BENJAMINS CASH CARDS™
RULES

1st Edition

BENJAMINS CASH CARDS · FQA GAMES

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Thank You!

Thank you for buying the 1st Edition of Benjamins Cash Cards! We are excited you are joining our community of card players, you trendsetter!

All our games are designed to be simple to learn, fun to play, and adaptable. We'd love to hear which games are your favorites, or perhaps you created new rules or games? We'd love to hear that, too!

Any comments, ideas, or suggestions, please email us at **per@poagames.com** We appreciate you joining us.

Play with Money!

Per Rosenbaum
Founder POA Games

General Rules

Game Variations

Benjamins Cash Cards are **designed to be flexible.** For variations, advanced options and more detailed rules visit poagames.com. If you want to **create your own,** please do–and tell us about them!

Rounds, Scoring & Tallying

- Benjamin Cash Cards games involve **quick rounds** where players **count the "cash"** in their hands at the end of each round.
- Play **one round** to determine a winner **or keep a tally** of rounds to crown a champion. For example, "First player to total $5,000 wins!"
- Or **agree on a set number of rounds.** For example, "Game is over after everyone deals once."

Agree to Rules
Before you start playing, agree on the number of rounds or how much "cash" wins.

Determine Dealer
In the games that involve turns, **play starts clockwise, left from the dealer.** Choose who deals first by seeing who can hold their breath the longest (or some other method).

Wild Cards
To increase the ferocity of any game use the **jokers or $2s as wild cards,** which might have different powers. We don't know what you'll come up with here—just have fun doing it!

Golden Rule
Before and after every round, remember what momma said, **"Play nice!"** During the game, well that's up to you.

Bank Robber

Get money in your bank and secure it in your vault before someone steals it!

Bank

Vault   Hand

I. Dealing

Deal five cards to each player and place the remaining deck in the center as the draw pile.

II. How to Play

Your **bank** holds "money" placed face-up. During the game you can secure it in your **vault** face-down. All players start with an empty bank and vault. On your turn, **draw a card** and then you have **3 options:**

1. Lay a card in your bank. Keep them in neat stacks of bills of the same denomination as all good bankers do.

2. Steal a card or stack of cards from any other player. By playing a card of the same denomination on top of the stack in an opponent's bank you take the entire stack and place it in your bank.
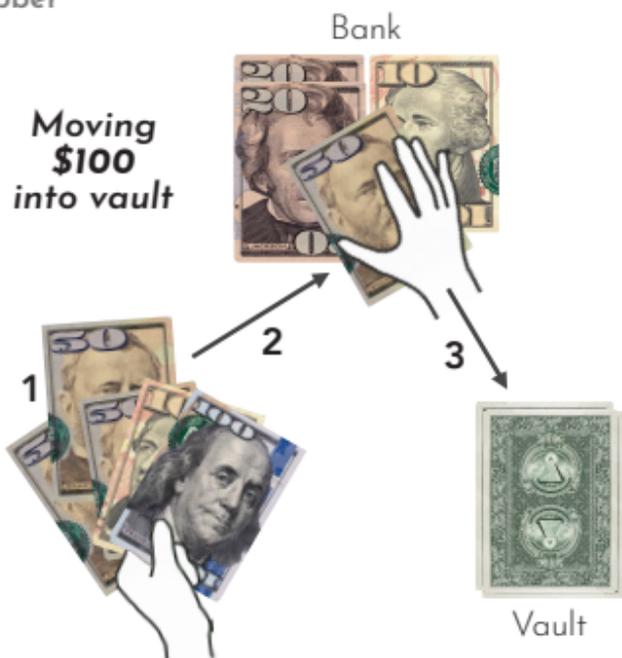
Opponent's Bank

Your Bank

Bank

*Moving
$100
into vault*

2

3

1

Vault

3. Three ways to secure money into your vault. There are 3 ways to put money in the vault where it cannot be stolen:

i. To **secure $100** in your vault, play a $50 and take $50 worth of cards from your bank, or simply a $50 takes a $50.

ii. To **secure $200** in your vault, play a $100 and take $100 worth of cards from your bank.

iii. To **secure $101** in your vault **place a $100 on top of a $1** in your bank, or conversely, **place a $1 on top of a $100**.

