

-ABSOLUTE+™

The Card Game Where
Having Nothing
Means Everything

NONYMOUS
GAMES

ALTERNATE GAMEPLAY RULES

Below are gameplay variations with alternate rules that you can use to change the base game for a new challenge. In some cases the maximum number of players is changed based on the gameplay, and the estimated play time is updated. Unless otherwise stated, use the main game rules and then apply the rules for the game version you want to play.



RISING TIDES

 2-5  25-50 min

A player's first played set in the first round needs to start with at least 4 cards (rather than the normal 3). In the second round their first set needs to start with at least 5 cards, and in the last round their first set needs to start with at least 6 cards.

BLUE SHELL

 2-6  20-40 min

The winner of each round takes the lowest absolute card (except zero cards) from each of their played sets. These will be used to start their next hand, along with additional dealt cards to get up to their 5 starting cards.

NOT ENOUGH FISHIES

 2-6  25-50 min

Each round the maximum number of cards you can hold in your hand decreases by 1 (7 for the first round, 6 for the second round, and 5 for the third round).

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POISON PILL

 2-6  20-40 min

Zero cards carry a -10 point penalty when used in a set. If a player has a zero in two or more sets, then the zero cards have no penalty. Players can't earn less than zero points.

STARTER PACK

 2-6  15-30 min

Each player gets to preserve one card of their choice from each of their sets to use at the start of the next round, except for zero cards. They can preserve up to 5 cards for their starting hand.

EINS

 2-6  10-30 min

An Uno-like game played with an Absolute deck. The goal is to play all of your cards first.

SETUP: Deal 7 cards to each player. Place the deck in the middle of the table and flip the first card face up next to the deck. If the first card is a zero flip over the next card.

TURNS: Turns proceed clockwise. On your turn, you can play any card that either:

- Matches the absolute number of the current revealed card
- Matches the suit of the current card

If you do not have a card that matches the current absolute number or suit, you must draw a card from the deck. If you draw a card you can play, you may play it.

SIGNS: If you play a card that is the opposite sign of the current card, the direction of play is reversed (ex: current card shows -2, and you play a +2, now play proceeds counter-clockwise). For a 2-player game the next player would be skipped and you immediately play your next card.

ZEROS: Zero cards are wild and can be played against any card. You select the number the zero card represents. The next card played can either match the suit of the zero card or the number you selected. If the played zero card switches the current sign, the direction of play is reversed.