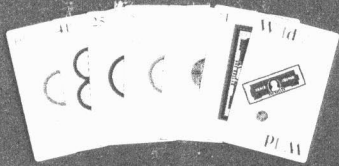


2 to 6 Players • Ages 7 to Adult

EXACT CHANGE®



Fun, Educational, Family card game in which players try to be the first to discard all seven of their cards by matching color, currency value, currency picture, or Exact Change. Once a player discards all of their cards they get to choose another players' hand of cards and they are awarded the total currency value of the hand. The first to score \$1 or more wins the game. You'll never know who will win because matching by Exact Change allows players to discard multiple cards so everybody has a chance to come back into the game.

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Dedicated to the victims and survivors of child abuse, may
Gods love and forgiveness heal us all.

EXACT CHANGE®

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Fun Educational Family Card Game

EXACT CHANGE®

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EXACT CHANGE®

2 to 6 Players
Ages 7 to Adult

EXACT CHANGE™

For Two to Six Players

RULES

Object: The first player to score \$1 or more wins the game! Players try to get rid of all their cards before their opponents. If they succeed they get to choose another player's hand and are rewarded the total Currency value of the hand.

Dealing: Choose one player to be the dealer. The dealer then shuffles all the cards and deals out seven cards, one at a time and face down, to each player. The remaining cards are placed face down on the play area to become the draw pile. The dealer then takes the top card and places it face-up, this becomes the discard pile.

Playing: Play begins with the player to the left of the dealer, and progresses to left. In turn, a player must discard a card from his/her hand by matching the color, currency value,

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Note: Players must say "Exact Change" when discarding their cards. If a player fails to do this and gets caught before the next player goes, they must pick up the cards they discarded and the player who caught them gives up a card of their choice from their hand, then the turn is over. Also, a player does not need to have one card the same color as the top card of the discard pile when making Exact Change. However, you can play this way for a more challenging game.

Wild Cards: "Wild" cards can be used as any valid currency value and color as seen on the Wild Card. For example, a red dime is the top card of the discard pile, and a player has a wild card in their hand, they discard the Wild Card making it a green penny. Or the Wild card can be used to make Exact Change. For example, a red dime is the top card of the discard pile, and you have a nickel and a wild card in your hand, so you make the wild card a nickel, and say "Exact Change" and discard the two cards.

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VARIATIONS

1. For a longer and more challenging game set the money value to \$5, or use your own value.
2. For quicker play, instead of the winner of a hand choosing only one player's hand for money, they get to add up the currency value of all the player's hands.
3. When discarding a draw card the player has the option of choosing the player to the right or the left, and play continues in that direction.
4. Remove the combo cards for an easier game.
5. If you get hit with a draw card, and you have a match in your hand, you can use it.
6. Play money war.
7. Play Exact Change Rummy 500 by using these variations:
 - A) Deal out 10 cards to each player.
 - B) In turn, a player can either 1) Draw from the draw or discard pile and then discard 1 card

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currency picture or Exact Change to the top card of the discard pile. Only one card is allowed to be discarded from the players hand if they match by color, currency picture, or currency value. However, if a player has Exact Change then they are allowed to discard the set of cards in their hand that make up the Exact Change! If a player can not discard a card from their hand then they must draw a card from the draw pile until they can discard. Once a player discards a card, it is the next player's turn.

DEFINITIONS

Exact Change: You have Exact Change when you add up the currency value of two or more cards and the result is equal to the currency value of the top card of the discard pile. For example, a red quarter card is the top card of the discard pile. A player has in their hand a green dime, red quarter, yellow dime, and a yellow nickel. The best move is to discard the yellow dime, green dime, and yellow nickel, which is Exact Change!!

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Draw Cards: Discarding a draw card causes the next player in turn to draw from the draw pile until they are able to discard a card. The next player must match the top card of the discard pile by color, currency picture, or currency value. Exact Change is not allowed when a draw card is top card of the discard pile.

Combo Cards: These cards combine the currency values of 1 cent, 5 cent, 10 cent, 25 cent, 50 cent, and 1 dollar to make other currency values. If a player has a combo card in their hand they can discard it by matching color or Exact Change.

Scoring: The first player to get rid of all their cards wins the hand. The winner of the hand then chooses another player's hand and adds up the total currency value of the hand. If there are any wild cards in the hand they chose then the values are set to a half dollar. Be sure to write down the winner's score after each hand.

Winning A Game: The first player to score \$1 or more wins the game.

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of their choice from their hand, or 2) They can lay down from their hand any of the following sets: a) Exact Change (at least two cards equaling .5¢, .10¢, .25¢, .50¢ or \$1.00) example: two nickel cards equal one dime card. b) Same color and same picture of at least three cards, example: three red dime cards. c) Different color and same picture of at least three cards, example: a red dime, blue dime, and green dime.

C) If, in turn, a player is left with only one or two cards in their hand, they must pick from the draw pile until their hand is back to three cards.

D) Disregard the draw rule

E) To win the hand you must discard at least three cards or have Exact Change (at least two cards) with no cards left.

F) Same way for scoring and winning the game as Exact Change!!!!

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