Play with any handful of pocket change, divided evenly between two players. Both players must start with the same set of coins. For example: 4 pemies, 3 nickels, 2 dimes, and 1 quarter.
There is a "pot" in the midile of the table. Players will take turns playing one coin into the pot. After playing a coin, you may withdraw from the pot any assortment of coins that is worth less than the coin you put in. Por example, if you put in a dime, you may withdraw up to nine cents. (You should always take hack as much as you can.)

The goal is to run your opponent out of coins. Your score is the number of cents that you have leit when your opponent loses his last coin. Keep score over multiple games, alternating who goes first.

To play with more than two players, use the same rules, with the turn passing to the left. In this case, when one player is knocked out, the game is over, and the player with the most money wins.

## PIEASE ENOOY THIS DUVERSGON WITH OUR CONPLIMENTS, ANB IF YOU SEE JAMES EREEST. CHLLLENEE HM TO A GAME

