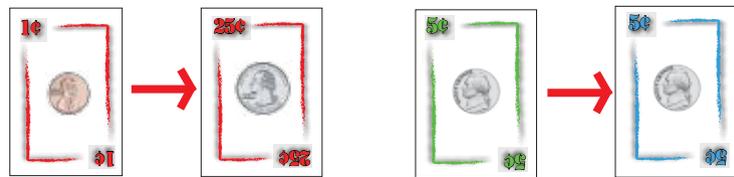


Game Play: The player to the left of the dealer plays first. Each turn, you may discard one card from your hand by matching the color of the last card played (e.g. play a red penny on a red quarter) or by matching the currency value of the last card played (e.g. play a nickel on a nickel).

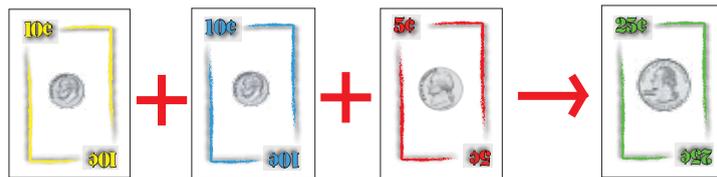


You may discard multiple cards in one turn by making EXACT CHANGE (see below).

If you cannot discard, you must draw cards from the draw pile (one at a time) until you draw a card that plays. Once you discard, it is the next player's turn. Play continues clockwise.

Making EXACT CHANGE: You can discard multiple cards from your hand when the total value of the cards you play add up to the value of the top card on the discard pile (regardless of color).

Example: If the last card played on the discard pile is a quarter, you can make EXACT CHANGE by playing two dimes and a nickel from your hand.



You must say "Exact Change" when you discard multiple cards. If you forget to say Exact Change and get caught before the next player goes, you must pick up the cards you discarded and you lose your turn.



Wild Cards: Wild cards can be used as any one type of currency (e.g. a penny, nickel, dime, quarter, half dollar, or dollar) and one color (e.g. red, blue, green, yellow). When you play a wild card, you must announce how you are using the card.

Example: If a wild card is played on a red dime, you could announce "red penny", noting that you are matching the color. Or you could announce "green dime", noting that you are matching the currency value. Wild cards are most helpful when used to make EXACT CHANGE.

If a wild card is the top card on the discard pile, the next player must play a card that matches what was announced.



Bank Withdrawal Cards: When you play a Bank Withdrawal card, you must choose another player to randomly draw one card from your hand and add it to their hand.

Collect Tax Cards: When a Collect Tax card is played, all players, except the player of the card, must draw one card from the draw pile and add it to their hand.



Loose Change Cards: These cards contain multiple currency types. A player can play on a Loose Change card by matching color or by making EXACT CHANGE.

Scoring: The first player to play all of their cards wins the hand. When you win the hand, you get to add money to your bank. Choose one other player who still has cards. Reveal their cards and add up the currency value of all cards the player was holding. Write this amount on the scratch paper. This is your "bank" (total score). Wild cards are worth \$1.00, since this is the highest single currency value.

Winning the Game: The first player to collect \$2.00 in their bank (total) is the winner of the game. You may be able to win \$2.00 in a single hand or over multiple hands.

Young Players: When playing with young children who are beginning to learn to count money, remove the Wild, Loose Change, Bank Withdrawal and Collect Tax cards from the game. This will help them focus on basics of counting money. Add the other cards back in as they master the basics.

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