

# EASY MONEY

2 TO 4 PLAYERS  
AGES 9 AND UP

FIGURE 1 SHOWS A 4-PLAYER GAME SET UP AND READY FOR PLAY. REFER TO IT AS YOU SET UP YOUR OWN GAME.



Remove the parts from the bag. Carefully separate the 4 money boards from the parts sheet.

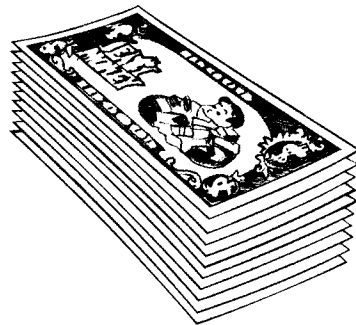
Before you play, you need to bundle the money into neat, manageable wads. Sounds boring? Make it fun by pretending it's real, and it's yours! Or get friends to join you — "group wadding" takes less time and can actually be fun!

1. Separate the money into stacks of purple, red, green and blue.
2. Take 10 bills of the same color. Form a neat stack with the top 9 bills faceup and the bottom bill facedown. See Figure 2A.

3. Carefully wrap a matching-colored money label snugly around the stack, then overlap the label ends and firmly press them together. See Figures 2B and 2C.

*Note:* A few extra labels of each color are included. Set them aside in case you need them later as replacements.

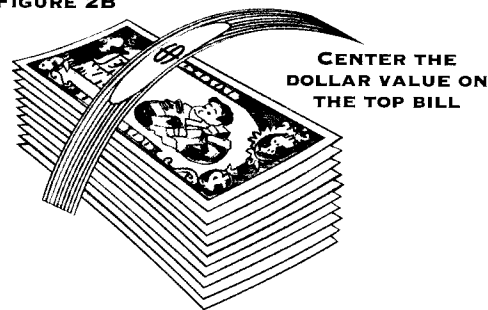
FIGURE 2A



TOP 9 BILLS  
FACEUP

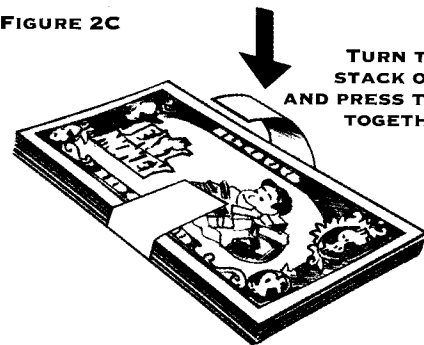
BOTTOM BILL  
FACEDOWN

FIGURE 2B



CENTER THE  
DOLLAR VALUE ON  
THE TOP BILL

FIGURE 2C



TURN THE  
STACK OVER  
AND PRESS THE ENDS  
TOGETHER

One purple wad = \$100 THOUSAND  
One red wad = \$200 THOUSAND  
One green wad = \$500 THOUSAND  
One blue wad = ONE MILLION

### GAME SETUP

1. Place all of the money in a pile in the center of the gameboard. This is the play pile, from which players win money during the game.



2. Take a one million dollar wad and place it on the large purple Lottery space (see Figure 1).

During the game, players will lose money to this space and win money from it.

3. Place the money pawn on the Easy Money START space (see Figure 1).

During the game all players share the money pawn, taking turns moving it around the gameboard.



4. Place the Lottery tickets, Mystery Jackpot cards and Wall Street cards in facedown decks near the gameboard.



3 FACEDOWN DECKS

5. Take one Lottery ticket and place it (faceup or facedown) near you. All players do the same.

6. Take two wads of each color money (8 wads in all). All players do the same.



During the game you'll make lots of money. Always keep your money in full view so people can see how rich you are!

7. Each player takes one money board. Place one or two wads of any value on your money board's DOUBLE symbol. (If you place two wads, they can be of different values.) All players do the same.



EACH PLAYER PLACES ONE OR TWO WADS OF ANY VALUE HERE.

During the game you'll double or lose the money you place here when the money pawn lands on certain gameboard spaces. More about this on the following pages

## GAME PLAY

Each player rolls one black die. Highest roller goes first. Play then continues to the left.

**Learning the game:** You don't need to slog through all of the rules *before* playing your first Easy Money game. You may want to start right in playing, and look up the rules for each game space as the money pawn lands there.

**Easy Play Guide:** On the cardboard platform in your game box is a brief rundown of the rules for each game space. After you've played one or two games, you may find it handy as a quick reference.

## ON YOUR TURN

Roll both black dice. Then move the money pawn clockwise around the gameboard, one space for each dot on the dice. Follow the space directions. Your turn is then over.

On some spaces only you do something; on other spaces other players *also* do something. Space directions are explained below.

## Double Space

When the money pawn lands on a Double space, all players double the amount of money on their money boards' DOUBLE symbol! Take an equal amount from the play pile. All players do the same. For example, if you have one \$100 thousand wad and one \$500 thousand wad on your DOUBLE symbol, collect \$600 thousand!

Now each player either leaves the original amount placed on his or her DOUBLE symbol, or changes the amount. Remember to place no more than two wads on DOUBLE.

## Changing your DOUBLE amount:

You can change the amount of money on your double symbol any time before a player starts a turn. See *Double or Nothing Strategy* in the next column.

