

Eleven starts!

Contents

80 cards with numbers from 1 to 20 in 4 colors.

Aim of the game

Each player tries to get rid of his hand cards as fast as possible, by playing them onto one of the four number rows. The player who succeeds first wins the game.

Game preparation

Shuffle all 80 cards well and deal to each player according to the following:

With 2 and 3 players	20 cards each
With 4 players	15 cards each
With 5 players	12 cards each
With 6 players	10 cards each

Put the remaining cards face down near to you. They form the draw pile. Every player holds his cards in a way that they can't be seen from the other players.

Game process

The game is played in clockwise direction. The player holding the **red 11** on his hand begins the game. He lays it openly on the middle of the table. If nobody has the red 11 the player who holds an 11 from another color begins. The priority of the colors is **yellow**, then **green**, then **blue**.

If nobody has any 11 on his hand, the cards will be reshuffled and dealt again.

As soon as the first 11 is played out the turn ends and next player plays. He must

- Either **play** at least **one** matching **card** (It is permitted to play many cards)
- Or, if he can't play, must **draw** up to 3 **cards** from the draw pile.

His turn has ended and the next player plays.

Playing (a) matching card(s)

The active player may **add many cards** from his hand to the existing rows, even in different rows, as long as he plays **at least one** card.

The following rules apply:

- New rows can only be started with another 11.

- The color of the played 11 determines the color of the whole row. Only blue numbered cards may be added to the row of the blue 11 etc.
- In the end, every color will form a continuous row of numbers, at best from 1 to 20. No numbers may be skipped.
- On the one side of the 11 cards will be added in ascending order from 12 to 20 and on the other side of it in descending order from 10 to 1.

Example:

It is only allowed to play the blue 10 or the blue 12 next to the blue 11. The yellow 9 may not be played next to the blue 10, since one row can only contain cards of the same color.

The blue 15 may be added next to the blue 12 because the blue 12 must be followed by the blue 13.

For tactical reasons it is allowed to withhold cards, but you **must** always play at least one card, if you can.

Drawing (a) card(s)

If the player can't play a card to one of the existing rows, he must draw a card from the draw pile.

- If the card fits, he must play it immediately. His turn is then over.
- If the card doesn't fit, he must draw another one and see if he can play it. This process is repeated until he has drawn up to 3 cards. Then it's the next player's turn.

If the draw pile is exhausted and the player doesn't have any fitting card to play, he announces it, and it's the next player's turn.

End of the game

The game ends as soon as one player has played his last card from his hand. He is the winner. If you play multiple rounds it's best to note the score. Each player adds up the numbers of the remaining cards in his hand. For example, if he still has a 19 and a 2 remaining, he counts 21 points. The player who holds the **lowest** score after multiple rounds is the winner. If multiple players have the same score, then there are multiple winners.

Hints:

- If you play with only 2 persons, you may sort out one color completely before the game and only play with 60 cards (instead of 80).
- If your table isn't big enough, you may also pile the cards to the left and right of the 11 (instead of laying them next to each other).

Variants for “Eleven starts“

1. Variant with “false“beginning

All rules remain the same, except that you place the 20 and the 1 of all four colors in the middle before you start playing. Cards played onto the 1 must be ascending and cards played onto the 20 must be descending. The 11 is now considered a regular card like any other card and can now only be played if it fits onto another card (like a 10 or a 12).

2. Variant with three possible starting numbers

All rules remain the same, except that you don't have to start with the red 11. Any row may now also be started with a 10, 11 or 12 (the order of the colors becomes irrelevant). The player **left to the dealer** begins with playing a 10, 11 or 12 of any given color. If he doesn't have any of these cards, he must draw cards according to the rules of the standard game.

The individual color rows don't have to be started with the same number. If one row is started with a 10 then the next row may still be started with 11 or 12.

3. Variant with random starting card

All rules remain the same, except that you **chose** a starting player. This player may now start with **any card** of his choice and places it in the middle of the table. The next player may now either add another card in sequence or start a new row with the same number that the previous player has chosen. The 11 is considered a regular card, so it can only be played if it is preceded by a 10 or 12 (unless it is coincidentally the card, which the starting player has chosen to open the row). If a player can't play, he must draw cards according to the rules of the basic game.

More games with “Eleven starts!“- cards:

1. Connect everywhere “Überall anschließen“(for 2 to 6 players)

Distribute the cards evenly among the players. Place your cards as face down pile in front you. The player left to the dealer begins and lays his topmost card openly on the middle of the table. Then the next player reveals his topmost card and looks at it:

- If it is the next higher card, he may play it on top of the previously played card. The color is irrelevant.
- If it is not the next higher card, he must play it openly next to his face down pile.

Now the other players play in clockwise order. They must always play the next higher number on either the pile in the middle of the table or on an open pile of another player. If a player can't play the card on top of any open piles, he must play it openly on top of his own pile (even if it doesn't fit). However, if he is able to play the next higher card onto one of the piles, he immediately plays again. He continues to play in this way until he can't connect to any pile anymore (that is; the next higher card onto the pile in the middle or onto a pile of another player).

