

# Get Rich!

Play, Learn, Prosper — Official Game Instructions

## How to Play

### Step 1

#### Setup & Deal

Shuffle and deal 4 cards to each player. Place the remaining cards face down to form the draw deck. Play begins to the left of the dealer and proceeds clockwise.

### Step 2

#### Your Turn

On their turn, a player draws 1–2 cards, then discards any number of valid combinations. Asset cards with equal or higher value pay off Debt cards of equal or lower value. Income cards with equal or higher value pay off Expense cards of equal or lower value. In both cases, ignore risk multipliers (2X, 3X, 4X, 10X). Discarded combinations are placed face up in two piles: one for Assets/Income and one for Debts/Expenses.

### Step 3

#### Hand Limit

Players may hold no more than 8 cards at the end of their turn. If they cannot reduce their hand to 8 or fewer cards by discarding combinations, they must discard Asset or Income cards first.

### Step 4

#### Boom / Crash

A “Boom” or “Crash” card is played immediately after a player draws their cards, whether from the initial deal or during subsequent turns. The player with the card challenges an opponent to a game of “Rock, Paper, Scissors.” With a Boom, the loser gives their best card (Asset or Income) to the winner. With a Crash, the winner gives their worst card (Debt or Expense) 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 an Income or Asset card, they may take it by matching it with one of their own of the same face value. If the card is an Expense or Debt card, they may discard one of their own of the same face value. In both cases, ignore rank and risk multipliers.

**Step 6****End & Scoring**

The game ends when the draw deck is empty and the last player finishes their turn. No combinations may be discarded after this point. Each player multiplies their cards' dollar values by their risk multipliers (e.g.,  $-\$20K \times 3 = -\$60K$ ) or uses the face value if no multiplier is shown. Players then sum all final card values in their hand to determine their net worth. The player with the highest net worth wins!