Hornochsen (Blockheads)

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2-6 Players from 10 years
Approx. 30 minutes
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Contents
98 hornochsen cards valued 1-98 [green card backs]
12 special cards [red card backs]

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

The Cards
Hornochsen Cards
The green Hornochsen cards each have one or two green Hornochsen. Accordingly, each green Hornochsen card counts for one or two positive points.

The red Hornochsen cards each have two, three, five or seven red Hornochsen. Accordingly, each red Hornochsen card is worth two, three, five or seven negative points. [The red Hornochsen cards still have green backs. They are, incidentally, the cards whose numbers are divisible by five or eleven.]

Special Cards
These are the twelve cards with red backs. They are either "x2" cards or "+5" cards.

Preparation
The Special cards (see above) are removed from the pack. Each player receives one "x2" card and one "+5" card. The remaining Special cards are not used in the game.

The Hornochsen cards are shuffled and dealt out. The number of cards per player varies according to the number of players (see table below). Next, a number of Hornochsen cards are laid, face up, in a circle on the playing table. The number of cards in this circle is also dependent on the number of players (see table below again).

Players	Cards per Player	Cards on Table
2	14	7
3	12	9
4	12	12
5	12	15
6	10	15

The Hornochsen cards in players hands are sorted into ascending order. The Hornochsen cards on the table are sorted into **ascending order in a clockwise direction**. [See diagram in rules]. Each card in the circle on the table is the first card of a *set*. The remaining undealt cards are not used in the game.

Gameplay
The youngest player begins, and play proceeds clockwise. The player whose turn it is **must** play one card. S/he also has the option of playing two or three cards. The played cards are laid onto one or more sets as they are played.

How is a card placed?
• A card can only be laid to an existing set. New sets cannot be added.

• Hornochsen cards are laid **outwards** from the circle, overlapping the last card of a set. Special cards "x2" and "+5" are laid **inwards** towards the centre, behind the first card of the set. Only **two special cards** may be laid to each set: one with the value "+5" and one with the value "x2". [See diagram in rules if this is confusing].

• The number on the last Hornochsen card laid to a set, is known as the **End-number** of that set. [Again, see same diagram if confused].

• Each Hornochsen card can only be laid to a specific set. The number of the card being laid to the set must be **higher** than the End-number of that set. In addition, the number must be **lower** than the End-number of the neighbouring set in a clockwise direction. [i.e. It must be lower than the End-number of **all** other sets.]

Example 1: [The following cards are on the table in a clockwise circle as the game starts - see diagram if you can"t imagine this:]

[See diagram in German Rules]

• Udo lays three cards, the 35, the 50 and the 60. The card numbered 35 can only be laid on the 23, because it is higher than the End-number 23 and lower than the End-number 43 of the next set. By the same principle, the 50 can only be laid on the 49, and the 60 on the 54.
[Resulting in:]

[See diagram in German Rules]

Exception:
• If the number of the card to be played is higher than the highest Endnumber or lower than the lowest End-number, in both cases the card is laid to the set with the highest End-number.
Example 2: [Continuing with the previous layout.] Herbert wants to play card number 5. There is no set with an End-number less than 5, so he must lay the 5 on the 94. He then plays the 87 and must lay it on the 71. Finally, he lays the 4 on the 87. [Resulting in:]

[See diagram in German Rules]

After a player has played between one and three cards, and possibly taken sets, his/her turn ends.

Taking Sets!
As soon as a player lays the **fifth Hornochsen card** to a set, s/he must immediately take all the cards in that set, including any Special cards. The player places the cards taken in a face down scoring pile on the table in front of him/her. The Hornochsen on those cards are counted up as points at the end of the game. A player can take more than one set in a single turn.

Example 3: [Again, continuing with the previous layout.] It is Ulrike's turn. She plays the cards numbered 37, 39 and 42 and lays them all to the set with End-number 35. There are now five Hornochsen cards in this set.

[See diagram in German Rules]

Ulrike takes these five cards and places them in her face down scoring pile. There is now one less set on the table and the sets with End-numbers 20 and 43 are considered adjacent.

What is the purpose of the Special cards?
The player whose turn it is can lay Hornochsen cards or Special cards or a combination of both. As long as between one and three cards are played.

Special cards do not have numbers from 1 to 98 and can, therefore, be laid to any set. However, **only one** "x2" Special card **and/or one** "+5" Special card can be added to any particular set. Special cards are always laid behind the first Hornochsen card of the set and do not count towards the number of Hornochsen cards in the set.

A set, including the Special cards, must be taken only when the fifth Hornochsen card is laid to it. A set with two Special cards and four Hornochsen cards, stays where it is until the fifth Hornochsen card is laid.

The effect of Special cards in the end of game scoring
• Each "+5" Special card in the score pile of a player, counts as plus 5 points.
• Each "x2" Special card doubles the positive or negative total of the player's score pile. Each further "x2" card doubles the total again. For example, a player with two "x2" cards quadruples his/her total.

Note: Any player who still has one or both Special cards left in ther hand at the end of the game, scores minus ten points for each such card.

Game End
When a player has no more cards in his/her hand, s/he can play no further. The game ends when the last Hornochsen card [of those held by all players] is played.

If a player has only Special cards left in his hand, but cannot play them because all remaining sets already contain this card(s), s/he also can play no further. [Note that Special cards do not need to be played before *your* last Hornochsen card.]

Note: When played correctly, all the sets on the table will be taken by the players. If a set remains at the end or someone has Homochsen cards left after the last set is taken, one or more sets have been taken incorrectly during the game - e.g. with four or six Homochsen cards. [As everyone should have a multiple of five Homochsen cards in their score pile, and the offending player can, therefore, be identified, I would suggest that green cards are taken from or red cards given to that player until all the cards are accounted for.]

Scoring
To get their total score, each player examines their score pile and:

• adds the number of green Homochsen showing on those cards;
• subtracts the number of red Hornochsen showing on the cards;
• adds five points for each "+5" Special card;
• doubles the total so far (positive or negative) for each "x2" Special card;
• and, last of all, subtracts ten points for each Special card remaining, unplayed, in their hand.

The winner of the game is the player with the highest point total.

Example 4: At the end of the game, Manfred has the following cards in his score pile (with consequent scoring):

The cards numbered 12, 13, 27 and 31, showing a total of five green Hornochsen	+5 points
The card numbered 90, showing three red Homochsen	-3 points
One "+5" Special card	+5 points
Total so far	*7 points*
One "x2" Special card, doubling this total, giving	14 points
His own "+5" Special card still in his hand (unplayed)	-10 points
Giving a grand total of	**4 points**