

Sum-thing like Rummy with Dice & Money!™



CONTENTS: 120 playing cards: 27-1's, 20-5's, 20-10's, 15-25's, 10-50's, 12-\$ (WILD's that can only be used as a 1, 5, 10, 25, or 50) 8-¢ (Zero), 8-CHA-CHING! (when discarded allow you to Re-Roll or Trade your hand mid play.)

OVERVIEW: CHA-CHING! is a simple card game full of surprises. Players, in turn, pick up and discard cards of different values and try to have all eight of their cards add up to the Target Number in each round. The first to do so "GOES OUT" and scores zero points. Everyone else has the value of their hand scored against them. But beware of the CHA-CHING card! When played it allows the player to RE-ROLL the Target Number OR TRADE CARDS with any opponent mid play. Those who think fast and can add even faster will be able to keep their hand from getting out of hand!

OBJECT: Be the first to “go out” each round by having eight of your cards add up to the Target Number. Going out scores zero points. When a score reaches 1000 points the game is over and the player with the lowest score wins.

SET UP: Elect a player to keep score (grab pen and paper). The player left of the scorekeeper shuffles the deck and deals 8 cards one at a time, face down to each player. (Players can look at their cards but don’t want opponents to see.) Put the remaining cards facedown in the center of the playing area to create the draw pile. Flip the top card over and place it face up next to the draw pile to start the discard pile. The dealer rolls both dice to generate the *Target Number* to begin the round. The black die number is always the first digit and the white die number is second. (i.e., black rolls 3, white rolls 6, the *Target Number* is 36.) NOTE: A valid *Target Number* is 10-99. If black rolls 0 simply re-roll until black rolls greater than 0. The player left of the dealer starts the round and play passes to the left.

PLAY: In turn, each player draws one card from either the draw pile or discard pile and then must discard one of their cards face up on the discard pile thus resulting in every player maintaining eight cards in their hand at all times. If a player wants to use their CHA-CHING card they do so when they discard. (See *CHA-CHING Card*) NOTE: Players cannot “pick up” a played CHA-CHING card from the discard pile and would be forced to draw their card from the draw pile for that turn. When a player has eight cards in their hand add up to the current *Target Number* that player can “go out.” The round is over and all other players receive a penalty from the tally of all eight cards in their hand. Have score keeper add it to their score. (See *Scoring*) Play continues until a score reaches 1000 points. (See *Winning*)

MISPLAY: If a player “goes out” and it is discovered that their hand did not add up to the *Target Number*; that player alone gets penalized and has the current *Target Number* added to their score, everyone else scores zero points for that round.



CHA-CHING CARD: CHA-CHING! cards are only played on discard. Players have two options: Trade their hand with any opponent they choose -OR- Roll the dice to generate a new *Target Number* mid play. They have choice: roll any one die (*black or white*) or both dice. REMINDER: A valid Target Number is 10-99.

SCORING: Each card has a number value (*What the card is worth when in your hand and adding them together.*) and a score value. (*What the card is worth during penalty.*) For some cards these numbers can be very different.



1, 5, 10, 25, 50 Cards are valued and scored at their face value.



¢ Cards are valued and scored at zero.



CHA-CHING! Cards have a value of zero and a player can “go out” with them in their hand but they score 50 points each for players taking penalty.



\$ Cards are “WILD” but can only be used as: 1, 5, 10, 25 or 50. For example, a hand = 1, 1, 1, 5, 10, \$, 25, 25. The \$ card could be used as a: 1, 5, 10, 25 or 50. NOTE: \$ Cards can not be used as CHA-CHING or ¢ Cards.

\$ Cards are variable and score the amount of the highest card in the player’s hand. An example of a penalized hand: 1, 1, 1, 5, \$, \$, 25, 25.

The hand would score a penalty of 108 points. Both \$ cards are valued at 25 (*the largest value card in the hand*). The other cards are scored at face value.

WINNING: When any player has accumulated 1,000 or more points the game is over and the player with the lowest score wins. If there is a tie player's have the option: play one last round or have a thumb war to determine the winner.

ALTERNATE PLAY: Players who want a more relaxing game with less *cha-change* mid-play can remove 2, 4 or all of the CHA-CHING cards before their next game.

A GREAT SAMPLE HAND: White rolls 6, black rolls 2, the Target Number for this round will be 62. *(Unless a player decides to discard a CHA-CHING Card and re-roll the Target Number)*



A player “goes out” with the hand equal to the Target Number rolled: 62.
CHA-CHING=0, \$=1, 50, 5, 5, 1, ¢ = 0, ¢ = 0

But..... a player caught with the same hand would score 161 penalty points.
CHA-CHING=50, \$=50, 50, 5, 5, 1, ¢ = 0, ¢ = 0



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