

How to play the game of Modulo Minus N

OBJECT OF THE GAME

The number of players for this game can be any number from 2 to 6 with 4 players being the optimum. The object of the game is for the players to get rid of all their cards held in their hands by discarding them according to rules set forth below. Whosoever gets rid of all their cards first wins the game.

HOW TO PLAY THE GAME

Any player can start first as a cards dealer and players then take turns thereafter in a clockwise or counterclockwise direction to deal.

Each player is dealt four cards, one at a time, starting from the dealer's left. After the four cards are dealt, the dealer picks a card from the top of the remaining deck and turns it up and places it in the center so that every player can clearly see. This card can be any card from

F (A or 11), GD (10), E1 (10), S2 (10), W3 (10), N4 (10), 9 of any suit (9), 8 of any suit (8), and so on down to 1 of any suit (1) having:

GD, E1, S2, W3, and N4	Modulo 0
F and 1 of any suit	Modulo -1
2 of any suit	Modulo -2
3 of any suit	Modulo -3
4 of any suit	Modulo -4
5 of any suit	Modulo -5
6 of any suit	Modulo -6
7 of any suit	Modulo -7
8 of any suit	Modulo -8
9 of any suit	Modulo -9

NOTE THAT FOR THIS GAME, ALL SUIT CARDS CARRY NEGATIVE NUMBER VALUES AND ALL OTHERS, except the Green Dragon (GD) which can carry both negative and positive number values as selected by player, CARRY POSITIVE NUMBER VALUES. For example, E1 = S2 = W3 = N4 = +10, F = +11 and 9 of any suit has a "-9" negative number value and 5 of any suit has a "-5" negative number value and so on. The GD can be both +10 or -10 as selected by the player, but if two or more GD's are used, then they must have the same sign for number value, namely + or

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The card that was turned up last determines the Modulo Minus N of the game and dictates how it will be played. For example, if the card turned up is Modulo 0, then the players can discard their cards in any number no more than three (3) as long as their total sums adds up to 0 (e.g. 10, 20, 30 etc.) or Modulo 0.

Examples are:

1. Up to three (3) GD, E1, S2, W3 or N4 cards (GD can be + or -10 without any consequence in this case).

2. No more than three (3) cards that yield a "0" or Modulo 0 together. For example, E1, 5, 5 yield a "0" or Modulo 0 because the 5 card has a "-5" number value, and GD, E1, 5 also have -5 value because we select GD as -10 to cancel the +10 from E1.

Similarly if the card that is first turned up has Modulo 1 or has Modulo -1 value, then the player can discard their cards in any number no more than 3 as long as their total number yields a Modulo -1 values (-1, -11, -21, -31).

Examples are:

1. Any number of cards up to 3 that adds up to Modulo -1 like N4, 3, 8 or F, 4, 8; 9,8,4; GD, E1, 1 (GD taken as -10) and so on.

Similarly if the card that is first turned up has Modulo -9, then the players can discard their cards in any number no more than 3 as long as their total value yields -9 or Modulo -9.

Examples are:

1. Any number of cards no more than 3 that yield to Modulo -9.

Examples are 1, 4 and 4 together or 2, 3, 4

2. Using GD as -10, once can also have GD, S2, 9 (value -9); GD, 1, 8 (value -19) etc.

Note that the card that is first turned up cannot be used by anybody. The Dealer first draws a card from the deck and discards any of his cards if he can. Then the player to his right draws a card and also discards if he can. This will go on until one of the players gets rid of all his cards including the last one he draws to win the game.

In the event that all the cards are drawn and nobody is able to get rid of his cards, then the player with the minimum number of cards in his possession wins the game. In the further event of a tie, players take a card from a freshly shuffled deck and whosoever gets a higher ranking card is declared the winner.