

-ABSOLUTE+™

The Card Game Where
Having Nothing
Means Everything

NONYMOUS
GAMES

ABOUT THE GAME

Absolute is a card game for 2-6 players where you play sets of 3 or more cards that add up to zero. The largest absolute number in that set of cards is the base points for a set, and you have to play at least 3 sets and discard your last card to go out. Each round players get a chance to build or improve their own sets for more points and mess with those of other players to reduce their points. The goal is to make the highest value sets and earn the most points after 3 rounds.

Zero cards are special: they can mimic other card values, but have their own set of rules and limitations that make their use more strategic.

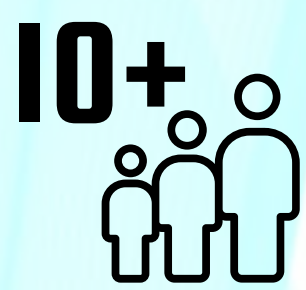
The player with the highest total score after 3 rounds wins.

OBJECTIVE

Score points by making sets of 3 or more cards whose total equals zero. **Highest total score after 3 rounds wins.**

SETUP

Deal 5 cards to each player. Place the deck on the table and reveal the top card, placing 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**). A game is played to 3 rounds, though you could play more rounds if you wish.

TURNS

Each player does the following on their turn (in order):

1. Draw a card from the top of the deck or the top of the discard pile.

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

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

3. [Optional] Play cards by:

- Placing sets of 3 or more cards where the sum of the cards is equal to zero, or...
- Adding cards to already played sets, or...
- Playing cards and regroup current sets into new sets (see **Regrouping**).

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

DISCARDING

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

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

ZERO CARDS

Zero cards are 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 value is 1-10, it must use the card's sign: negative (red and black), or positive (blue and white)
- They can be swapped for the value the zero is representing (see **Swapping**)
- They can change their represented value when being regrouped to another set (see **Regrouping**)
- They can be part of a Run of cards (see **Scoring**) but only as a zero, even when representing another number.
- Zero cards cannot change their represented number when cards are added to or swapped from an existing set:



Zero card
represents a 0

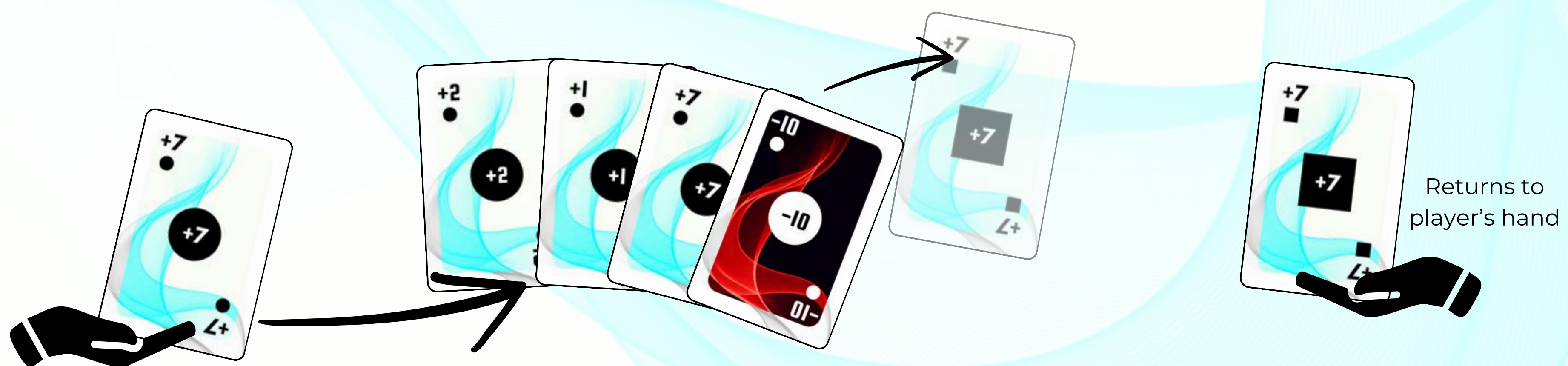


Zero card cannot change to +10
in the same set

The zero card is representing a +0. A player has -8● and -2■ in their hand, and tries to add to their set: -2●, +2♦, +0■, -8●, -2■. This would change the +0 to a +10 without moving it to a new set, which is not allowed.

