

Alles im Eimer

Preparation

Before the first game, carefully remove the buckets from their frames. Each player takes 15 buckets, 3 of each color. Place unused buckets back in the box. The players choose a starting player and he begins the game.

Deal cards

The starting player shuffles the card deck and deals 12 cards face-down to each player.

- Each player takes his 12 cards as his starting hand. He does not show them to other players.
- Place the remaining cards in a stack face down in the middle of the table as a card supply.

Playing the game

Evaluate cards

Players look at their cards to determine how to build their pyramids. Because players play cards to attack others' pyramids and defend their own, they build their pyramids based on the cards in their hands:

- When a player has many high-valued cards of a certain color, he will be able to protect buckets of this color and should place such buckets lower in the pyramid.
- When a player has no cards in a color or just a few low-valued cards in a color, he will not be able to protect buckets of that color and should place such buckets higher in his pyramid.

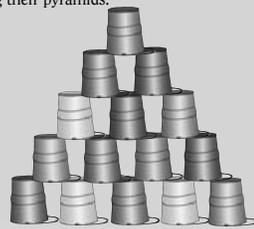
The players should sort their cards by color and value to determine which colors are best protected and which are not. For example, a player has:

1. chicken (yellow): 5 cards, with high values
2. horse (gray): 4 cards, with lower values
3. bull (red): 2 cards
4. sheep (blue): only 1 card
5. pig (green): no cards

Build pyramids

When a player has evaluated his cards, he is ready to build his pyramid. The player uses his 15 buckets to build a 5 level pyramid: 5 buckets on the bottom, 4 on the next level, then 3, 2, and, finally, 1 on the top. Players should keep the following in mind when building their pyramids:

- With 3 of each color, players should distribute buckets of the same color in different parts of the pyramid.
- Place buckets that you have few or low-valued cards for higher in the pyramid.
- Place buckets that you have many or high-valued cards for lower in the pyramid.



This pyramid is an example of what a player with the hand shown above might build.

Of course, each player should choose the tactic that works best for him.

When all players have built their pyramids, the game continues with the playing of cards.

Play cards

- 1) **The starting player begins.** He chooses one animal from the cards in his hand (he sets this animal against his left neighbor to try to knock down a bucket).
 - The starting player selects 1, 2, or 3 cards of the same animal, places them face-up on the table before himself, and announces the sum of the value(s) of the card(s) played.
 - The starting player draws 1 card (the top-most) from the supply deck, adding it to his hand.

- Important:** a player only draws 1 card each turn, even though he may play several cards.
- When the supply deck is exhausted, shuffle the discard stack and place it face-down as a new supply deck.
 - If a player forgets to draw a card on his turn, he has lost his chance and may not draw it later.

2) **The player's left neighbor takes his turn.** He may play up to 3 cards of the same animal as the starting player, announcing their total value, but must, by playing cards, play cards that exceed the total value of the cards played by the starting player (thus, defending against the animal).

Example: the starting player plays a horse valued at 5. Then, his left neighbor plays two horse cards, valued at 3 and 7, for a total value of 10.

3) If a player, on his turn, can (and chooses to) play cards that **exceed** the total value of the cards played by his right neighbor:

- He has **defended** himself against the animal.
- The player draws **one** card.
- His turn ends and his left neighbor takes his turn in the same manner: he may play up to 3 cards of the same animal to exceed the value of the cards played by his right neighbor.

4) The game continues in clockwise order, with each player trying to play cards to defend his pyramid against the animal cards played by his right neighbor. If, on a player's turn to play cards, he has cards on the table from his previous turn, he may play 1 to 3 more cards of the same animal, adding them to his previous total and announcing the total sum. This must exceed the total of his right neighbor.

5) If, on a player's turn, he cannot or chooses not to play cards that **exceed** the value of the cards played by his right neighbor, he will lose one or more buckets from his pyramid.

Lose bucket(s)

When a player cannot or chooses not to play cards on his turn, the animal attacks his pyramid, knocking over one or more buckets.

- The animal knocks over one bucket of his favorite color. The player chooses one bucket of that color, removes it from his pyramid, and places it back in the box.
- The player must also remove any bucket from his pyramid that was supported by any bucket removed. These buckets are also placed back in the box.

Example:



Starting pyramid.



The player must lose a green bucket, so he, naturally, chooses the one at the top.