Bank

*Moving
$101
into vault*

2

3
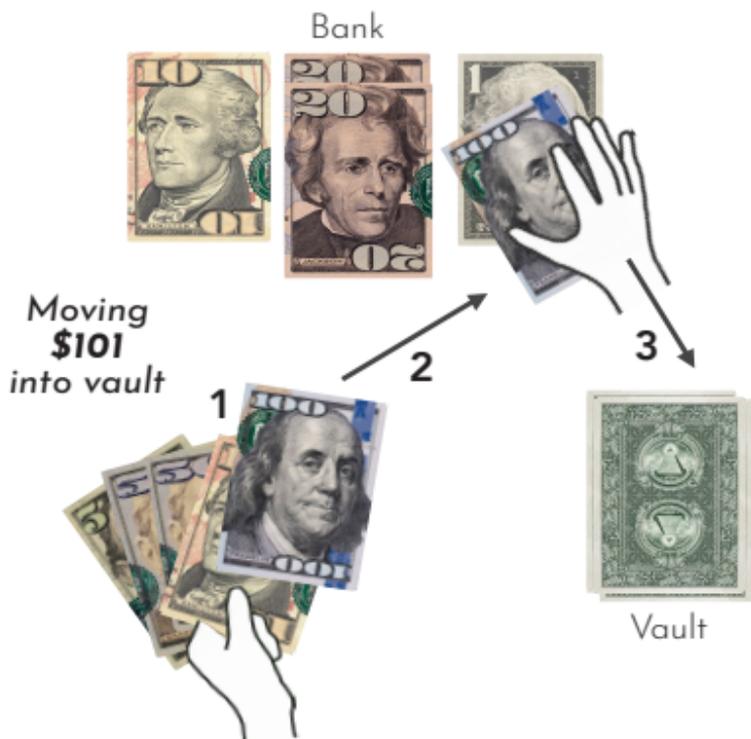
Vault

III. End of a Round
After the draw pile is depleted keep on playing
until no one has any cards in their hands.

IV. Scoring
After the round is over count all the money you
have in your bank and vault.

Money Pit

Dump your hand in a pile of laughs, loot and plunder!

I. Dealing

Deal each player 7 cards and flip over the first card to start the Money Pit, the remaining deck starts the draw pile. Deal rotates between rounds.

II. How to Play

Starting clockwise, each player tries to discard one of their cards. These are your options:

The Pit

1. Excluding the $1s, play a card **exactly a denomination higher or lower** than the card on top of the money pit. For example, if the top card is a $20, you can play either a $50 or a $10.

Cards go around the horn, meaning if a $100 is on top of the pile, you can play either a $50 or a $5.

2. Play a $1. When playing a $1 choose whether to **skip the next person, or reverse the direction** of the game. For example, move play from clockwise to counterclockwise. The player who goes next must play against the original card underneath the $1 played.

3. Play the exact same card that is on top and **then draw another card** and add it to your hand. For example, if the top card is a $20, you play a $20 and draw another card. The result is having the same amount of cards in your hand.

4. If you can't do any of the above actions, simply **take the top card from the draw pile.** This increases your hand by one card.

First person to discard all of their cards wins!

III. Scoring
The player who went out gathers all the cards from the remaining players and totals them for their score that round.

Cash Grab

A frantic fight for the big bucks!

I. Set Up
Deal the entire deck face down, one pile for each player. Do not look at your cards.

II. How to Play
In turn, each player flips the top card from their pile onto a central pile. **Players must flip the card away from them** (so they can't see it before it lands). The **first player to slap** the pile when either a **"Pair"** or a **"Sandwich"** appears takes the pile and adds it to the bottom of their stack.

Slap When You See

Pair
(two in a row)

Sandwich
(between two same)

*The player that slaps the
stack first grabs the cash!*

If players **slap pile when they should not,** they must **pay the penalty** by taking their top card and placing it on the bottom of the central pile.

Limbo: When a player's pile is empty, they have a chance to **"slap back in"** when one of the combinations occur. However, if they slap incorrectly—they are out of the game.

III. Scoring
Last player with all the cards wins!

Dead Presidents

2-6 Players   **5 Minutes**   **Easy**

A simple trick taking game where the best dead man wins!

I. Dealing
Deal the entire deck face down, one pile for each player. Players may look at and arrange their cards.

II. How to Play
1. On each turn, players **choose one card** from their hand, **push it to the center face-down,** and then **everyone flips over their cards at the same time.**

2. The player with **the highest card takes the trick.** For example, a $100 beats out the $50 and all other cards. This player takes the cards and places them into their vault.

