



## Rich or Bust



### Dollar Bill family card game.

- Banknotes with money based trivia.
- Answer questions and win cash.
- Better than Monopoly. 2+ Players.

CONTENTS<br> 300 Bank Notes on thin paper. On the reverse each Banknote has a question, an answer and a value: £10k (15) / £20k (50) / £50k (30) / £100k (100) / £200k (100) / £500k (5) The face of the notes are identical and do not reveal the value.<br> <br> OBJECTIVE<br> Take turns to answer a question and win money from the Bank. Build a fortune as close as possible to £1 Million without going Bust.<br> <br> PLAY<br> Shuffle all the Banknotes and place face down in a 'Bank' pile. <br> <br> At the start of each turn, choose to:<br> \* 'Draw' and attempt to win a banknote.<br> \* 'Stick' with your current total and skip a turn.<br> <br> If you choose to Draw, the player to your left takes the top Banknote, turns it over and reads the question aloud.<br> <br> Give the wrong answer and the Note is returned to the Bank at the bottom of the draw pile.<br> <br> Answer correctly and collect the Banknote, adding to your cash. Keep your Banknotes and your total hidden from the other players.<br> <br> Play moves clockwise and the next player chooses to Draw or Stick. When your turn comes round again, you may Draw even if you previously chose to Stick. If you exceed £1M you are Bust and you are out of the game.<br> <br> The game ends when all remaining players choose to Stick, or the Bank runs out of Banknotes. All players then reveal their totals.<br> <br> RICH OR BUST<br> The player closest to £1 Million wins! If you exceed £1 Million, you are Bust!<br> <br> INSTANT MILLIONAIRE<br> If your total reaches EXACTLY £1 Million at any point during the game, you become the instant winner!

Designed and made by Suck UK

0 x 0 x 0mm | 0g

SUCK UK LTD

<https://www.suck.uk.com/products/dollar-bill-black-jack-card-game/>

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An idea by Suck UK Design Team  
made by Suck UK



Mark E Smith once said "if it's me and your granny on bongos, it's the Fall". It's a lot like that here - if it's Sam & Jude and a revolving team of talented creatives, it's Suck UK. From the inception of the company in 1999 Sam & Jude have been the constant driving creative force, but none of that would be possible without a great team of designers and developers who turn these ideas into something great. Once a Sucker always a Sucker.