

The **Z**ero Game

For two to four players

Materials: 5 chips for each player; 1 place marker; 30 subtraction cards (1-10) and 5 addition cards (2, 4, 6, 8, 10)

Objective: To have the most chips at the end of the game.

To Play:

1. Each player takes five chips.
2. Players decide who will be the dealer and who will go first.
3. The dealer shuffles the cards from the deck and deals three cards to each player. The remaining cards are placed face down. This is the DRAW pile.
4. The marker is placed on **30**.
5. The first player puts one of his or her cards face up next to the DRAW pile. This is the STACK. The player subtracts the number of the card played from 30, announces the new number, and moves the marker to the new number. The player then draws a card from the DRAW pile to replace the card that was played.
6. Players take turns placing one card on the STACK, subtracting the number from the number that the marker is on, and announcing the new number. Players move the marker to the new number and draw a new card from the DRAW pile to replace the played card.
7. Turns continue until the number **0** is reached.
8. If a player moves the marker below **0**, he or she must put one of his or her chips in the center (called the Chip Kitty). The cards are shuffled and a new round is started.
9. If a player lands on exactly zero, he or she gets to collect all the chips in the Chip Kitty *and* one chip from each player. The cards are shuffled and a new round is started.
10. The game is over when one player runs out of chips. The winner is the person with the most chips.

