$\mathbb{Z}_2^6$ERO SUM$\mathbb{Z}_2^6$

A competitive game of skill for
2 to 6 players. Players find and collect
sets of cards with certain patterns.
The player with the largest collection wins.

Game contents

63 cards
instruction sheet

Rules and tips

Object of the game

Cards are placed face up on a table. The object of the game is to spot certain sets called "zero sumz" of cards and take them before someone else does. When the deck is finished, the player with the most cards wins.

Verifying a zero sum

If a set of cards has an even number (zero is even!) of each shape, it is called a *zero sum*. These are the sets to look for during gameplay. You may use this method to verify a zero sum after it has been found, but shape counting is not the best way to find a zero sum.

## Finding a zero sum: double shapes cancel out

Counting shapes is not usually the easiest way of finding a zero sum. Instead, you can "add" cards in your head by visualizing them superimposed, one on top of the other. The card resulting from an addition has shapes precisely where exactly one of the cards being added had a shape (but double shapes cancel!).
Here is an example:

Two cards in the set so far | Two squares cancel out | Look for this card or a set that adds to it
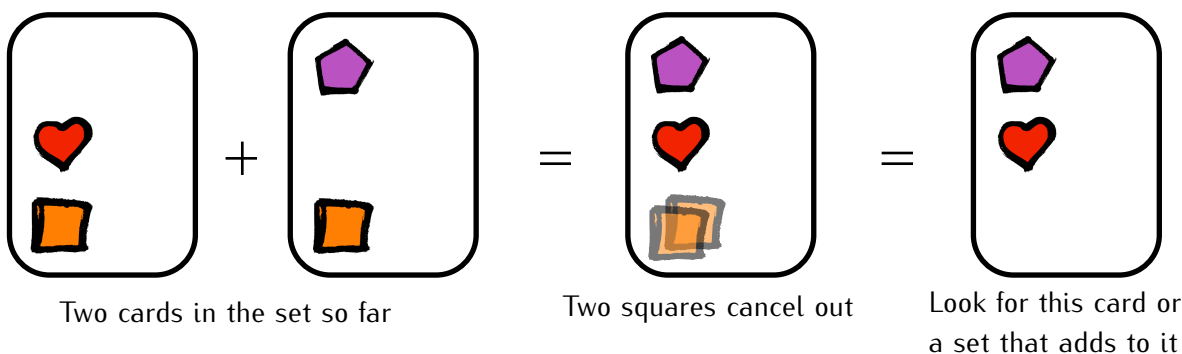
Example zero sum

The four card zero sum in the green bubble has an even number of each type of shape. A zero sum may contain any number of cards except one or two. This configuration could happen in *Seven Card Challenge.*
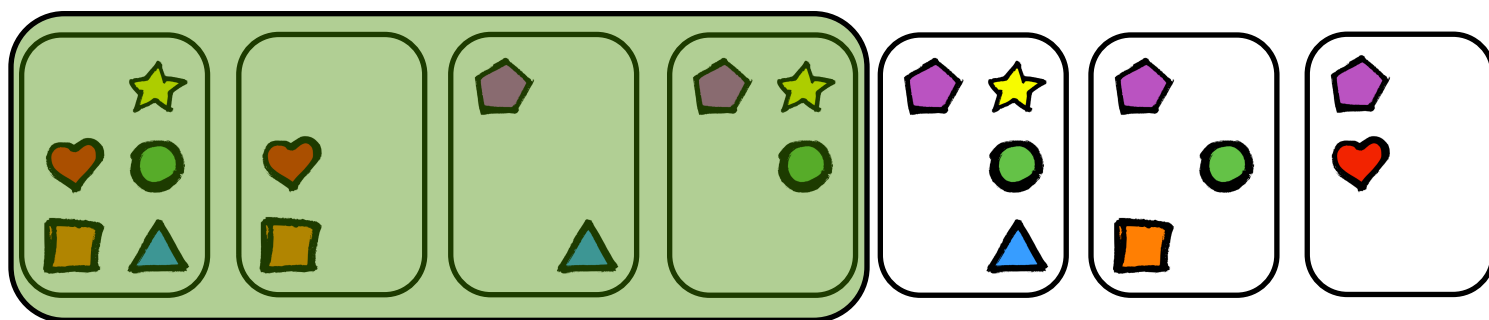
Seven Card Challenge

Setup

The cards are shuffled and the deck is placed face down. Seven cards are laid in front of the players, face up and oriented the same way. The cards may not be moved around once they are laid out.

Playing

Players look for zero sumz of any size. When a player finds a zero sum, they say "zero", and take the cards, which are then replaced from the deck. At least one zero sum is guaranteed to exist among any seven cards!

Winning

When the deck is finished, the player with the most cards wins.

Checking for mistakes

If the cards left on the table at the end of the game do not form a zero sum, then someone has a bad zero sum set in their pile.

Easy Zero sumZ

Play as above, but lay **12 cards on the table** and look only for **3 card zero sumz**. If no one can find a three card zero sum (after looking very carefully), three more cards may be laid out. Replace cards from the deck if there are less than 12 on the table. The last few cards will form a zero sum if the game has been played correctly, but it may have more than three cards.

Example A three card zero sum in the green bubble.
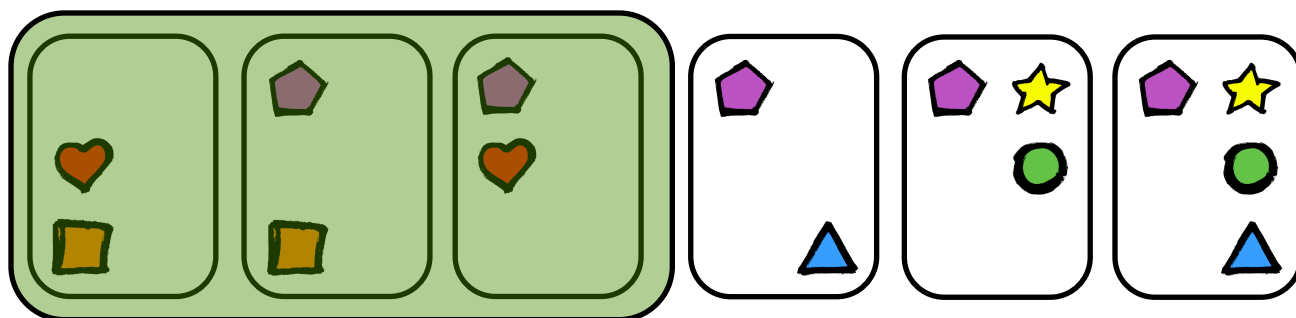
Baby Zero sumZ

A simpler version of *Zero sumZ* can be played by discarding cards with a purple pentagon, leaving 31 cards. Use 9 cards for *Easy Zero sumZ* and 6 cards for *Seven Card Challenge* (and call it *Six Card Challenge*!). An even simpler version of *Zero sumZ* can be played by discarding cards with a purple pentagon and a yellow star, leaving 15 cards. Use 6 cards for *Easy Zero sumZ* and 5 cards for *Seven Card Challenge*.

We hope you enjoy Zero sumZ as much as we do.

Legal

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