside the free range, they must draw more cards. The goal is to run out of cards and have the most peppers.

Value of Each Card

Peppers	Rationale	Number
3	Multiple of 5	5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
2	Multiple of 3 (but not 5)	3, 6, 9, 12, 18, 21, 24, 27, 33, 36, 39, 42, 48, 51, 54, 57, 63, 66, 69, 72, 78, 81, 84, 87, 93, 96, 99
1	Otherwise	

Preparation:

- Pull out 1 and 100.
- Shuffle deck.
- Deal 8 cards to each player.
- Deal 4 cards face-up to the middle. Arrange six cards on table in a circle so that 1 and 100 are opposite (order of rest should be random).

Game Play: Starting with the card clockwise from the 1, it becomes the Target card. Slide it slightly toward the center. The two neighboring cards in the circle define the Free Range. Players will play a card to try to win the Target card, but if they play outside the Free Range, they must draw extra cards to their hand. Repeat play with the next card clockwise becoming the Target.

Follow these steps:

1. Select Target card and slide it slightly towards the middle. The neighboring cards define the Free Range, lower card to higher card.
2. Each player plays a card face down in front of them. Then everyone reveals at once. The winner is the card that is numerically closest to the target (ties go to highest card). That player takes the Target card and puts it in their score pile. Then the winning card takes that card's place in the circle.
3. All remaining player cards that are in the Free Range are discarded.
4. Players that still have their card in front of them must draw cards equal to its pepper value. Then discard their played card.

The next card clockwise in the circle becomes the new Target card.

Game End: The game ends when a player runs out of cards and does not need to draw anymore. Points are scored based on peppers. Cards in the score pile are positive points, and cards left in hand are negative. Highest score wins. (Suggestion is to play twice and add up scores.)

Schotten Totten

Players: 2

Cards: 1-69, but remove 20, 30, 40, 50, 60

Extra components: 9 tokens

Goal: Play card to win 9 tokens representing various battles. Each player plays cards on their side of the token, and the make formations depending on the values. Try to win three adjacent tokens to win, or five tokens overall.

Preparation:

- Cards 1-10 are set aside as the Tactic Cards.
- The other cards make up suits for the Clan deck with values 1-9 (11-19 is one suit, 21-29 is another, etc.). Suits are referred to as colors.
- Shuffle Tactic cards and place face down. Shuffle Clan cards and place face down.
- Place 9 tokens out between the players.
- Each player draws six Clan cards (plus 1 Tactic if playing with them).

Game Play: The goal is to claim three adjacent tokens or five tokens overall.

Each token has a place for three cards on each side. These three cards will make up a formation. On your turn:

1. Play a card to one of the tokens to build up the formation. Once it has three cards, it can take no more. You cannot play on a formation if that token has already been claimed. The order of the played cards does not matter.
2. Check to see if you can claim a token. Your formation is compared to your opponent's. You only check if both sides' formations have three cards. (Exception is if you can prove no further card will allow your opponent to win.) If the formation strengths are tied, the first person to play their third card wins. If you win control, move the token to your side to denote this.
3. Draw a card from your deck. If draw deck is empty, keep playing but you get no more cards.

Formation	Description (Note: color is denoted by 10's digit, not actual color)
Color Run	Three cards of the same color, and of three successive strength, e.g. 3, 4, 5, all in blue.
Three of a Kind	Three cards of the same strength, e.g. 6 green, 6 blue, 6 red.
Color	3 cards of any strength, but the same color, e.g. 1 purple, 5 purple, 6 purple.
Run	Three cards of successive strength in any color, e.g. 2 pink, 3 green, 4 purple.
Sum	Any three cards.

Game End: The game ends immediately when one players controls three adjacent tokens, or five overall.

Schotten Totten Tactics Variant:

Start play with one Tactic card in addition to the six Clan cards. On your turn you may play either a Tactic card or Clan card. And afterwards, you may refill with either.

Note: You may not play more than one more Tactic card than your opponent has played.

The cards are represented with card numbers 1-10. The table below shows the mapping.

Card	Effect
<i>Elite Troops (play into your Formation as a Clan Card)</i>	
1. Joker 2. Joker	You choose the strength and color of this card when you come to claim the stone to which you assigned the Joker. Each player may only have one Joker on their side of the Border (if you draw a second one after playing the first, it sits in your hand).
3. Spy	This card has strength 7, and you assign the color of the card when you come to claim the stone to which you assigned the Spy.
4. Shield Bearer	Clan card of strength 1, 2, or 3. You choose which strength, and which color when you claim the stone to which you assigned the Shield Bearer.
<i>Combat Modes (play onto a Stone tile)</i>	
5. Blind Man's Bluff	All cards played to this stone are treated as if they are a Sum formation, even if they form other formations.
6. Mud Fight	Your (and your opponents) formation must consist of 4 cards instead of 3 cards to claim this stone.
<i>Ruses (play face up next to the deck and activate text)</i>	
7. Recruiter	Draw 3 cards from one or both decks (Tactics and Clan) into your hand. Choose two cards from your hand (including the ones you just drew), and return them to the bottom of the corresponding deck.
8. Strategist	Choose a Clan or Tactic card on your side of the border on an unclaimed Stone. Place it face-up on a different unclaimed Stone or discard it face-up next to the deck.
9. Banshee	Choose a Clan or Tactic card on your opponent's side of the border on an unclaimed Stone and discard it face-up next to the deck.
10. Traitor	Choose a Clan card on your opponent's side of the border on an unclaimed Stone and place it on an unclaimed Stone on your side.

Mind: Level Bonuses

Bonus	Gain bonus when completing level
Shuriken	2, 5, 8
Life	3, 6, 9

6 Nimmt: Value of Each Card

Bulls	Rationale	Number
-7	Multiple of 5 and 11	55
-5	Multiple of 11	11, 22, 33, 44, 66, 77, 88, 99
-3	Multiple of 10	10, 20, 30, 40, 50, 60, 70, 80, 90, 100
-2	Ends in 5	5, 15, 25, 35, 45, 65, 75, 85, 95
-1	Otherwise	

Take 5: Value of Each Card

Bulls	Rationale	Number
-7	Multiple of 5 and 11	55
-5	Multiple of 11	11, 22, 33, 44, 66, 77, 88, 99
-3	Multiple of 10	10, 20, 30, 40, 50, 60, 70, 80, 90, 100
-2	Ends in 5	5, 15, 25, 35, 45, 65, 75, 85, 95
+2	Ends in 2	2, 12, 32, 42, 52, 62, 72, 82, 92
+1	Otherwise	

Dicht Dran: Value of Each Card

Peppers	Rationale	Number
3	Multiple of 5	5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
2	Multiple of 3 (but not 5)	3, 6, 9, 12, 18, 21, 24, 27, 33, 36, 39, 42, 48, 51, 54, 57, 63, 66, 69, 72, 78, 81, 84, 87, 93, 96, 99
1	Otherwise	