3. If there is a tie for the highest card, then all the cards in the trick are set aside into the **Communal Bank** (more on this later). Repeat the two steps above until all hands are empty.

Communal
Bank

Your Vault   Your Hand

4. After all the cards have been played, **take the bank, shuffle it and deal it out** to all the players. Continue playing until it becomes obvious that shuffling the bank and dealing out the cards will always result in a tie, meaning the round is now over.

III. Scoring
After the round is over, count all the money you have in your vault. Any money left tied up in the communal bank is not awarded to any player.

Tic Tac Dough

Get 3-in-a-row to get all the dough!

I. Dealing
Deal five cards face-down to each player, the remaining deck becomes the draw pile.

II. How to Play
1. Players will form a **9-card grid** on the table. The first to get **3 cards of the same value in a row wins.** The line of cards can be vertical, horizontal or diagonal.
2. Players draw one card to begin their turn.
3. First player "**sets the center of the grid**" by placing a card face-up in center of table.
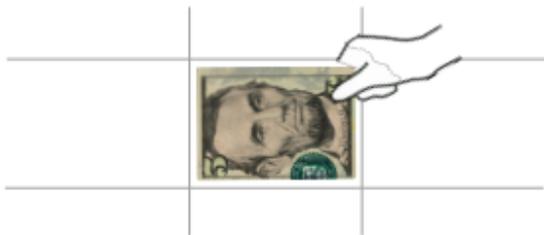
4. Players can **place a card**
 i. On an empty grid space, or…
 ii. On top of another card or stack in the
 grid **only if the card they play is higher
 than the card they cover.** For example, a
 player can place a $10 on top of a $1, but
 cannot place a $10 on top of a $50. The card
 must be higher, for example, placing a $20 on
 top of a $20 is not allowed.
5. Play until someone gets 3-in-a-row.

"Winner!"

III. Scoring
After a player gets 3-in-a-row they collect all the
cards from the grid and count the "money." This is
the amount of "cash" they earned that round.

Ben Rummy

2-4 Players   5 Minutes   Medium

Cash in your hand to take your opponents' stash!

I. Goal
Collect the most "money" while building **2 sets of 4 cash cards** of the same value.

II. Set Up
Deal 8 cards to each player, place the draw pile face-down and turn over the top card to start the discard pile.

III. How to Play

1. On your turn, **either** draw from the deck, **or** take the **top card** (and top card only) from the discard pile.
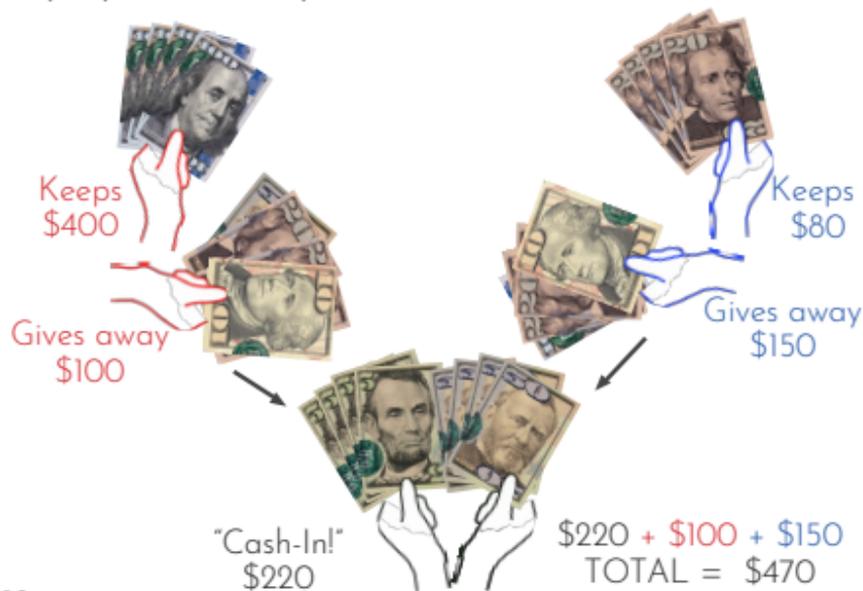
2. Discard a card onto discard pile.

