

# Zip, Zilch, Zero Rules

NAME \_\_\_\_\_

**Setup:** The game is for 3 or 4 players. Use a standard 52-card deck. Choose a dealer by drawing for the high card. Shuffle the deck and deal 7 cards to each player. With the remaining cards, form a draw pile in the middle of the table. Place the top card face up next to the draw pile to start a discard pile.

**Gameplay:** Each turn, a player must follow this sequence.

1. Draw one card, either from the top of the draw pile or the top of the discard pile. A player may choose to draw more than the top card from the discard pile but must take all the cards on top of it and must play that bottom card in a zip during that turn.
2. Play any zips. (See “Zips” below.)
3. Discard one card, adding it (face up) to the top of the discard pile. The card should be placed so that the cards below can still be seen. The previous discards are still available for play.

If a player chooses to draw the top card on the discard pile in step 1, that card may not be discarded during the same turn in step 3.

**Zips:** A *zip* consists of at least two cards from a player’s hand that sum to 0. Black cards count as positive numbers and red cards count as negative numbers. Aces are worth one point, number cards are worth face value, jacks are worth 11, queens are worth 12, and kings are worth 13.

*Example 1:* A red 6 and a black 6

*Example 2:* A black king, a red 2, a red 3, and a red 8

**Going Out:** A player goes out when the last card in his or her hand is played as a discard.

**Scoring:** When a player goes out, the hand is scored. Players subtract the absolute value of any cards remaining in their hands from the absolute value of cards they played in zips.

SCORING EXAMPLES					
	ZIPPED CARDS	REMAINING CARDS	VALUE OF ZIPPED CARDS	VALUE OF REMAINING CARDS	SCORE
Sample Hand 1	red 6, black 6; black king, red 2, red 3, red 8	black 7, red 3	38	10	28
Sample Hand 2	red 7, black 2, black 5; red 3, black 2, black ace	red king, black queen	20	25	-5

**Winning:** The winner is the player with the most points after four hands are played.

## Record

DATE	OPPONENTS	MY SCORE	MY ORDER OF FINISH (1 <sup>ST</sup> , 2 <sup>ND</sup> , 3 <sup>RD</sup> , 4 <sup>TH</sup> )