SWAPPING

After drawing a card you can swap up to 2 cards from your hand with up to 2 cards from a single set on the table, so long as the player of that set hasn't gone out (sets of a player that has gone out are considered "locked" and cannot be swapped with). The affected set must still sum to zero, and swapped cards must retain their original summed value in the set. The swapped card(s) return to your hand (this does not count as playing a card to the table).

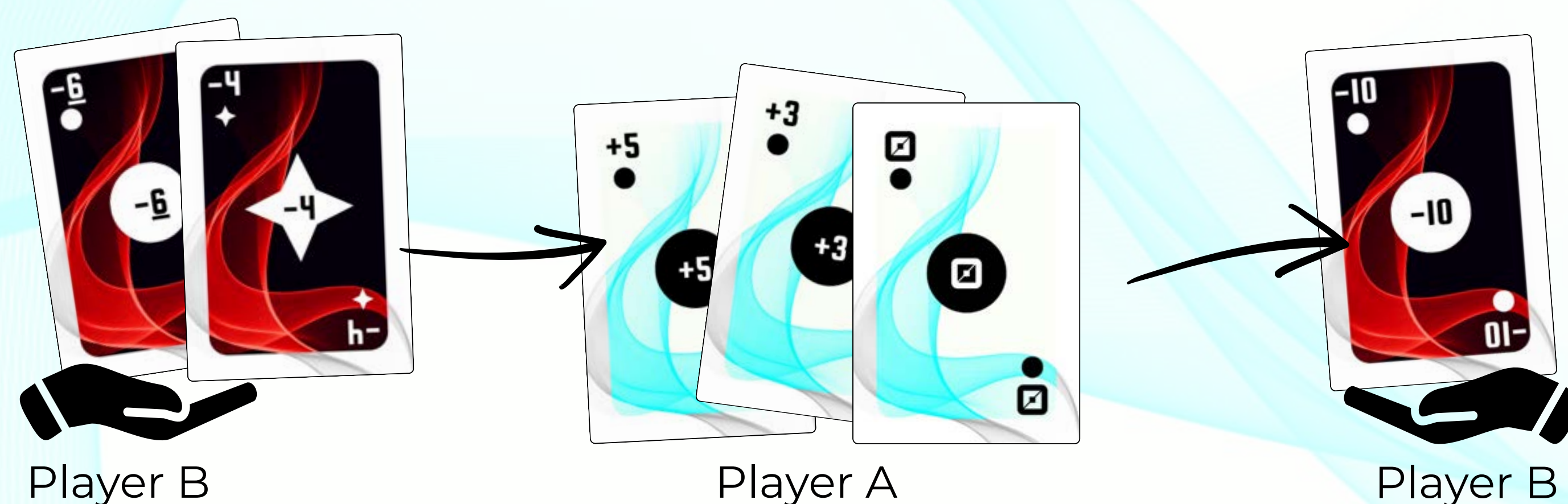


*In this example, the set had a 7■ in it. The player swaps the 7■ from their own set with a 7● from their hand. This doubles the score of their set by having all the same suit (see **Scoring**).*

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:



*Player A plays this set, where the zero card is a +2. This set is worth 22 points (see **Scoring**)*



*Player B swaps the -10 with -6 and -4 cards, placing the -10 card in their hand. This leaves the zero card unaffected (representing a +2) and drops that set down to just 8 points (see **Scoring**); a massive hit to Player A!*

SWAPPING (Continued)

Zero cards can be swapped as long as the swapped cards equal the intended value of the zero card:



The zero in the set on the left represents a +7. A player could swap the zero with a +7 card (or a +2 and +5, etc.), placing the zero card in their hand.

REGROUPING

You can play cards to regroup your current sets (make new sets from old ones). This allows you to maximize your points and make up for attacks by other players. You must play at least one card to regroup your sets.



The player starts with the set 1♦, -2♦, +0●, worth only 2 pts. They play from their hand +5●, -8●, and +3♦ cards as a new set. They realize, "Hey, I can make way more points if I change my sets!" They regroup to a set with -1♦, -2♦, +3♦ (all diamonds), and +5●, -8●, +0● (all circles), each worth double-points because they have all matching suits (see **Scoring**). The zero can change value because it has been regrouped to a new set.

ILLEGAL SETS

An illegal set is one that doesn't add to zero. Discard the set immediately after the current player's turn, placing the lowest absolute number on top.

