

Tanz der Hornochsen!

by Wolfgang Kramer

Players: 2-8
 Age: 8+ years
 Playing Time: approx. 45 minutes

IDEA OF THE GAME

In this colourful board-game, you're trying to add number tiles to appropriate rows as cleverly as possible. Avoid the cow-pat and bullhead squares, as they will score you minus points. A player who gets minus points moves his game piece forward on the scorekeeping course, towards the dunghill. At the end of the game, the player with the fewest minus points wins – that is, the player whose game piece is furthest away from the dunghill.

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99 tiles
 numbered 1-99



8 game pieces
 in eight different colours



8 screens

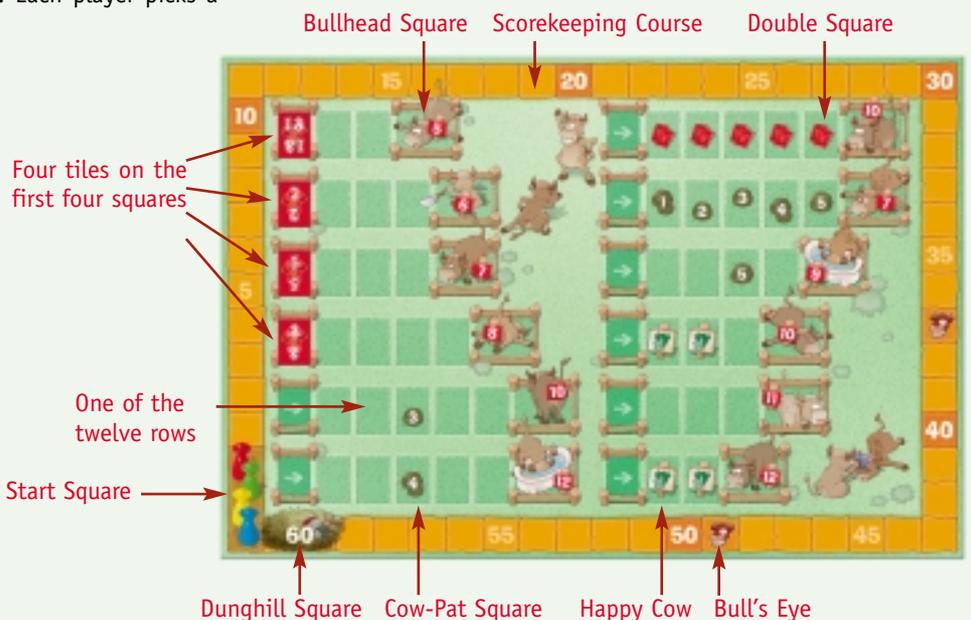


PREPARATION

Place the **game board** in the centre of the table. Each player picks a **game piece** and the **screen** of the **same colour**. All players put their screens up in front of themselves and their game pieces on the start square of the scorekeeping course. Unneeded screens and pieces can be put back into the box. Turn **all 99 tiles** face-down, shuffle them and put them beside the game board, within easy reach of all players, as the supply. Then each player draws **six tiles** from the supply and puts them behind his screen. Make sure the other players can't see your numbers when you turn over the tiles. After that, draw another **four tiles** from the supply and, **in the order they are drawn**, put them on the first squares of the first four rows on the game board (see example illustration).

Note: Those rows on whose first square there is a tile are called **active rows**. Rows on which there are no tiles are not active. There will be four active rows at any given point in the game.

1 game board



HOW TO PLAY (Shall We Dance?)

The game is played in rounds. Each round, all players first play tiles, which are then added to rows on the game board – possibly earning some players minus points in the process. After that, a new round begins.

How are tiles played?

All players simultaneously choose one of the tiles they have behind their screens and put it on the table in front of themselves, **face-down**. Once all players have decided on which tile to play, they all turn over their tiles at the same time. The player whose tile has the lowest number goes first, adding the tile to one of the four active rows on the game board. Then the player with the second lowest number adds his tile, and so on, up to the player with the highest-numbered tile. A new tile is always added to the next free square of an active row.

Which row is a tile added to?