3. If you have **two sets of 4, place a card face down** on the discard pile and say, "**Cash-In!**" The round is over.

IV. After someone calls "Cash-In!"

Players keep only sets in their hand and pass all other cards to the player who **"Cashed-In."** Each player counts up their "cash" for the round.

Keeps
$400

Gives away
$100

Keeps
$80

Gives away
$150

"Cash-In!"
$220

$220 + $100 + $150
TOTAL = $470

Fast Cash

A speed game where the quickest wins!

I. Set Up

Each player starts with 9 cards arranged in 3 stacks of 3 face-down in front of them. In the center of the table deal **one face-up card for each player,** these do not belong to any player, they are the start of the stacks everyone will be vying for. The rest of the deck is set aside.

Fast Cash

II. How to Play

1. To begin, shout, "**Fast Cash!**"

2. Players quickly flip up a card from one of their stacks to **place it on one of the communal stacks** in the center.

3. Players can place a card on any stack as long as it is **one "bill" higher or one "bill" lower** than the stack's top card. For example, if a stack has a $10 on top, a player can place a $20 or a $5 on top of it. **$100s and $1s "go around the horn."**

4. Players can **only flip up one card at a time** from their starting stacks. If they can't place a card onto a stack in the center of the table, they leave it face up on top of their downward stack.

5. If action reaches a point where no one can place a card down on top of a stack, call out, "**More cash please!**" From the original deck, each player takes one card face down, and then everyone simultaneously flips it onto a pile when someone calls out "**Fast Cash!**" Play resumes.

6. The first player to use up all their cards gets to slap any of the stacks on the table to claim it. The second player to use up all their cards gets to slap the next stack, and so on.

7. The **last player** who never got rid of their cards, **takes the stack that was left over**. This player also discards any cards on the table in front of them as they are not scored.

Player 1

Player 2
(no cards left)

"Winner!"

III. Scoring
Everyone counts up the stack of "cash" they claimed to see who won the round.

Special Rule: *No whining if you slapped the wrong stack.*

Dollartaire

| 1 Player | 5 Minutes | Medium |

A solo game to clean out the bank before it closes.

I. Set Up

Shuffle deck well and deal out all the cards to create **6 even stacks (of 10 cards)** with the top cards turned over, this represents the bank.

II. How to Play

In this solitaire game the goal is to take as much money from the **bank** and put it in your **wallet** before it becomes impossible to do so, meaning **"the bank is closed."**

**General actions** that do not move money from the bank to your wallet:

- Play only face-up cards.
- Lay cards in denominational order **from highest to lowest** in a cascading fashion. You are **NOT allowed to skip a "bill"** in the order.
- You can **move a single card, or an entire cascade** onto a higher card as long as it is one "bill" lower.
- When you move a card or cascade from a stack and it **reveals a down-facing card, simply turn the card over** and place it on top of the stack to continue playing.


Creating a Cascade

Three ways to move money into your wallet:

1. From the bank, **take a $100** and **collect $100 worth of cards,** thus **placing $200 in your wallet.** For example, you play a $100 and take a lone $50 from one stack, and a $20>$10>$5 cascade plus a $10>$5 cascade from two other stacks and put $200 in your wallet. Or simply, **a $100 takes another $100.**

2. From the bank, **take a $50** and **collect $50 worth of cards,** thus **placing $100 in your wallet.** Or simply, **a $50 takes a $50.**

