Loose Change

Directions

 To set up the game, choose a dealer. The dealer deals 4 cards to each player. The remaining deck is placed face down in the center of the table.

The player to the dealer’s left begins by placing a card from their hand onto the table next to the draw pile, announcing out load, so all players can hear, the value of the coin shown on the card played. This player now takes a card from the draw pile (all player should have 4 cards in their hands at all times)

The next player then places a card to the first card played so that both cards can be seen and calls out the value of both cards added together. This player now takes a card from the draw pile and adds it to their hand.

The next player continues in the same manner.

Play continues until one player puts down a card that either adds up to exactly one dollar or goes over one dollar.

If you can play a card that adds up to exactly one dollar, you get to claim the row of cards and place them in a pile face up in front of you. If you play a card that adds up to over one dollar, you “bust”. This means you must take the entire pile of cards and place them in a pile face down in front of you.

(More on back)

Save cards can be played at any time. When you play a save card you get to pass your turn and the running total is saved at the last count. This is helpful to a player whose only choice of card to play is to “bust”. After the save card is played, it is the next players turn.

Lucky find cards have values greater than just one coin. For example, there are lucky find cards for 35¢, 30¢, and 45¢. These cards are played just like coin cards and can help a player get a total of exactly one dollar.