
raise the sum

2–4 players • First to 3 points

Set up

Set aside the 9 point cards and reference. Shuffle 62 gameplay cards; deal 5 each, face down. The rest form a draw pile; leave space for discards.

Start at 0 points. Choose a first player; play clockwise.

How to play



Play online



Game music



raisethesum.com/game

Take your turn

1. Draw 3

Always draw first, even when opening or passing.

2. Play or pass

Play 1–5 cards face up. Announce a higher score; no ties. An opening may score 0. Discard the old play.

Or pass: keep your hand and sit out the round. Skip passed players. The target and challenge stay.

3. Keep at most 7

After playing OR passing, discard your choice down to 7 if needed. Do not refill.

Work out your score

Always use this order:

1. Add

Add your + cards. With none, start at 0.

2. Subtract

Subtract all incoming – cards.

3. Multiply

Multiply the whole result by each $\times$ card you play.

4. Divide

Divide the whole result by each incoming $\div$ card.

Round down at the end; minimum 0.
Repeated operations stack.

Challenge & counter

Red & yellow challenge

Your $-$ and $\div$ cards affect the next reply. Add multiple $-$ cards together; apply every $\div$ card. You may mix challenges with $+$ and $\times$ cards.

Challenges stay through passes. A successful reply replaces the old score and challenge with its own.

Zero counters the challenge

Play 0 only against a challenge. One 0 clears ALL incoming $-$ and $\div$ cards. Extra zeros add nothing.

Still beat the target. Zeros and challenges count toward the 1–5-card limit.

Win the round

When everyone else passes, take 1 point card. First to 3 points wins.

Otherwise, everyone rejoins. Keep unused cards. Discard the standing play and clear its score and challenge. The winner opens next, drawing 3 first.

Draw pile empty?

Shuffle the discards only. If fewer than 3 cards are available, draw as many as you can.

House rules welcome

Agree on a target before starting. Two players can race to 5 with these 9 point cards.

Try a reply

The target is 6

The standing play also challenges with -2 and $\div 2$. You choose $+5$, $+4$ and $\times 3$.

Add: $5 + 4 = 9$

Subtract: $9 - 2 = 7$

Multiply: $7 \times 3 = 21$

Divide: $21 \div 2 = 10.5$

Round down to 10. You beat 6! Replace the old play. The new target is 10, with no challenge.

Younger players

Start with 36 blue $+$ cards. Next add red $-$ and Zero: 50 cards. Same rules. Add green $\times$ and yellow $\div$ when ready.