*Putting
$100
in your wallet*
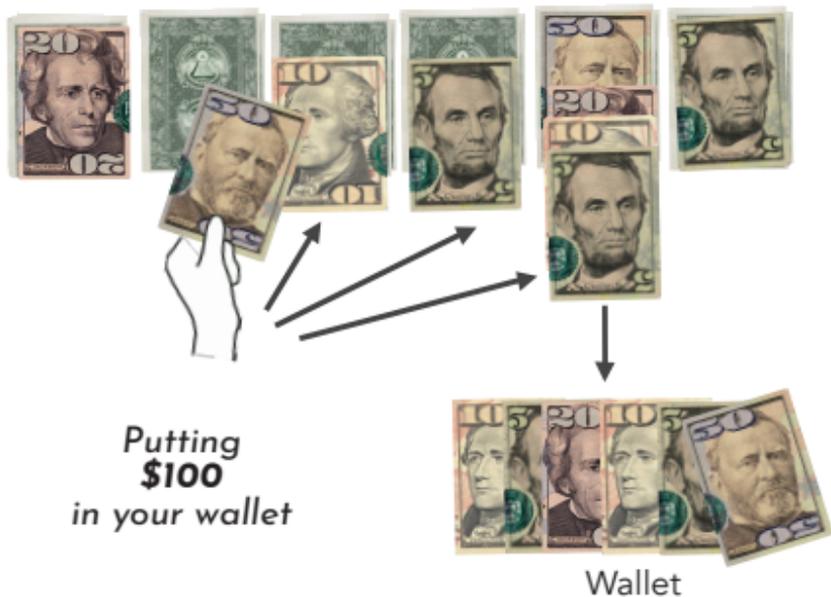
Wallet

3. Combine a $100 and **a $1** from the bank and **secure $101 in your wallet.**
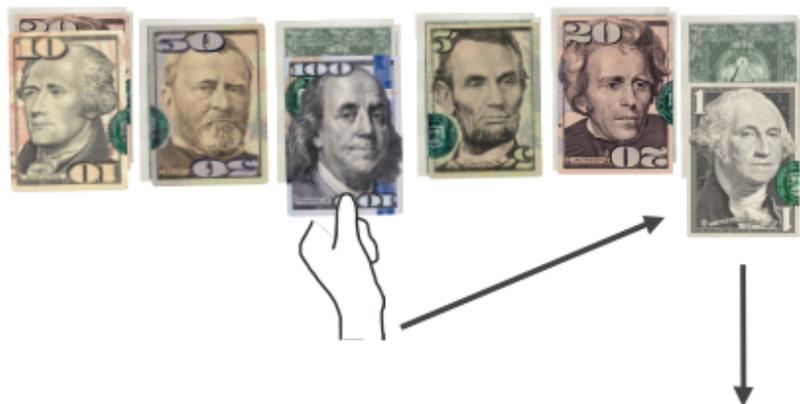
*Putting
$101
in your wallet*

Wallet

III. Scoring

After the game, count all the cash in your wallet:

$0 to $599 = **Poor House**
$600 to $1,199 = **Middle Class**
$1,200 to $1,799 = **Upper Crust**
$1,800 to $1,809 = **1%er**
$1,810 (maximum score) = **Ultra Rich**

Benjamins Hold'Em
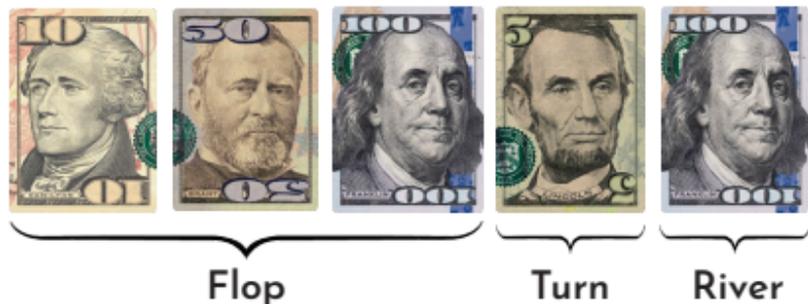
Texas Hold 'Em meets
Benjamins Cash Cards? You bet!

I. How to Play
Game is played like *Texas Hold 'Em*, so you'll
need a set of poker chips. Deal two cards to
each player, and then on the table deal a "flop"
of 3 cards, followed by the "turn" and finally the
"river" card.

Flop   Turn   River

Play and bet as you would Texas Hold 'Em, except there are only 6 hands ranked in order where **five $100 cards is the best hand** (there are no straights or flushes).

Hand Rankings

5 of a kind

4 of a kind

Full House

3 of a kind

Two pair

One pair

Beat the Bank

Beat the dealer without going bust!

I. How to Play
- Game is played like Blackjack where the goal is to **reach $200.**
- The **dealer must stick with $150** or higher.

Dealer
(has not taken
cards yet)
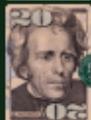

Player 1
"Stick"

Player 2
"Stick"

Player 3
"BUST"

BENJAMINS CASH CARDS
DECK CONTENTS

 x 10 = **$1,000**

 x 10 = **$500**

 x 10 = **$200**

 x 10 = **$100**

 x 10 = **$50**

 x 10 = **$10**

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60 Cards = $1,860

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