

Single player game

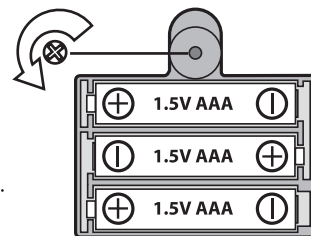
A single player selects and plays the Colour Cards one by one until they reach their selected Target Amount, or they fail to reach it and are beaten by the Module.

*Sleep Mode, to save power the Module will automatically switch off after a period of five minutes inactivity, simply press the white bar to continue play.

Requires 3 x AAA Batteries (NOT INCLUDED).

To insert batteries follow the diagram remembering to observe the correct battery polarity.

Please remember that small button cells and AAA batteries should be kept away from young children as they could be easily swallowed. Seek medical advice if you believe a cell has been swallowed.



Battery Information

Do not recharge non-rechargeable batteries.
Do not mix different types of batteries, or new and used batteries.
Rechargeable batteries are to be removed from the toy before charging them.
Rechargeable batteries are only to be charged under adult supervision.
Only batteries of the same or equivalent type as recommended are to be used.
Insert batteries in the correct polarity.
Remove exhausted (used) batteries from the toy.
Do not short-circuit the supply terminals.
Batteries should be replaced by an adult.
Do not insert connecting wires into electrical socket outlets.

The normal function of the product may be disturbed by strong electro magnetic interference. If, so, simply reset the product by switching off then on to resume normal operation. In case the function could not resume, please use the product in another location.



Disposal of old Electrical and Electronic Equipment.

This symbol on the product or its packaging indicates that this product shall not be treated as household waste. Instead it should be handed over to the appliance collection point for the recycling of electrical and electronic equipment. For more detailed information about recycling of this product, please contact your local Civic Office, your household waste disposal service or the shop where you purchased the product.

If returning the old product to the store where you purchased the new item from you should first check they are in an applicable scheme.

The old product must have the same function as the new product and may have to be returned within a set period from the date of purchase of the new item.

You must take proof of purchase of your new item when returning your old product to the store.

Please keep this packaging for future reference.

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From: Drumond Park Limited, PO Box 790, Ipswich, IP1 9GP, UK.
Designed in UK.

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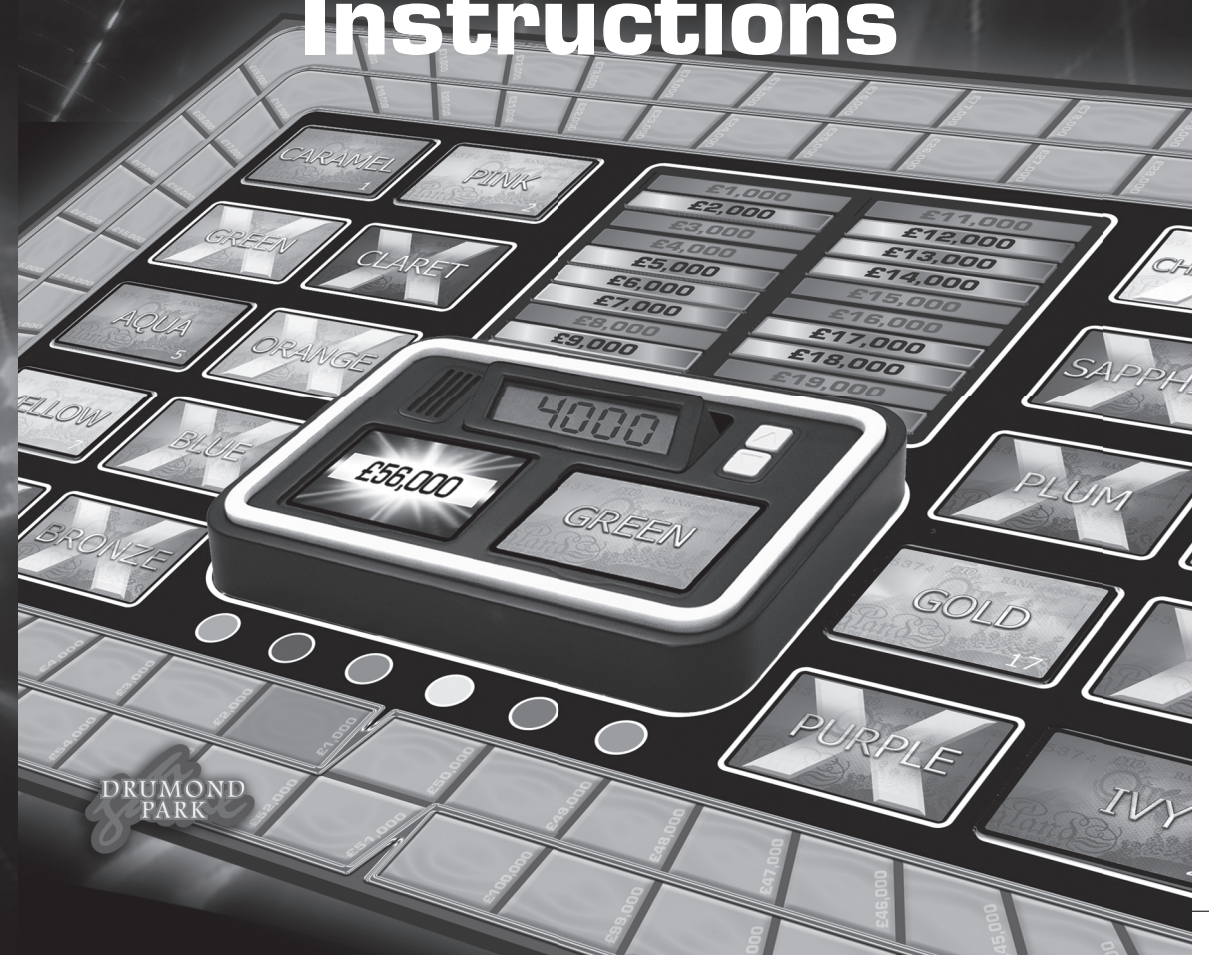