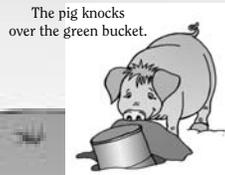


He must lose a blue bucket, so he loses the blue bucket and the red and yellow buckets that are supported by the blue bucket he loses.

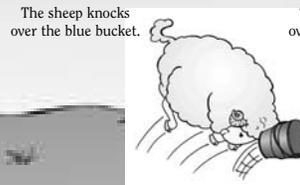
As soon as the player puts his lost bucket(s) in the box, all players place the cards they played in the round face-up on the discard stack.



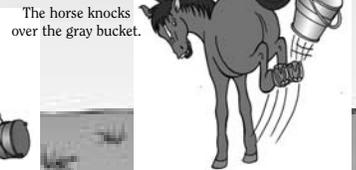
The bull knocks over the red bucket.



The pig knocks over the green bucket.



The sheep knocks over the blue bucket.



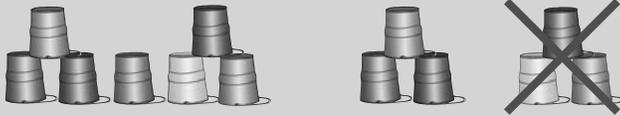
The horse knocks over the gray bucket.

Now the player who lost one or more buckets becomes the new starting player for a new round of playing cards.

- He chooses an animal from his cards (any animal, including the one just played).
- He plays 1, 2, or 3 cards of this animal, announcing the total value of the card(s).
- And the other players follow as before in clockwise order.

When a player must remove a bucket and he has no bucket of that color in his pyramid, he must remove a bucket of another color (of his choice) from his pyramid.

If a player removes a bucket that separates his pyramid into two parts, he must remove all the buckets of one of the parts (his choice).



Example: the player must remove a green bucket. When he does, this separates his pyramid into two parts. Here, he chooses to remove the three buckets on the right.

Game end and scoring

When a player loses the last bucket from his pyramid, he is out of the game. That means that a player with as few as one or two buckets left is still in the game. The game continues with the left neighbor of the player who lost his last bucket as the new starting player.

The game ends, when

- with 3 or 4 players, one pyramid is completely destroyed.
 - with 5 or 6 players, two pyramids are completely destroyed.
- The player with the most remaining buckets is the winner!

Players may want to play several hands, summing the score from each hand to choose a winner. In this case, a player's score for each hand is the number of buckets he has left at the end of the hand. Players can either play a set number of hands or to a set score. The player with the most points at the end of the game is the winner!

Tips for playing the game

Two possible starting tactics for the starting player:

- Power:** he can choose an animal that he has many high cards for.
- Bluff:** he can choose an animal that he has just one card for. In this case, it is best if he has a bucket of this color at the top of his pyramid so that is all he loses if the turn comes back to him. In this case, he risks only one bucket. It may be best to plan this when building the pyramid.

The author

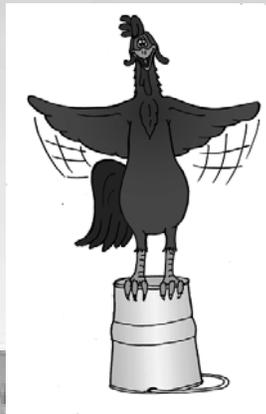
Stefan Dorra is a speech therapist by training, and has designed several games. He designs games for children, families, and sophisticated adults. Many of his games have been selected for inclusion in the Spiel des Jahres list or have received a Deutsche Spiel Preis in Germany. His latest game is a blast for the whole family.

We thank all the playtesters and rule readers for their help with this game.

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Stefan Dorra

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for 3 to 6 players aged 8 and up



Contents

- 4 cardboard sheets with buckets in 5 colors
- 18 buckets in each color (plus 1 extra bucket)
- 110 cards in 5 colors
- 22 cards in the color of each bucket/animal
- 2 each of numbers 1 and 8; 3 each of numbers 2 through 7
- 1 rule booklet

Overview

In this game, players work to protect their bucket pyramids from the farm animals, while attacking other players' pyramids. The players play cards with animals on them. Each animal has a favorite colored bucket. The cards put the animals in action to try to knock over another player's bucket of that animal's favorite color. The other players respond with cards of the same animal to protect their pyramid and to attack another player's pyramid at the same time. When a player cannot or does not play cards to defend his pyramid, he loses a bucket of the animal's favorite color from his pyramid. When a player loses a bucket that supports other buckets in his pyramid, he loses those buckets as well.

At the end, the player with the most buckets left in his pyramid is the winner!