**Penalty:** Don't get caught without money on your DOUBLE

symbol! Any player without money there must pay a penalty of \$500 thousand whenever the money pawn lands on a Double space or a Nothing space. The penalty is paid to the large purple Lottery space.

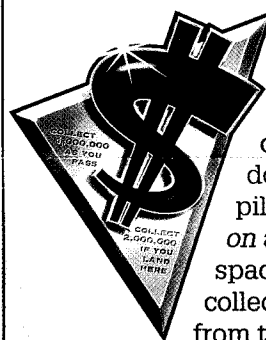
## Nothing Space

When the money pawn lands on a Nothing space, all players lose the money on their money boards' DOUBLE symbol! Place the money on the large purple Lottery space. All players do the same.



Any player with no money on DOUBLE pays the \$500 thousand penalty. Then all players again place one or two wads on DOUBLE. This ends your turn.

## Easy Money Space

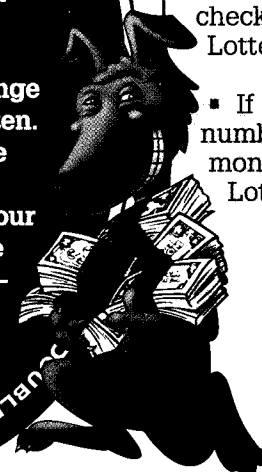


If you move the money pawn *past* an Easy Money space on your turn, collect one million dollars from the play pile. If the pawn *lands* on an Easy Money space on your turn, collect *two* million dollars from the play pile! This ends your turn.

**DOUBLE OR NOTHING STRATEGY**

You must always have money on your money board's DOUBLE symbol, or you'll pay a \$500 thousand penalty when the money pawn lands on a Double space or a Nothing space.

It's good strategy to change your DOUBLE amount often. Keep track of where the money pawn is on the gameboard. "Beef up" your amount when a Double space is just ahead — lower it when a Nothing space is coming up!

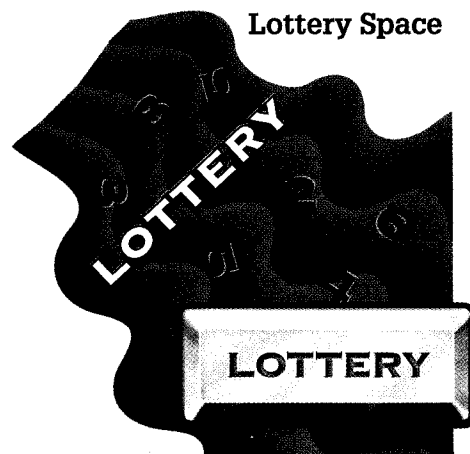


## Mystery Jackpot Space

When the money pawn lands on the Mystery Jackpot space on your turn, draw one card from the Mystery Jackpot deck. Follow the directions on it, then return the card to the bottom of the deck (unless it's a card you keep for the rest of the game). This ends your turn.



## Lottery Space



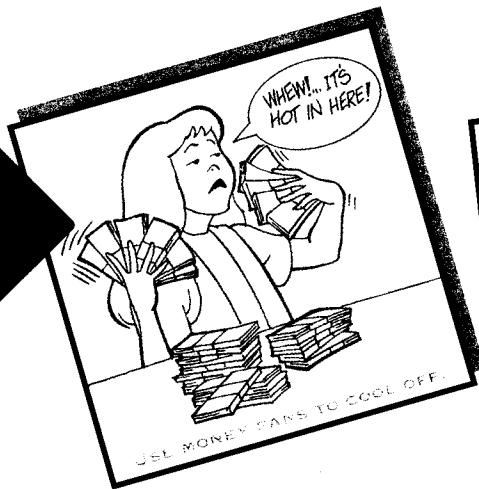
Lottery spaces are the gold spaces and the large purple Lottery space. When the money pawn lands on a Lottery space on your turn, take one additional Lottery ticket from the deck. (If the deck has run out, take a ticket from the player of your choice.) Now hold a lottery for all players! Here's how:

1. Roll the red, white and blue dice (either all together or in red, white and blue order). Call out the numbers in red, white and blue order. This three-digit number is the winning lottery number!
2. Now all players (including you) check out the numbers on their Lottery ticket(s).
  - If a player has the winning number, he or she takes the money on the large purple Lottery space.

Flip For Side 2



**WAYS  
TO ANNOY  
OPPONENTS  
WHEN YOU'RE  
WINNING!**



**OUT OF MONEY?**

It's unlikely that you'll have such incredibly bad luck. But if you run out of money, you may use your next turn to roll both black dice and collect \$100 thousand times the amount rolled from the play pile.

**WHEN THE PLAY PILE RUNS OUT OF MONEY**

When the play pile is too low to pay everyone off on a turn, the player whose turn it is collects first. The player to the left then collects, and so on until the pile runs out. Any players unable to collect are simply out of luck!

When the play pile runs out (after players collect, or replenish the Lottery), it's time to hold the Final Lottery!

**FINAL LOTTERY**

The player whose turn it is rolls the red, white and blue dice according to the Lottery rules. If no one wins the lottery, each player adds \$500 thousand to the large purple Lottery space. (Players who run out of money can still play the Final Lottery.) Keep rolling until a player wins! That player takes the Lottery money, and the game ends.

