

-ABSOLUTE+

HAVING NOTHING MEANS EVERYTHING

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OBJECTIVE: Score points by playing sets of 3 or more cards whose sum equals zero. Sets with larger absolute number cards are worth more points (-9 is worth more than +4). Extra points for sets with more cards, runs, same suits, or 4 of a kind (see **Scoring**). **Highest score after 3 rounds wins.**

SETUP: Deal 5 cards to each player. Place the deck on the table. Reveal the top card and place it next to the deck. This will be the discard pile.

ROUNDS: Turns proceed clockwise until one player has played at least 3 sets and discarded their last card. This is called “going out.” Each remaining player takes a turn until play comes back to the first player that went out. The round is then scored (see **Scoring**).

TURNS:

1. Draw a card from the top of the deck or the top of the discard pile. If there are no cards left in the deck, leave the top card of the discard pile and shuffle the rest.

2. [Optional] You can Swap up to 2 cards from your hand with up to 2 cards in any one set, including other players' sets (see **Swapping**).

3. [Optional] Play sets of 3 or more cards whose sum equals zero, add cards to already played sets, or play cards and regroup your sets into new sets (see **Regrouping**).

4. Discard a card, or say “Hold” if you haven’t played any cards and don’t need or want to discard (see **Discarding**).

DISCARDING: Players may always discard a card at the end of their turn. It is required if they played one or more cards (placed a set, added cards to their existing sets, or regrouped their sets), or have more than 7 cards in their hand (discard down to 7). *Swapping cards does not count as playing a card (see **Swapping**).*

If there are no cards in the discard pile at the end of a player's turn, flip the top card of the deck onto the discard pile.

ZERO CARDS: Zero cards act like wildcards and can be played as any number from 0-10, with the following restrictions:

- Only one zero card may be used per set.
- If the represented number is 1-10, it must use the card's sign: negative (red/black), or positive (blue/white).
- They can only be swapped for their represented value (see **Swapping**)
- They can only change their represented value when

regrouped to another set (see **Regrouping**)

- They can be part of a Run of cards (see **Scoring**) but only as a 0, even when representing another number.
- They cannot change their represented number when cards are added to a set:

-2●, +2♦, +0■: The zero here is representing a +0. The player tries to add -8■ and +1♦ to their set:

-2●, +2♦, +0■, -8■, +1♦

This would change the +0 to a +7 without moving the zero to a new set, which is not allowed.

SWAPPING: After drawing a card and before playing cards, you can swap up to 2 cards from your hand with up to 2 cards from any one set on the table, as long as the player of that set hasn't gone out (see **Locked Sets**). The set must still sum to zero and have 3 or more cards, and swapped card(s) return to your hand. Swapping cards does not count as playing a card, so you don't have to discard (see **Discarding**):

-2\square, -3\diamond, -4\square, +9\square:

The -2 and -3 can be swapped for a -5, a -1 and -4, a -0, etc.

*Swapping the -3♦ with a -3■ or -0■ would double the score of this set (see **Scoring**).*

If a set has a zero card, the other cards in that set can be swapped so long as the represented value of the zero card doesn't change:

-2●, -3♦, -4■, +0■

*The -3 and -4 can be replaced with a -7 to make this set worth more points (see **Scoring**). This leaves the +0 (which is acting as a +9) unchanged.*

Zero cards can be swapped out if the swapped card(s) equal the represented value of the zero card:

$-2\bullet, -3\spadesuit, -4\blacksquare, +0\blacksquare$: The $+0\blacksquare$ can swap with a $+9$, or $+4$ and $+5$, etc.

$-2\bullet, +2\spadesuit, +0\blacksquare$: The $+0\blacksquare$ can be swapped with any +/- pair, such as $+8$ and -8 .

ILLEGAL SETS: If an illegal set (a set that doesn't add to zero or has less than 3 cards) is found, immediately discard the set after the current player's turn, placing the lowest absolute number on top.

REGROUPING: You can play cards to change your sets or create new sets:

Current Set: -1♦, -2♦, +0●: 2 pts

Plays: +5●, -8●, +3♦: 8 pts

Regroups to:

-1♦, -2♦, +3♦ = 6 pts

+5●, -8●, +0● = 16 pts

*The player played a new set then regrouped their sets for more points (see **Scoring**). The zero is allowed to change value from +0 to +3 because it has been regrouped to a new set.*

LOCKED SETS: If a player has gone out (see **Rounds**) their sets are considered “locked” which means cards cannot be swapped to/from their sets (see **Swapping**).

SCORING: For each set, check for the following (in order). *NOTE: For scoring (including Runs and 4 of a Kind), zero cards are the number 0.*

1. Base Points: The largest absolute number is the base points for that set:

+0■, -4♦, -5■ = 5 pts

2. Extra Cards: Add 1 point for each card beyond 3 in the set:

-0●, -2■, -4♦, -4■, +10■

10 pts + 2 cards = 12

3. Runs: Add 1 point for each card in a positive or negative run of 3 or more cards (numbers in order: -1, -2, -3..., +0, +1, +2..., etc.):

-9■, +0●, +1♦, +2♦, +3■

9 pts + 2 cards + 4-card run = 15

4. Suits/4 of a Kind: If all cards are the same suit or a set contains 4 or more of the same absolute number, double the total:

+2\square, +3\square, +4\square, -9\square

(9 pts + 1 card + 3-card run) x 2 = 26

+7\square, +7\bullet, -7\spadesuit, -7\square

(7 pts + 1 card) x 2 = 16

5. Unplayed Cards: Subtract points for the largest absolute number in your hand plus the number of additional cards:

-1\bullet, -4\spadesuit, +7\spadesuit: -7 pts - 2 cards = -9

6. Combine the value of all your played sets minus the cards in your hand to get the total for that round.

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SO LITTLE TIME

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