



ELEVEN STARTS!

- Shuffle the 80 cards well and deal them face down to the players as follows:
 - 2 - 3 players: 20 cards each
 - 4 players: 15 cards each
 - 5 players: 12 cards each
 - 6 players: 10 cards each

The rest of the cards should remain face down in the pack.

For two players it is a good idea to remove the 20 blue cards at the start and play with just 60 cards.

- The player with the **red eleven** goes first. This card should be placed face up in the middle of the table. If there is no red eleven among the dealt cards, then the player with the eleven in another color goes first. The order of precedence is **yellow, green, blue**. If there is no eleven among the dealt cards at all, the cards must be reshuffled and dealt once more.
- It is now the turn of the next player on the right and s/he has three possibilities:
 1. S/he lays a **10 of the same color to the left of the eleven already played or a 12 to the right**. Cards of the same color should be placed on top of each in the sequence 10 - 1 or 12 - 20 in each case.
 2. S/he lays **another eleven** above or below the eleven already played and

thus starts a new row.

3. S/he is **unable to go and must take a card from the pack**, which is face down. If the card matches, s/he can play it at once. If the card does not match, s/he must take another card, but up to a maximum of three cards. The it is the turn of the next player.

- Each player can play not just once card but **as many matching cards as s/he likes** when it is his/her turn.
- Matching cards do not have to be played however. It is a favorite trick **to hold back** certain cards as long as possible. In this way other players can be prevented from playing their cards.
- **The round is won** by the first player able to play his last card. The other players should add up the values of their cards and make a note of the totals on a piece of paper.

The overall game e.g. after 3 - 5 rounds, is won by the player with the lowest final total.