

Plus & Minus

A new card game, conceived and copyrighted 6-8-13 by FCG. Latest update and revision: 4-5-17.

OVERVIEW: Using a deck of playing cards (no jokers), each of 3 to 6 players is dealt a hand of 4 cards, two of which are placed face up on the table and start his Plus and Minus Stacks. The remaining cards not dealt are placed face down and become the Draw Stack. Players play cards on their own and other players' Stacks to accumulate points.



1. Play begins when the player to the dealer's left takes 2 cards from the Draw Stack and puts them in his hand. He then tries to play any *one* of his four cards on his own Plus or Minus Stack, or the Plus or Minus Stack of any other player. A card may only be played on Stacks where the top Stack card is the same (e.g: a 6 on a 6), or is one above or below (e.g: a 6 on a 7, or a 6 on a 5). Jack = 11. Queen = 12. King = 13. Ace = 1. The player then passes one card from his hand face down to the player on his left, and that player takes a turn. He and subsequent players take only *one* card from the Draw Stack for each turn.

2. Cards in a player's Plus Stack *add* to his score; cards in his Minus Stack *subtract* from his score. A player's Minus Stack should be placed *horizontally* in front of him (sort of like a minus sign); his Plus Stack should be placed *vertically*, further from the player.

3. When the dealer deals, the higher face-up card starts the Plus Stack and the lower face-up card starts the Minus Stack for each player. Cards in *any* Stack (except the top card) may *not* be examined during play.

4. Playing an **ace**, **5**, **10**, or **king** results in special actions:

- Playing an **ace** or **king** on a Stack means *any* card can subsequently be played on top of it. Cards *after* that must be played in accord with the rules of Step 1.

- After playing a **5**, a player draws two more cards from the Draw Stack and plays twice more before the next player takes a turn.

- After playing a **10**, a player must swap *any* two Stacks of his choosing on the board. (That's *anyone's* Plus Stack for a Minus Stack, a Minus Stack for a Minus Stack, or a Plus Stack for a Plus Stack.)

- After playing a **king**, the player selects any two other players and moves the top 2 cards from the top of their Minus Stacks to the top of their Plus Stacks (keeping the order).

5. If a player does not have a card that can be played, he loses his turn and play continues. A player *must* make a play if he can.

6. After the last card in the Draw Stack has been taken and the player's turn has been completed (including passing a card), play ends and scores are tallied.

- Cards 2 through 5 = 5 points each.
- Cards 10 through king = 10 points each.
- Aces = 20 points each.
- Cards 6, 7, 8, and 9 = no point value.

7. Minus Stack points are subtracted from Plus Stack points to determine each player's score for that round. Any cards remaining in a player's hand also subtract from his score.

8. New rounds are played until each player has had a chance to deal. That ends the game. The player with the most points wins.