

Calling “Presto Change-O”

If players see another player with more than these amounts of bills and coins, they can call out “Presto Change-O!” The player who has exceeded any of the money limits loses a turn and must immediately exchange his or her money to respect the limits.

IMPORTANT: Be careful not to call out “Presto Change-O!” too quickly. Make sure the player isn’t still making change during his or her turn. If you falsely call out “Presto Change-O!” on another player, you lose your turn.

2. If you land on a *Rainy Day Savings* corner, you may choose to deposit \$1.00 in the *Treasury* and place one of your colored game chips in the *Rainy Day Savings* space. Then, each time you pass this corner, you can collect 25¢ “interest” from the *Treasury*.
3. If you land on the *Magic Mirror* corner, immediately roll the die again. When you move to that space, you will pay or receive double what it says.
4. At the *Rent-a-Rabbit* corner, you have the chance to open your own business! If you are the first player to land there you can “buy the shop” by depositing \$2.00 in the *Treasury* and placing your game chip in the space. Once you purchase *Rent-a-Rabbit*, all other players must pay you 85¢ each time they land there.
NOTE: If you choose not to buy *Rent-a-Rabbit*, the next player who lands there can purchase it.
5. Each time you land on or pass the *Magic Castle* corner, you “magically” receive \$1.00 from the *Treasury*!
6. The first player to save \$10.00 wins the game! The player must have one \$5 bill, four \$1 bills, three quarters, two dimes, and one nickel.

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How to Play



**Be the first to save \$10.00
and win the game!**

For 2 to 4 players

Making change really isn’t a magical process. Even though it may seem tricky for you now, *Presto Change-O* will have you making change as fast as you can say “Abracadabra”!

Game Contents

Paper Money

- Ten \$5 bills
- Twenty \$1 bills

Coins

- Twenty quarters (25¢)
- Twelve dimes (10¢)
- Ten nickels (5¢)

Components

- 1 Die
- 1 Game board
- 4 Game pawns
(red, green, blue,
and yellow)
- 8 Game chips
(2 each of red, green,
blue, and yellow)

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Let's Learn to Make Change

Have you ever watched cashiers at work? Isn't it fun to watch them make change when you purchase an item at a store or restaurant?

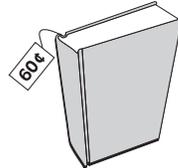
Sometimes, as a customer, you don't have the exact amount of money to pay for something. When this happens, you have to give the cashier more money than is needed to buy the item. In return, the cashier gives you some money back. This is called "making change."

What Is "Change"?

Change is the difference between the cost of an item and the amount of money the customer gives the cashier to pay for the item. Cashiers learn how to make change very quickly because they do it every day. They use a special method. You can learn this special way to make change by playing *Presto Change-O*.

How to "Make Change"

Pretend you buy a book for 60¢, but you only have a \$1 bill in your wallet. Here is the special method cashiers use to make change:

Cost of Book	Money You Give Cashier	Change Cashier Gives You	Method Cashier Uses to Make Change
			"That's 60¢ for the book... and 5¢ (a nickel) makes 65¢... and 10¢ (a dime) makes 75¢... and 25¢ (a quarter) makes \$1.00. Your change is 40¢."

Using this method, the cashier starts giving you change with the coin of least value (the nickel). She adds coins of greater value (the dime and then the quarter) until she reaches the difference between the price of the book (60¢) and the amount of money you gave her (\$1).

$$\begin{array}{r} \$1.00 \\ - .60 \\ \hline \$.40 \text{ change} \end{array}$$

Use this method to make change as you play *Presto Change-O*, and soon you'll be making change like an expert cashier.

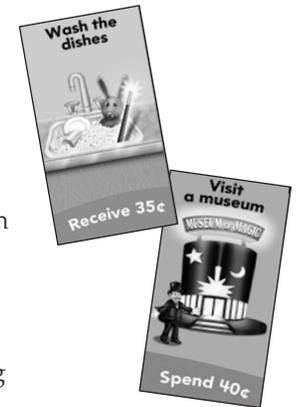
The Object of the Game

Each player starts the game with two \$1 bills. The object of the game is to be the first player to save \$10.

Getting Ready to Play

- Each player starts the game with these items:
 - Two \$1 bills
 - One game pawn (red, green, blue, or yellow)
 - Two game chips that match the color of each player's pawn
- Place all of the remaining paper money and coins on their marked spaces in the *Treasury* area in the center of the board.
- Each player rolls the die once. The player who rolls the highest number starts the game. Play then proceeds in a counterclockwise direction.
- Look at the game board. Here's what you'll find:

- Some spaces instruct you to "earn" or "receive" money from the *Treasury*. If you land on these spaces, you must **withdraw** the correct amount of money from the *Treasury* before the next player takes a turn.
- Some spaces instruct you to "spend" money. When you land on these spaces you must **place** the correct amount of money in the *Treasury* before the next player takes a turn. (If you don't have enough money to pay the amount indicated, you lose your turn, but you don't have to pay anything to the *Treasury*.)



How to Play Presto Change-O

- All players place their game pawns on the *Magic Castle* to begin. The first player rolls the die and moves his or her game pawn to the right.
 - If the die shows a "4" for example, the first player moves a pawn to the "Visit a Museum" space and must **pay** the *Treasury* 40¢.
 - If the player rolls a "1" and lands on the "Happy Birthday" space, he or she **withdraws** \$1.50 from the *Treasury*.

IMPORTANT: Money Limits

As players pay to and receive money from the *Treasury*, they must constantly make change because they must never have more than the following amount of bills and coins in their hands at any time:

(1) \$5 bill	(4) \$1 bills	(3) quarters	(2) dimes	(1) nickel
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(This information is shown on each side of the game board.)