



Make Zero

A game for 2-6 players.

Cut out the 40 number cards (see page 2).

1. One of the players is the dealer. This one shuffles the cards and puts down 9 cards, face-up (3 rows of 3).
2. All players (including the dealer) check if they can choose a set of 3 from these cards, which adds up to 0.
3. If you see a set you call 'Zero', and if that is correct you take the three cards.
4. If there is no set to make, three cards are added.
5. If there is a miscalculation, you may not play again until someone else calls 'Zero'.
6. The play continues until all cards are used up (until there is no more set to make).
7. The person with the most sets wins



<u>-10</u>	<u>6</u>	<u>7</u>	<u>3</u>	<u>4</u>
<u>-9</u>	<u>5</u>	<u>8</u>	<u>2</u>	<u>5</u>
<u>-8</u>	<u>0</u>	<u>9</u>	<u>1</u>	<u>6</u>
<u>-7</u>	<u>3</u>	<u>10</u>	<u>-1</u>	<u>7</u>
<u>-6</u>	<u>2</u>	<u>-10</u>	<u>-2</u>	<u>8</u>
<u>-5</u>	<u>1</u>	<u>-8</u>	<u>-3</u>	<u>9</u>
<u>-4</u>	<u>-1</u>	<u>-7</u>	<u>-4</u>	<u>0</u>
<u>-3</u>	<u>-2</u>	<u>-6</u>	<u>-5</u>	<u>-9</u>