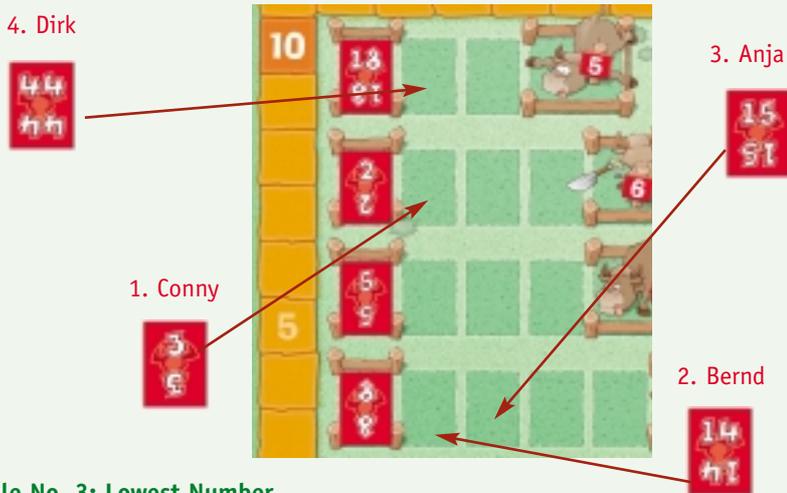
Each tile that has been played always has to be added to one particular row, which is defined by the following three rules:

Rule No. 1: „Ascending Order“

The number of the tile that is added to a row must be higher than the number of the current last tile in that row.

Rule No. 2: „Smallest Difference“

A tile must always be added to the row with the smallest possible difference between the current last tile and the new one. To find out which row that is, you have to compare the numbers of the last tile in each of the four active rows with that of the new tile.



Example: Anja has played the tile numbered “15”, Bernd the “14”, Conny the “3” and Dirk the “44”. “3” is the lowest of the four numbers, so Conny is the first to add her tile to a row. According to Rule No. 1, she can only add it to the row with the “2”. Now it’s Bernd’s turn to place the “14”. According to Rule No. 1, he could put it next to the “3”, the “5” or the “8”. However, observing Rule No. 2, the “14” can only be put next to the “8”, because that will result in the smallest possible difference. Next, Anja puts the “15” next to the “14”, and finally Dirk puts the “44” next to the “18”.

Rule No. 3: Lowest Number

When the number of a tile is lower than the last numbers of all active rows, it must be added to the row with the highest last number.



Example: In the following round, Anja has played the “1”. As the last tiles of the active rows all have higher numbers (“3”, “5”, “15” and “44”), Rules No. 1 and 2 don’t apply – thus Rule No. 3 does. Anja must put the “1” next to the “44”.

What do you get minus points for?



A player who has to put his tile on the **bullhead square** at the end of a row (in other words, who has completed a row), must do the following things in the order listed below:

1. The player gets minus points according to the number shown on the bullhead square, and moves his game piece forward by as many squares on the scorekeeping course.
2. He takes the tile off the bullhead square and puts it on the first square of the **next free** row.
3. He takes all other tiles of that row off the board, chooses **one or two** of them and puts them behind his screen. Then he puts the remaining tiles of the row back into the box, face-down.



Example: Bernd had to put the “63” on the bullhead square showing the 8. This gets him 8 minus points, and he moves his game piece forward eight squares towards the dunghill. Then Bernd puts the “63” on the square directly below the “81”. From the remaining tiles of the row he completed (“53”, “56”, “59”, “60”, “62”), he chooses the “56”, putting it behind his screen. The other tiles he puts into the box, face-down.



The next free row may be one that has been active before, as the illustration on the left shows.

Note: When the bottom rows on the left side of the game board are active, and a new row must be activated, then the tile is placed on the first square of the top row on the right side of the game board. Similarly, when the active rows have reached the bottom end of the right side of the board, the next new row to become activated is the top row on the left.

Cow-Pats



When a player has to put a tile on a **cow-pat square** (within a row), he gets as many minus points as the number on the square indicates, and moves his game piece accordingly. Apart from that, nothing happens.

What else can a player do in his round?

Buy additional tiles

Before playing a tile, a player may **buy 1 to 3** tiles from the supply. Each tile costs **one minus point**, so the player must move his game piece forward one, two or three squares, respectively.

Note: A player may have no more than **nine tiles** behind his screen at any point during the game. Also, you may not buy in rates (buy one tile and look at it, then buy another, ...) When you want to buy, you have to announce in advance how many tiles you are going to buy, and then do so. The first player to announce that he wants to buy can also buy first (which may make a difference – see “The scorekeeping course”, p. 4). If several players announce their wish to buy at the same time, the one with the most minus points goes first. Players may only buy as long as the tiles played have not been turned over yet.

Get six new tiles for free

A player who has no tiles left behind his screen at the end of a round (briefly lift your screen to prove it) and doesn't get a tile for completing a row, either, draws six new tiles from the supply face-down and puts them behind his screen, without getting minus points for them. If there are fewer than six tiles left in the supply, the player only gets as many as there are.

The Double Squares



When the row with the double squares is active and as long as at least one double square **is visible**, all players must play **two** face-down **tiles** at once. Adding them to rows on the board is then done normally – the tile with the lowest number first, etc.

If a player only has one tile left behind his screen before such a round, he **must** buy at least one additional tile. As soon as there are tiles on all but the bullhead square of the double square row, players go back to playing only one tile per round.

