Diddly-Squat™

Create a mathematical equation that equals '0' or as near as possible to '0'. It takes nothing (Diddly-Squat) to be a winner!

Included cards: 24 yellow table-cards: 1-2-3-4-5-6-7-8-9-10-12-14-15-16-18-20-21-24-25-28-30-32-35-36. 24 blue hand-cards numbered as above.

- Bernard shuffles the deck of yellow table-cards, then places two cards face-up in the middle of the table. Bernard shuffles the blue hand-cards, dealing two cards face-down to each player and himself. Bernard divides the poker chips equally between the players and himself. The remaining cards and any remaining chips are put aside.

- Each player picks up their 2 hand-cards and then places a poker chip next to the two yellow table-cards.

- Bernard rolls the die. If he rolls a number that is the same number as one of the table-cards, he rolls again. If different, each player tries to combine one of the table-cards with one of their own hand-cards and the number on the die, into a mathematical calculation (addition, subtraction, division or multiplication) totalling as near as possible to Diddly-Squat (0). NOTE: As in the game of Poker, Bernard decides if he wants to increase the bet by 1 or 2 chips. The other players may decide to follow or pass. The player (including those who did not pass) with the lowest number wins all of the the poker chips on the table!

E.g.: Table cards 3 / 30
Hand Cards 12 / 25
Die #4
30 − 25 − 4 =1, but even better would be 4 x 3 - 12 = 0!

- If multiple players share the lowest number, the chips are divided between them. Any undividable chips remain on the table for the next round.

- At the end of the round, both table-cards plus the used hand-card from each player are put aside and cannot be re-used.

- It is now Grace's turn to shuffle the remaining yellow table-cards, placing two cards face-up in the middle of the table. Grace shuffles the remaining blue hand-cards, dealing one face-down to each player. Players put a poker chip next to the two yellow table-cards and play proceeds as above.

- The game ends when there are not enough hand-cards left to give each player. Players without chips before the end of the game must resign. The player with the most poker chips at the end of the game wins.

RETAIN FOR FUTURE REFERENCE.