

Piece of The Action

By Sid Sackson

Object: To have the most points (big time operators can think of each point as representing a cool million dollars) at the finish. You can do this by being nice – building up the value of a Deal when you get “a piece of the action.” Or you can be nasty – spoiling a Deal when you can’t get in. And sticking an opponent with a “reverse” can change a big profit to a big loss.

Number of Players: 2 to 6.

Equipment: 108 cards – 3 identical sets of 35 in blue, red, and green – and 3 “X” cards.

Leader marker.

“X” marker.

Score pad.

Preliminary: Shuffle the cards thoroughly and deal one face up to each player. The player with the highest number will play first. In case of a tie, deal another card to each of the tying players. The player chosen to play first takes the Leader marker and places it face up before him.

Reshuffle all the cards and deal the following number to each player:

2 players -----12 cards.

3 players -----10 cards.

4 players ----- 8 cards.

5 players ----- 7 cards.

6 players ----- 6 cards.

Place the remainder of the deck face down.

The “X” marker is placed next to the deck. If a player finds an “X” card in his hand, the card is slipped partially under the marker and a new card is drawn from the top of the deck.

One player is chosen to keep score. 50 points are credited to each player at the start.

The Play: The Leader starts a Deal by playing a “+” or a “-” card to the center of the table. The color of this card sets the color for the Deal. If the Leader has no “+” or “-” cards, or chooses not to play one, the player to the left becomes the Leader.

Each player, in turn to the left, plays a card of the proper color, or “passes.” After passing, a player may not later play a card – but may still collect points at the end of the Deal. After all the others have passed, one player may continue playing as many cards as desired.

Deals: “+” and “-” cards are all played to the center of the table.

The final value of a Deal is determined by totaling all the cards and then multiplying by the number of “Xs” showing, on the marker and any “X” cards. If the result is not an even 5, it is raised to the next greater even 5. (For example, at the end of a Deal the cards in the center are +3, +4, +4, -2. The total is +9. Two “Xs” show. $+9 \times 2 = +18$, which is raised to +20, the final value of the Deal.) (As another example, the cards are +2, -4, -5. The total is -7. Three “Xs” are showing. $-7 \times 3 = -21$, which is “raised” to -25, the final value of the Deal.)

Piece of the Action (POTA) cards: A player playing a “POTA” card places it face up before himself, or before any opponent.

Reverse cards: A player playing a “Reverse” card places it face up before himself, or before any opponent.

Playing a “Reverse” card upon one already on the table cancels it, and both are removed to a discard pile.

If, at the end of a Deal, there is a “Reverse” card before a player, the final value of the Deal for that player is changed from “+” to “-” or from “-” to “+”.

Move cards: A player playing a “Move 1 Card” card moves a card in one of the following ways:

- 1) A “+” or “-” card from the center to the discard pile.
- 2) A “POTA” card or a “Reverse” card between any two players — including himself.
- 3) A “POTA” card or a “Reverse” card from any player – including himself – to the discard pile.

With a “Move 2 Cards” or “Move 3 Cards” card the player must move that many different cards. “Move” cards are placed on the discard pile when the play is completed.

Special situations:

- 1) A player may not play a card or move a card that makes the value of the Deal become equal to zero.
- 2) A “Reverse” card may not be played before a player – except the Leader – unless that player has at least one “POTA” card before him. The last “POTA” card may not be removed from a player – except the Leader – if a “Reverse” card remains before the player.

Settling a Deal: The final value of the Deal is scored – or lost – by the Leader and for each “POTA” card showing. (For example, the final value of a Deal is +25. The Leader also has one “POTA” card; he scores 50 points. Another player has 3 “POTA” cards and a “Reverse” card; he loses 75 points.) A player who loses points never goes below zero.

After a Deal: All the cards from the Deal are placed on the discard pile. The Leader marker is passed to the player on the left. The new Leader draws enough cards from the deck to return his hand to the number dealt at the start; then the next player to the left refills his hand; etc. If an “X” card is drawn, it is added to the others on the table and a replacement is drawn. The Leader then starts the next Deal.

Ending the game: When, in refilling hands after a Deal, the deck is exhausted before all players have sufficient cards, the game ends.

The player with the most points is the winner.

In case of a tie for most points, the discard pile is reshuffled to form a new deck. Players lacking cards complete their draw and a new Deal is played by all of the players. With another tie a further Deal is played. Etc.

Deck Composition (35 cards in each color):

Deal Cards: -2, -3, -4, -5 one of each; +2, +3 three of each; +4, +5 two of each;

Move cards: three 1’s and two 2’s and 3’s;

POTA Cards: ten of each; **Reverse Cards:** four of each.