

game rules



game rules

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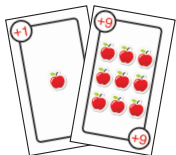
162 Cards:

- 72 addition cards: contains 8 sets of numbers +1 through +9
- 72 subtraction cards, contains 8 sets of numbers -1 through -9
- 18 Sign Change cards

object of the game

To lay down two or more cards having totals of +9, +8, +7, +6, +5, +4, +3, +2, +1, and 0, **in that order**, using as many cards as possible. Players receive one point for each addition or subtraction card used, and two points for each sign change card used.

Functions of the cards

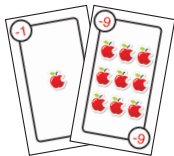


Addition cards

(+1 through +9):

Add the number on these cards to the numbers on other cards to get a

specific target value. Each addition card laid down is worth **1 point**.

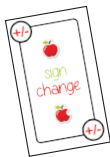


Subtraction cards

(-1 through -9):

Subtract the number on these cards from the numbers on other cards to

get a specific target value. Each subtraction card laid down is worth **1 point**.



Sign Change Cards:

These must be played with another addition or subtraction card. These cards change an addition card to a subtraction card,

or a subtraction card to an addition card. Each Sign Change card laid down is worth **2 points**.

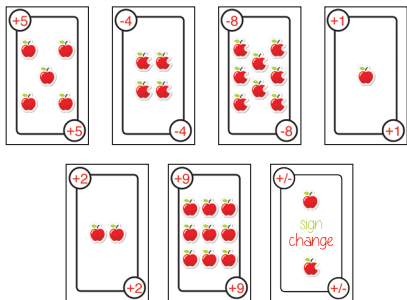
HOW TO PLAY

Designate someone to be the dealer. He or she deals seven (7) cards to each player, and lays the remainder of the cards face down on the table. This is the draw

pile. He or she then turns the top card of the draw pile over, and places it face up beside the draw pile. This is the discard pile.

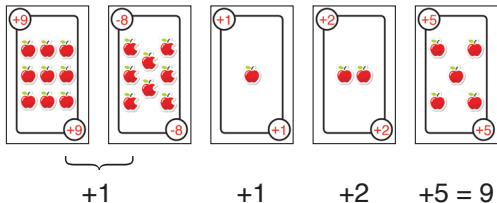
The person sitting to the left of the dealer (Player 1) begins play by drawing a card from either the draw pile or the discard pile as they choose. They then look at the cards in their hand to determine if any combination of two or more cards will equal +9. ***You may not lay down only one card for your target number!***

Here is an example of a possible hand of cards for Player 1 on their first turn:



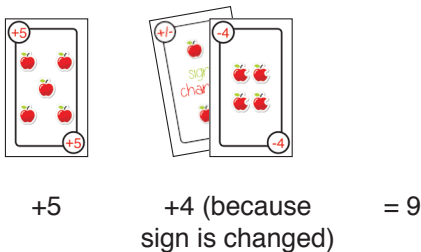
Player 1 must try to combine two or more of the cards in this hand to make the number +9 using as many cards as possible.

There are two ways Player 1 might do this:



This hand is worth one point for each card, 5 points.

Or:



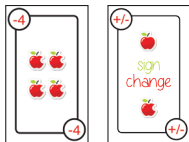
This hand is worth one point for each addition and subtraction card, and two points for the sign change card, 4 points.

In this case, the first option is best, as it earns the most points. Player 1 lays down these cards.

Finally, Player 1 must discard one card of his or her choice onto the discard pile. Their turn is then over, and play proceeds to the left.

On their next turn, Player 1 must draw enough cards from either the draw pile or the discard pile (not both) to make a hand of 7 cards.

Here is what Player 1 currently has in their hand:



Player 1 must therefore draw 5 cards.

After Player 1 draws 5 cards, they must attempt to lay down cards to equal +8, as they did before to make +9. If they cannot, they must discard a card, and play

proceeds to the left. If they are able to lay down cards for more than one target number (+8 and +7, for example) they may play them in the same turn.

REMEMBER: You may not be able to lay down cards every turn—that is, you may not get the cards you need to sum to a particular number every time you pick up new cards. THAT’S OK! Just discard one, and move on to the next player!

End of the Game

All players begin by attempting to lay down cards that sum to +9. After they have done this, they must next attempt to lay down cards that sum to +8, then +7, and so on. ***As soon as a player lays down cards that sum to zero (0), the game is over.***

Winning the Game

When the game is over, all players count the number of cards they have laid down. Each addition and subtraction card is

worth 1 point, and each Change Sign card is worth 2 points. The player with the highest points wins.

Penalties

If a player lays down an incorrect formula (that is, the sum of the numbers does not equal the goal number), another player may point out the mistake. The player who made the mistake must then put all these cards back in their hand, discard one card, and their turn is over.

However, if the player notices their own mistake before any of the other players, they may be allowed to try to create the correct formula again, as though the mistake was not made. If they cannot, they must put all the cards back in their hand, discard one card, and their turn is over.



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