Note: Just as any other row, the one with the double squares can be activated more than once during a game.

The Happy Cow Squares



When one of the rows with the happy cow squares is active and as long as at least one happy cow **is visible**, players score **plus points** instead of minus points. A player who scores plus points moves his game piece back towards the start square. When a game piece lands on the start square with points left to spare, those points are wasted. As soon as the happy cows in the active row are covered by tiles, players **immediately** get minus points again.



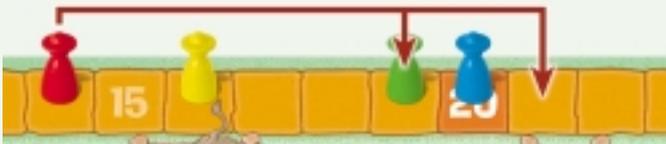
Example: Anja played the “55”, Bernd the “37”, Conny the “86” and Dirk the “83”. Bernd must put the “37” next to the “34”, on the bullhead square. He gets nine minus points. He puts the “37” in the next free row (below the “17”), the “20” and the “23” behind his screen, and the remaining tiles of the row back into the box. The “37” activates a row with the happy cows: from this point on, players get plus points. Anja puts the “55” next to the “37”, then Dirk puts the “83” next to the “80” on a cow-pat square, getting four plus points. Conny follows with her “86”, getting five plus points for the next cow-pat.



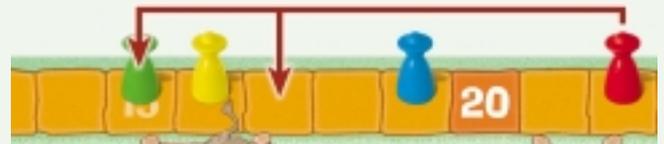
Example: In the next round, Anja plays the "70", Bernd the "56", Conny the "87" and Dirk the "99". Putting the "56" next to the "55", Bernd covers the second happy cow – now everybody scores minus points again. Anja puts the "70" next to the "56". Conny must put the "87" next to the "86", on the bullhead square, and gets seven minus points. Then she puts the "87" in the next free row, below the "68", puts the "78" behind her screen and the remaining tiles of the row into the box. Finally, Dirk puts the "99" next to the "87".

The Scorekeeping Course

The position of the game pieces on the course reflects the score. Apart from the start square, there can only be **one game piece** on a square. When a player must move onto a square on which there already is another game piece, he must move **forward towards the dunghill** until he reaches the next free square. This rule also holds true when a game piece is moving backwards due to getting plus points.



Red gets five minus points and would land on the square occupied by Green. Since this square is occupied, it lands on the square in front of Blue.



Red gets seven plus points and would land on the square occupied by Green. Since this square is occupied, it lands on the square in front of Yellow.

Note: This rule also counts for buying tiles, thus it may sometimes make sense to buy one or two tiles more than originally intended.

Bull's Eye!



There are two **Bull's Eye** squares on the scorekeeping course. As soon as the **first** game piece (that of the player with the most minus points) moves **forward** onto or across one of these squares, the following round is played with open tiles. The player with the fewest minus points must first play his tile **openly**, then the one with the second fewest minus points, etc. The player with the most minus points – i.e., the one who moved on or across the Bull's Eye, plays his tile last, thus being able to see all other numbers played before he chooses. After he has done so, the tiles are put on the game board normally.

Special Cases of Bull's Eye

By getting plus and then minus points, the game piece which is furthest on the course may sometimes reach or cross a Bull's Eye more than once. In that case, there is an open round each time this happens, but **only if** the piece is moving towards the dunghill because of minus points – crossing the Bull's Eye while moving backwards does not cause an open round.

If the row with the double squares is active during an open round, **both tiles** must be played openly.

Buying tiles may also cause an open round. A player who has not played his tile yet **can** still buy tiles from the supply after other players have already played their open tiles.

If there are several game pieces still on the start square (and thus without an order) during an open round, the respective players all play their tiles face-down first and turn them over at the same time.

END OF THE GAME

The game is over at the end of any round in which either of the following situations occurs:

- ➔ A player's game piece reaches or crosses the dunghill square.
- ➔ There are no tiles left in the supply **and** a player neither has a tile left, nor gets one for having to put his last tile on a bullhead square.

Exception: When the last tile has been bought from the supply, and other players still want to buy tiles this round, the tiles needed are taken from the box (face-down). No tiles may be bought anymore in the next round – unless two tiles have to be played and a player only has one tile left.

The winner is the player with the fewest minus points – in other words, the one whose game piece is closest to the start square. The player with the most minus points loses. In case more players move across the dunghill in the final round, the one who moved furthest across this square loses the game.

If you have comments, questions, or suggestions, please contact us:



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