

What is it?

- A fun, interactive, action packed card game.
- All the excitement of interactive card games with the ADDED thrill of challenge solving!
- Combine luck, skill & strategy to acquire a hand of cards that allows you to solve a winning combination of squares that will outrank your opponents.
- Who will win and who will KRA\$H when intellect is put on the line?!!

Key Features:

- Simple rules.
- Fast & action packed, addictive game play.
- Thrills and spills like no other card game!
- Beautifully presented game components.
- For up to 6 players.

KRA\$H™

The game is in your hand!

www.playkrash.com

Contents:

Square Ranking Sheet



Game Book



96 Customised Playing Cards
(Green, Red, Black)



96 Play Pieces
(32 x Green, 32 x Red, 32 x Black)



Bank of 12000 KRA\$H Points
(called Franks)
80 x 10 Franks
60 x 20 Franks
40 x 50 Franks
40 x 100 Franks
20 x 200 Franks



Who will love it ?

- Those looking for that intelligent, interactive, action packed, fun... family game.
- Everyone that loves interactive card games laced with intelligence.



Turn over for HOW TO PLAY

HOW TO PLAY!

OBJECT OF THE GAME: Simple: win all the money off all the other players!

1. The game is played with one dealer and up to five additional players.



2. Each card represents a playing piece and has a number signifying the number of squares of the piece it represents.



3. The maximum number of squares permitted in a legal hand is 25. If a player ends up with more than 25 squares in their hand they KRA\$H out of that game. However, they may still choose to bluff about their hand so be careful!



4. Initially 5 cards are dealt face down to each player.

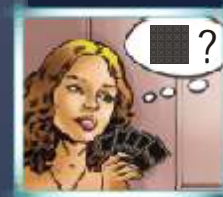


5. Players must try and ascertain (in their mind's eye) whether the playing pieces represented by the cards in their hand allow them to create a square array as shown in the index.

6. Players have two chances to swap and/or buy additional cards to optimize their hand.



7. The aim of each player is to use the pieces corresponding to the cards dealt to them to make a square that outranks all other squares made by opponent (s).



8. Players now bid on the expectation that their hand is the strongest.



9. On any weak hand, players may decide to fold

10. Beware players who stay in the game, they may be bluffing!



11. After all bidding is complete, playing pieces are handed out to all players who are still in the game, corresponding to the cards held by each player.



12. It is now a race to solve the highest-ranking square (s) in an effort to claim the pot.



The winner is the player with the highest number of FRANKs at the end of play.