As soon as one player has exhausted his face down pile, he turns around his open pile and continues playing cards from it. If the player doesn't notice that he is able play a fitting card onto the pile in the middle or one of the other players' piles, any player may shout "Stop!". Now every player gives the player who oversaw the fitting card, the bottom card of their face down pile. The receiving player puts them face down on top of his own face down pile.

If a card can be played to different piles, then the pile in the middle must always be dealt first. If the card can be played onto different piles of other players, but not onto the pile in the middle, then the active player can chose on whose player's pile he plays it.

After the number 20 is played the pile continues with number 1. The game continues until all cards are played to the pile in the middle of the table. The winner is the player who first finishes all of his cards.

2. Cheating "Mogeln" (for 3 to 6 players)

Before commencing with the game, sort out the following cards and put them back in the box:

With 3 players 10 to 20 from all colors

With 4 players 11 to 20 from all colors

With 5 and 6 players 16 to 20 from all colors

Distribute the remaining cards evenly among the players and take the cards onto your hand. Turn order is in clockwise direction. The player left to the dealer begins. He puts a card **face down** to the middle of the table and claims that he put the 1 by saying aloud "one".

The next player now puts another card face down on top of the first card and says „two“. The next player plays his card in the same manner and says "three" etc. until somebody has reached at "twenty". The colors are irrelevant for playing.

If you think that the player before you didn't play a fitting card you may shout "Cheater!" when your turn is up. The player who doubted the correctness of the card now reveals the last played card.

- If the number was correct, he must take all the cards of the pile.
- If the number wasn't correct, the "Cheater" must take all the cards.

The cards received in this way are placed below your face down pile. Once you have completed all numbers until "twenty" and nobody has objected, then this pile is put aside and is taken out of the game. You will then start with a new pile. You can also try to secretly lay more than one card, but if another player notices you must take all the cards of the pile.

The winner is who first gets rid of all of his cards.

Hint: If you want to raise the difficulty, decide beforehand to only play a certain color.

3. Guess the amount “Ratefix“ (for 2 to 4 players)

Shuffle all cards and deal half of them evenly to all players, so that everyone has the same amount of cards. Put the remaining cards aside. They will not be needed for this round. Place your cards as a face down pile in front of you.

Every player now looks at his topmost card from his pile. Then all players put their card simultaneously face down to the middle of the table. The player left to the dealer starts the first round by guessing the total sum of all of the face down cards in the middle of the table. Then, in clockwise order, each of the other players guesses the amount too. The player who guesses correctly, or who comes closest to the actual number receives the cards and puts them openly in front of him. It is irrelevant whether the guessed number is below or above the correct sum, as long as it is the closest.

The player, who received the cards in the last round, starts the new round by giving the first guess. The other players follow in clockwise order as usual. The game is over when all cards have been played. The winner is the player who has received most cards at the end of the game.

4. Sleepy Joe “Schlafmütze“ (for 3 to 6 players)

In this game you sort out as many sets of four as players are involved. A set of four consists of 4 identical numbers in different colors. The cards are shuffled well and every player is dealt 4 cards. The first player hands a card face down to his left neighbor and receives another from him in the same way. Then the next player gives his left neighbor a face down card and receives one from him. The game continues in this way. Hence the players always have 4 cards on their hand. If a player has completed a full set he should try to discretely put down his cards on the table. It is helpful when the other players are distracted, because as soon as they notice the put down cards, they must put down their cards too as fast as they can. The player who is last to put down his cards is the “Sleepy Joe”. This game should be repeated a couple of times, so that everyone gets the chance to become “Sleepy Joe”.

5. Duel “Zweikampf“ (for 2 players)

For this game you only require the numbers from 1 to 20 in two colors. Put the remaining cards back in the box. Shuffle the cards and deal them evenly to both players. Each player places his cards as a face down pile in front of him. Then both players reveal their topmost card from the pile. The player who revealed the higher card receives both cards and puts them aside.

If both players uncover a card with the same number, they reveal another card. The player who is now higher gets all the involved cards. The game ends as soon as all cards have been played. The player with the most gained cards wins.

Hint: For prolonged play, keep playing until one player has earned all cards. Once you have finished your face-down pile, turn around the open pile of the gained cards and continue playing with them in the same manner.

6. Collecting colors “Farben sammeln“ (for 2 to 6 players)

Shuffle all cards and deal them as follows:

2 and 3 players 9 cards each

4 and 5 players 8 cards each

6 players 7 cards each

Take these cards onto your hand. The remaining cards form a face down pile in the middle of the table. Draw the top four cards and display them openly in good reach for all players. It is the aim of the game to keep exchanging the cards in a way that you end up with many high valued cards of one color.

The player left to the dealer starts. In the following rounds the loser of the previous turn starts the round. Play proceeds in clockwise order. In your turn you must either take a face down card from the pile or one of the four openly displayed cards. Then you discard a card from your hand openly, either on top of one of the four open cards, or on the empty space in case you have drawn a single face-up card. That means that there are always 4 face-up cards from which to choose and on which to discard.