**1-6 Players
Ages 8-Adult**



ELECTRONIC BOARD GAME

Instructions



The Colour of Money electronic board game

Contents

Colour of Money Module	20 Scoreboard Markers
20 Colour of Money Cards	6 Playing Pieces / 1 Black Disc
12 Colour of Money Target Amount Cards	Playing Board

Rules for 2 to 6 Players

Object:

To be the first player to reach the Colour of Money Target Amount.

Preparation:

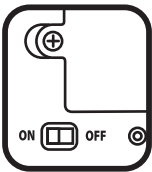
Switch on the Module and place it on its space on the playing board.

Place each of the Colour of Money, Colour Cards on the spaces shown on the board.

Place each of the 20 Scoreboard Markers over the matching values on the Scoreboard.

Each player chooses a playing piece and places it on same coloured circle at the beginning of the money trail around the board.

Shuffle the 12 Target Amount Cards then choose one at random and place it face-up on the space provided on the Module, then place the black disc on the corresponding amount on the money trail.



Play

The First Turn:

The youngest player starts by picking one of the 20 Colour Cards from the board and putting it on the Module beside the Target Amount card. Now use the two buttons beside the digital display to scroll up or down to the number that is on the chosen Colour Card. This “tells” the Module what colour you have chosen. Press and hold the white bar round the top of the Module to select the correct Colour number, the LCD will now display 00000.

When everyone is ready any player can press the white bar round the top of the Module again to begin the money count for the chosen card. The unit will start counting up from £1,000; £1,000 at a time.

At any time during the count-up any player can stop (or ask another player to stop) the count-up by pressing the white bar round the top of the Module.

Players who stop the unit before it BUSTS, win the amount showing on the display when they stop it. They then move their pieces round the board by that amount.

Once players who have chosen to stop at this point in the count-up have moved, press the white bar to restart the count-up.
Each player can only stop and score ONE amount during each Colour Card count-up.

The Module can be stopped and started again and again until all players have scored an amount of money and moved their playing pieces, or until the amount of money “in” the Colour Card is exceeded. At this point the Module will make the BUST sound and those who have not already stopped the count-up score nothing for that Colour Card.

If all the players have stopped the unit before the amount “in” the Colour Card has been exceeded, press the white bar again to continue the count-up and reveal how much money was actually available “in” that Colour Card.

Now remove the card on the scoreboard that is covering the amount that was “in” that Colour Card.

If more than one player shouts stop at the same time, these players all score the amount that is currently showing on the module. Other players cannot then decide to take this amount during the period in which the module has been stopped.

Continuing Play:

Play moves to the left and the next player now chooses another Colour Card from the board and puts it on the Module in the same way – using the two buttons to scroll up and down, “telling” the Module the new Colour.
* Used colour numbers will be automatically removed from the list.

Each turn when a player stops the machine and “scores” an amount, they move their playing piece on round the board by that amount.

Players continue to choose and play Colour Cards until any player(s) reach the Target Amount or until the tenth Colour Card has been played.

Winner:

The first player to reach the Target Amount is the winner – even if ten Colour Cards have not yet been played.

If more than one player reaches the target during the same Colour Card, the player who exceeds the target by the largest amount wins the game.

If no player has reached the target after the tenth Colour Card has been played then there is no winner and a new game can be started.

*The unit will automatically reset after the tenth colour card is played, if the game is won before this simply switch off/on to reset for a new game.