

# **Get Rich!**

Play, Learn, Prosper — Official Game Instructions

# **How to Play**

## Step 1 Setup & Deal

Shuffle the deck and deal **4 cards to each player**. Place the rest face down as the draw deck. Play starts left of the dealer and proceeds clockwise.

## Step 2 Your Turn

On your turn, **draw 1–2 cards** and then discard any number of *combinations*.

- Assets of equal or higher value pay off Debts of equal or lower value.
- **Income** of equal or higher value pays off **Expenses** of equal or lower value.
- Ignore risk multipliers (2X, 3X, 4X, 10X) when paying off.
- Place discarded combinations face-up in two piles: one for Assets/Income and one for Debts/Expenses.

#### Step 3 Hand Limit

At the end of your turn you may hold **no more than 8 cards**. If you cannot reach 8 or fewer by discarding combinations, discard **asset or income** cards first.

## Step 4 Boom / Crash

When dealt or drawn, **play a "Boom" or "Crash" immediately** after drawing. Challenge an opponent to *Rock, Paper, Scissors*:

- Boom: loser gives their highest asset card to the winner.
- Crash: winner gives their highest debt card to the loser.
- In both cases, the risk multiplier applies.

# **Step 5** Responding to Discards

When a player discards a combination, the **first opponent to act on each discarded card** may respond:

- If the card is **Income or Asset**: take it by matching it with one of your own of the **same face value**.
- If the card is **Expense or Debt**: discard one of your own with the **same face** value.
- Ignore card rank and risk multipliers.

## Step 6 End & Scoring

The game ends when the draw deck is gone and the last player finishes their turn. No combinations may be discarded after this point.

**Scoring:** Multiply each card's dollar value by its risk multiplier for the final total, or use face value if no multiplier is shown (e.g.,  $-\$20k \times 3 = -\$60k$ ). Add all cards to determine each player's **net worth**. The player with the highest net worth wins.