



If Zero Stop™

Plus • Minus • If Zero Stop

Each package comes with one card case, instructions, and 54 cards. There are 18 "plus" cards, 18 "minus" cards, and 18 "zero" cards in each deck.

The Official Rules

1. If you want to play multiple rounds, the official number of rounds is 10; however, any number can be picked by the players before the game begins.
2. Pick a random person to go first. Shuffle the deck. Each person draws from the top of the deck, nothing is dealt out.
3. First player picks the top card of the deck and flips the card to show everyone what it is. There are only three things that could happen:
 4. A Zero card "0" was picked:
Keep the card. Put the card in front of you face up. Stop. It becomes the next player's turn.
 5. A Minus card "-" was picked:
Keep the card. Put the card in front of you face up. If you have a Zero card in your pile, throw it away into the discard pile face up. If you don't have a Zero card, throw away a Plus card. If you don't have a Plus card, throw away a Minus card. It becomes the next player's turn.
 6. A Plus card "+" was picked:
Keep the card. Put the card in front of you face up. Grab another card from the deck. If Plus, pick another card. Repeat until the card is not a Plus card. If Zero Stop, it becomes the next player's turn. If Minus, then throw away a Zero; if you have no Zero, throw away a Plus; if you have no Plus throw away a Minus. Stop. It becomes the next player's turn.
7. Keep on playing until the whole deck is used up once, then see who won.
8. Each player counts up the value of the cards: Zero is worth "0". Plus is worth "+1". Minus is worth "-1". Throw away Zeroes. Then, throw away each Plus and Minus pair since they cancel out. Whatever is left, add up the points, highest wins.
9. Repeat until all rounds are finished!
10. There is no rule number 10.