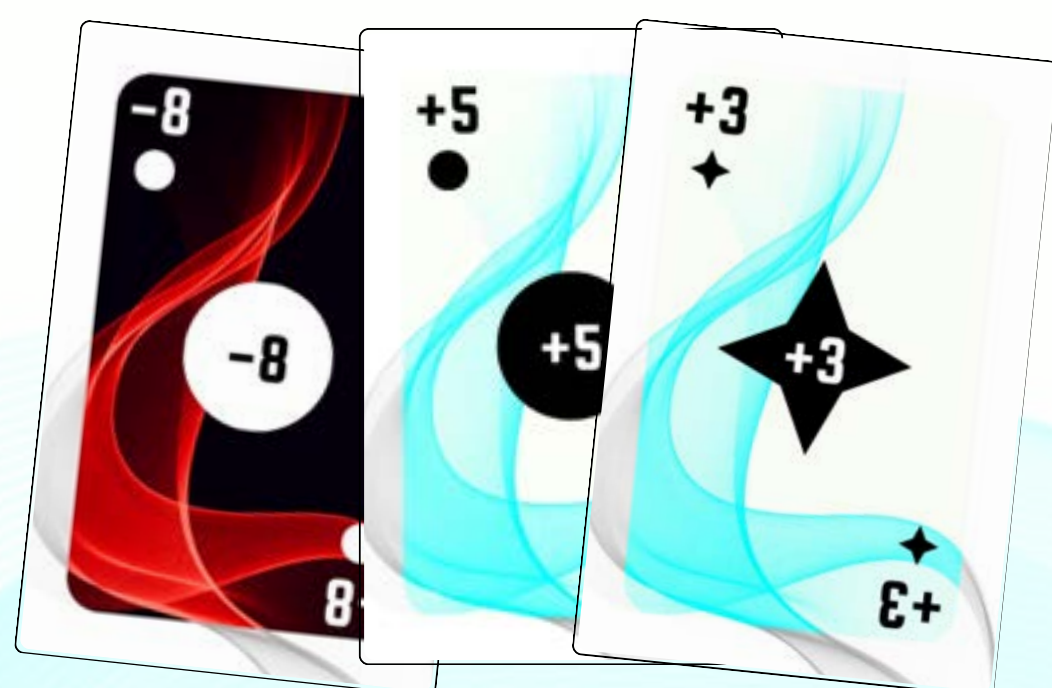
In this example, the set doesn't add to zero. Maybe the player thought they placed a -10? Discard this set and place the -1 on top.



SCORING

For each set played, we check the following (in order):

1. Base Points: the largest absolute card number (ignore the sign) is the base points for a set. *NOTE: For scoring, zero cards are the number 0, even when representing another number.*



= 8 pts

The -8 is the largest absolute number in this set, so the base score for this set is 8.