Once a player has only cards of one color in his hand, he may, at the end of his turn, announce “Finish”. Now each player counts his points. Card values from the same color are added together. Each player writes down the score of the highest color. The winner is the player who has the highest total score after an agreed number of rounds.

7. Snip snap “Schnipp Schnapp“ (for 2 to 6 players)

Shuffle all cards well and deal them evenly to all players. Before you start playing, examine your cards. If you already have a set of four (the same number in four different colors) sort them out and put them aside next to you. Put the remaining cards in front of you as a face down pile. In clockwise order each player now reveals his topmost card and places it face up, visible for everybody in front of him on the table. Players continue playing in this way and form a face up pile in front of them until a card is revealed that shows the same number as a card on another player's open pile.

If a card is revealed that has the identical number as the card from another player's pile, you shout “snap”. The player who first shouts “snap” gets the open pile of the player who has the identical number card on top. The player examines the received cards and his own open cards. If he can find more sets of four he sorts them out and puts them aside. He puts the remaining cards face down under his face down pile. If somebody makes a mistake by wrongly shouting „snap” he must move his open pile to the middle of the table. If now any player reveals a card that has the identical number as the card in the pile in the middle, players can gain the whole pile by shouting “snip”. In this case too, the player who first shouted “snip” examines the received cards and sorts out any sets of four and puts the remaining cards face down under his face down pile.

It's a mistake is when someone shouts "snip" or "snap" and in fact there are no identical numbers, and when someone shouts "snap" instead of "snip" or vice versa. If more than one player shouts "snip" or "snap" at the same time, the call is equal and the players may put their own openly played cards under their face down pile. When a player has uncovered his whole face down pile, he takes his open pile, shuffles the cards, turns it face down and continues playing. The player who has lost all of his cards exits the round, but he may re-enter it by gaining "snip"-cards. Winner is the player who could collect the most sets of four.

Variant: The same rules apply as in the standard game, except for one change: On the countdown of „3 – 2 – 1 – go“all players simultaneously reveal their topmost card. If there are identical numbers they shout "snip" (or "snap" if it concerns the pile in the middle). Winner is the player with the most cards at the end of the game.

8. Set of four “Quartett“(for 3 to 6 players)

All cards are shuffled and dealt evenly to all players. There are no remaining cards. Each player examines his cards for sets of four already in his deck and puts them aside. The player to the right of the dealer now asks any other player for a card that he needs for the completion of a set of four. If the asked player has the card, he must hand it to the requester. If the asked player answers wrong (i.e. when he has the card but says that he doesn't) he gets a penalty point. The asking player may continue asking other players until the asked player can't give him the requested card. That player will then continue the game in the same manner. Complete sets of four are immediately sorted out. A set consists of four cards with the same number in four different colors. The winner is the player who has the most sets of four at the end of the game. Each set is worth 1 point.

9. Black Peter “Schwarzer Peter“(for 2 to 6 players)

For this game you only need the numbers 1 to 20 in two colors. Every number now exists twice in the game. Put the remaining cards back in the box. Shuffle the cards well.

Before commencing the game, draw one card face down and put it aside without anybody seeing it. The matching number of the other color still existing in the game is now the "Black Peter".

Deal the cards as evenly as possible to all players. If you have some matching pairs of numbers among your cards, you can sort them out and put them beside you. Now, the player left to the dealer starts by drawing a card from his left neighbor. In clockwise order every following player draws a card from his left neighbor and so on. If you complete a pair of two matching numbers you can put them aside. Play continues until one player has the "Black Peter" remaining in his hand. This player has lost the game.

Hints: Before starting, you can agree to a „punishment“ for the loser. He may have to do some chore or complete a task. If you wish to play a shorter game, sort out all card from 17 to 20 before you draw the face down card that you put aside.

10. Memory “Was liegt wo?”(for 2 to 6 players)

The cards are well shuffled and then placed face down on the table in multiple rows forming a grid of cards. In his turn, the player may flip over any 2 cards. If they have identical numbers, he may pick them up and put them in front of him. If they are different from each other, he must turn them back face down. The player should try to memorize the position of the shown cards. Now the next player in clockwise order does the same. He uncovers 2 cards. When he flips the first card he tries to remember the position of the matching card with the same number and reveals it too. A player who picks up a pair of matching cards he gets to play again until the numbers don't match anymore.

The game ends when all cards are picked up from the table. The player with the most pairs is the winner. This game can also be played with only two colors.

11. Highest card wins “Die höchste Karte gewinnt“ (for 2 to 4 players)

For this game, every player receives the numbers 1 to 11 in one color and takes them onto his hand. The remaining cards are placed back in the box. Now all players chose one card from their hand and place it face down in the middle of the table. They are revealed at the same time. The player who uncovered the highest card gets all the played cards and puts them aside.

If there is more than one highest card (cards with the same number, that is higher than any other number), the played cards are put aside for a while. The player who wins the next round, gains these cards as well. If there is more than one highest number at the last draw, these cards are pulled out of the round. The round continues until players have played their last card. The winner is the player who has gained the most cards.

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