

For 2 to 6 Players
Ages 8 & Up



Contents:
56 Cards, \$7.50 in
Plastic Coins, 2 Dice

Object:

Have the most money when one of your opponents goes broke.

Set Up:

- Get acquainted with the cards. You'll see that they're numbered 2 to 12, but there aren't any 7s. There are also a bunch of **Pacardy™** cards.
- You'll need a pad of paper and pencil. One lucky person should volunteer to be the all-important "7s Tabulator," and must keep track of how many times a 7 is rolled.
- Give each player \$1.25 in the following denominations: 2 Quarters, 4 Dimes, 5 Nickels, and 10 Pennies
- Shuffle and deal out the whole deck, so everyone has the same number of cards. If there are extra cards, set them aside, out of play.

Play:

- If you're left of the dealer, you go first, and then play goes to the left around the table.
- On your turn, roll the dice and total them. If you have a card in your hand that matches that total, play it by placing it face up in the center of the table. For example, if you roll a 3 and a 2, and you have a 5 card in your hand, play it. Then, roll again. Your turn continues as long as you can keep playing cards that match your dice total. If you roll a 3 and a 2, you may not play a 3 card and a 2 card – you may only play a card that matches the *total* of the dice.
- If you don't have a card that matches your dice total, all of your opponents who *do* have a matching card can play one of theirs into the center. Your turn ends.
- If you roll a 7, everybody has to pay! The first 7 costs you each a penny. Just toss your penny into the card pile in the center. Make a mess. It's fun. Your turn ends.

- If you're the 7s Tabulator, mark a tally on a piece of paper for the first 7. As the game goes on, make another tally each time a 7 is rolled. The second time a 7 is rolled, each player must pay two cents into the center, the third time a 7 is rolled, each player must pay three cents, and so on until there are 7 tallies. Once a 7 has been rolled for the seventh time, players pay 7 cents for all 7s rolled for the remainder of the hand. (At that time, the 7s Tabulator can stop keeping track of 7s for this hand.)
- Anybody who has a **Pacardy** card can (but doesn't have to) play it instead of paying money. You may want to save your **Pacardy** cards for later play, as the price goes up each time somebody rolls a 7.
- Change is good. If you don't have the correct change required to pay, you can get change from one of your opponents, or take change from the center.

Keep on Playing:

- If you're the first person to play your last card, you take all the money in the center! Woohoo!
- Shuffle the cards and deal out another hand. Everybody continues to play with the money they have left. The 7s Tabulator should start over keeping track of 7s.
- Eventually, somebody will go broke, or won't have enough money to pay for a 7 that gets rolled. If you're the one who runs out of dough, throw your cards into the center... you're out. Everybody else should finish out the hand. Whoever plays their last card, wins the jackpot!
- If you win by playing a **Pacardy** card, the game officially ends when your card hits the center, so your opponents don't have to pay the penalty - just this once.

Winning:

Everyone count your money! If you have the most, you win!

For 2 Players:

If just two of you are playing, the game ends when one of you goes broke. The other, of course, is the winner.

Rule Variation:

Instead of playing until someone runs out of money, you can determine how many hands you want to play at the beginning of the game. If you have the most money after the set number of hands, you win!