2. Extra Cards: +1 point for extra cards in the set (more than three).

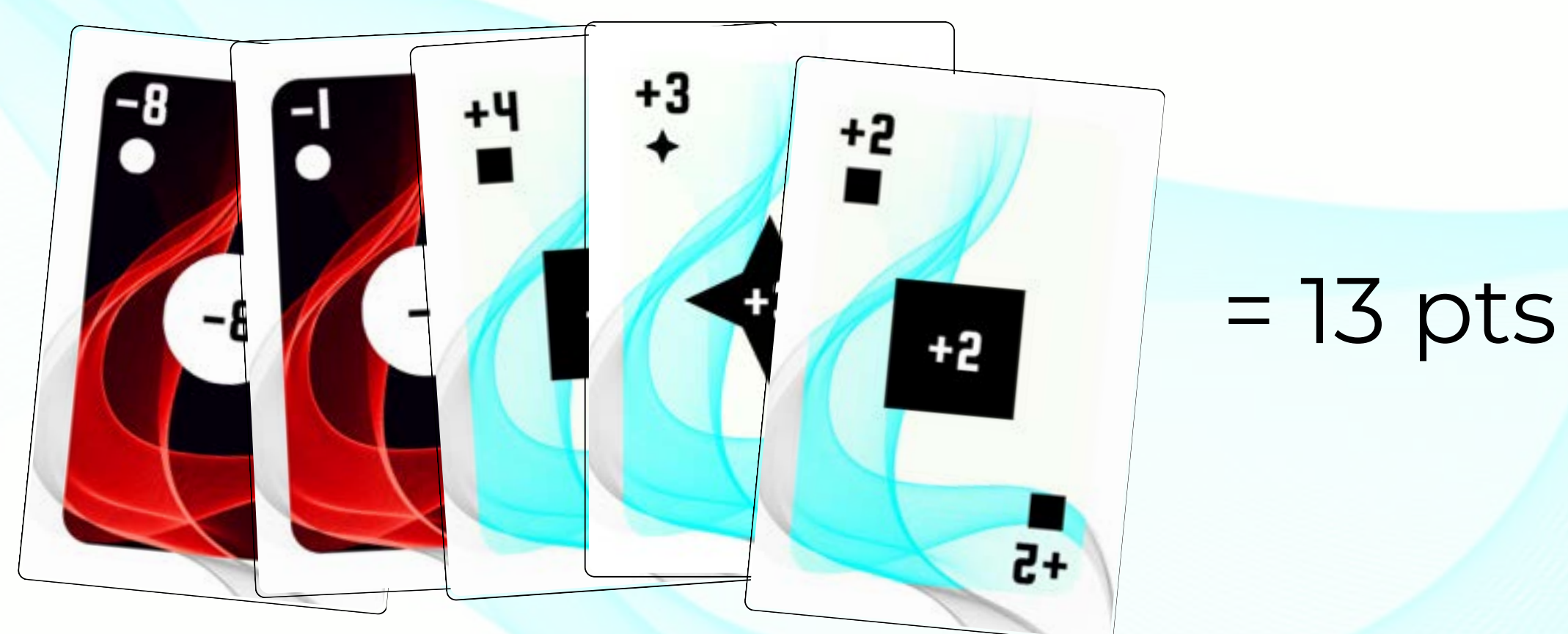


= 10 pts

8 base points + 2 extra cards = 10

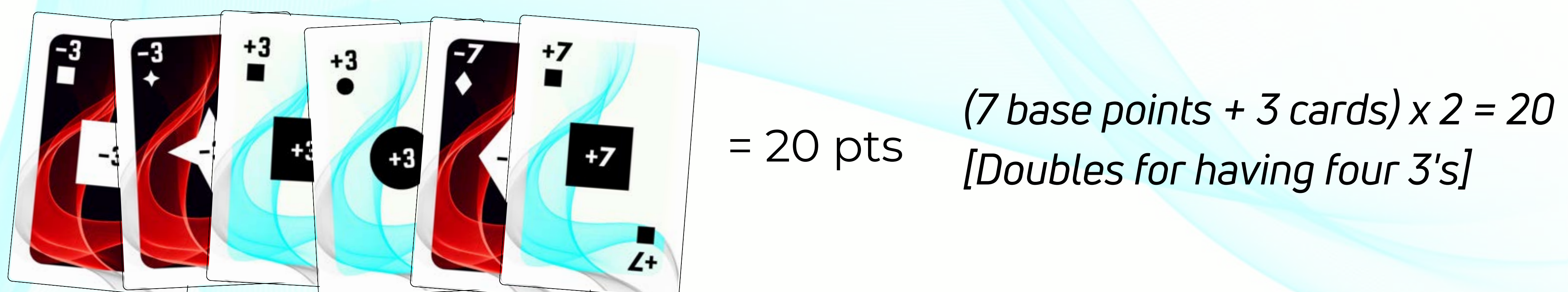
SCORING (Continued)

3. Runs: +1 point for each card in a positive or negative run of three or more cards (numbers in order: -1/-2/-3...). *NOTE: Zero cards can be in a run as a 0 (such as +0/+1/+2...) even if they are representing another number because we're just looking at the number on the card when scoring, not what it represents.*



8 base points + 2 extra cards + 3-card run (+2/+3/+4) = 13 points

4. Suits or 4 of a Kind: If all the suits in a set match, or a set contains 4 or more of the same absolute number (ignore the sign), double the total. *NOTE: Zeroes representing a number do not count in 4 of a Kind; we're just looking at the number on the card when scoring, not what it represents.*



SCORING (Continued)

5. Unplayed Cards: You lose points for any cards left in your hand at the end of a round. Take the largest absolute number, plus the number of additional cards.



= -9 points

*If these cards were left in your hand,
you have: 7 base points + 2 other
cards = 9 points to subtract*

6. Combine the score for all your played sets (and any negative points from unplayed cards) for your total for that round.



= 13 pts

= 9 pts

= 9 pts



= -3 pts in Hand

TOTAL: 28 pts

In this example round, the player had 3 sets, but the didn't go out (had two cards left):

Set 1: 8 base pts + 2 extra cards + 3-card run = 13

Set 2: 9 base pts = 9

Set 3: 8 base pts + 1 card = 9

In hand: 2 base pts + 1 card = -3

Total for the round: 13 + 9 + 9 - 3 = 28 pts