

THIS IS A SCREEN

SPOT CASH

For 2, 3, or 4 Players

A brand new idea in games . . . No Spinners . . . No Dice . . . Yet the players all have a chance to double their money . . . Refreshingly different . . . Full of suspense . . . The turn of a tile can WIN or LOSE a small fortune.

THE OBJECT OF THE GAME is to make the most money. The player who arranges his tiles in a baffling way, and continuously turns up his opponents' high paying tiles is a WINNER!

TO BEGIN THE GAME give each player six bills of each denomination: \$1,000.00, \$500.00, \$100.00, \$50.00, \$20.00, and \$10.00 . . . \$10,080.00 at the start of the game.

Each player draws a tile. High number plays first, followed by the player on his left.

Screens are used, so opposing players cannot see the placing of tiles. Tiles are placed on the board by following the directions on the other half of this Screen. _____

PLAYING THE GAME:

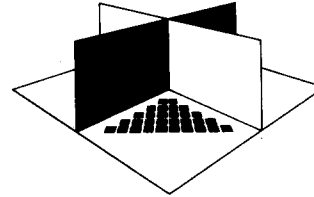
1. The first player starts by turning over one tile in any opponent's areas (never his own area).
2. If the tile he "Flips" has a RED number on it, he immediately COLLECTS from the owner of that area, the amount of money indicated by that number.
3. He is also entitled, because it was a RED tile, to flip a second tile, from the SAME or ANOTHER opponent's area.
4. If this SECOND tile is also a RED tile he collects TWICE the value of that tile.
5. He may continue to flip tiles in this same manner so long as he turns up RED tiles. With each consecutive flip, IN A TURN the amount he receives is increased. Thus, on the THIRD flip, the value is multiplied by THREE, on the FOURTH flip it is multiplied by FOUR, etc.
6. A PLAYER'S TURN ALWAYS ENDS WHEN HE FLIPS A BLACK TILE. If his first flip happens to be a BLACK tile, he PAYS its owner the value indicated and his turn ends. If he flips a BLACK tile on, say the FOURTH flip, he ends his turn by paying its owner FOUR times the value of the tile. If it is the FIFTH flip, he PAYS FIVE times the value, etc.
7. ON EACH NEW TURN, PLAYERS START OVER AGAIN WITH FLIP NUMBER ONE.
8. "C" Tile . . . If a player flips this "Clue" tile, he does not collect on that flip, but his flip number increases by one. Thus, if he flips the "C" tile on his fourth flip, the next tile will be worth FIVE times its value.
9. "J" Tile . . . The "Jack Pot" Tiles: The player who flips the RED "J" tile, COLLECTS from the owner of that area, an amount equal to the total value of ALL the RED TILES FACE UP in that player's area, MULTIPLIED by the flip number of the "J" tile. Thus, if he flips the RED "J" tile on say his THIRD flip, and two "20s" and one "50" tiles are FACE UP in that area, the player collects THREE times 90 or 270 dollars. His turn continues until he flips a BLACK tile.
The player who flips the BLACK "J" tile, PAYS to the owner of that area an amount equal to the total value of all the BLACK TILES FACE UP in that area, MULTIPLIED by the flip number of that tile. Having flipped a BLACK tile his turn ends.
10. A player may not pass his turn while there are still tiles available for him to flip, even though there are only BLACK tiles left for him to find.
11. If there are no tiles left for a player to flip and the game is not ended, he must pass his turn. The other player or players then continue to play until the end of the game.
12. If there are tiles still available to only one player, he continues to play, however, his flip count starts over again at "one" after each flip of a BLACK tile.
13. If a player runs short of "cash," he may borrow from an opponent. The opponent adds this amount to his total at the end of the game if the loan is not paid back.

WINNING THE GAME: The game ends when all of the tiles on the board have been flipped. Each player counts his money, and the one who has the largest amount, WINS THE GAME.

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How To Set Up The Game



1. The Playing board is divided into four areas. One point of it towards each player.
2. The two screens are set up at right angles, across the center. This hides each player's area as he places his tiles. They are arranged FACE UP on the board, and then turned FACE DOWN before the screens are removed.
3. The thirty tiles should match the color of the area being used.
4. There are eighteen tiles printed with RED numbers, and twelve tiles printed with BLACK numbers for each player.
5. The RED numbered tiles are placed first. They may be placed anywhere in the area so long as they conform to the following restrictions:

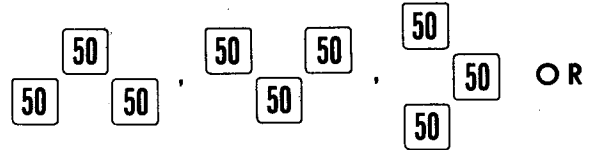
The FOUR "10" tiles are placed side by side in a solid square, thus:



The THREE "20" tiles are placed side by side to form an angle, thus:



The THREE "50" tiles are placed corner to corner, thus:



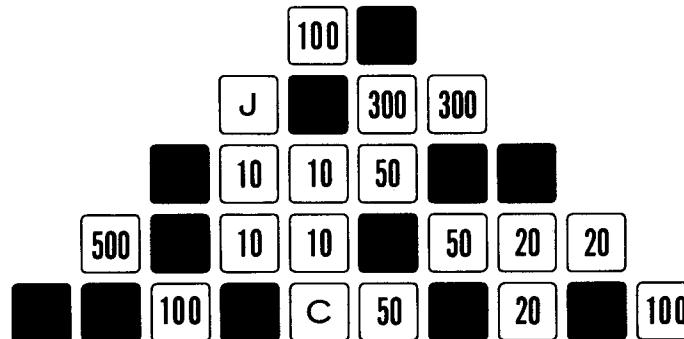
The TWO "300" tiles are placed side by side, thus:



The "500" tile may be placed anywhere in the area.

The "J" tile (the "Jack Pot" tile), must be placed in any one of the 18 outside squares.

The THREE "100" tiles may be placed anywhere in the area SO LONG AS THEY ARE IN LINE WITH THE "C" OR "CLUE" TILE. They may be placed on one side, two sides, or on all three sides of the "C" tile (see diagram).



This diagram shows one of thousands of ways the RED tiles may be set up in an area.

6. When all the RED numbered tiles are in place, a player now fills in the remainder of the area with the 12 black ones. There are no restrictions on where the BLACK numbered tiles are placed. After playing a few games, players usually learn to devise ingenious traps for their opponents.
7. When all thirty tiles are placed, turn them FACE DOWN and remove the screens.