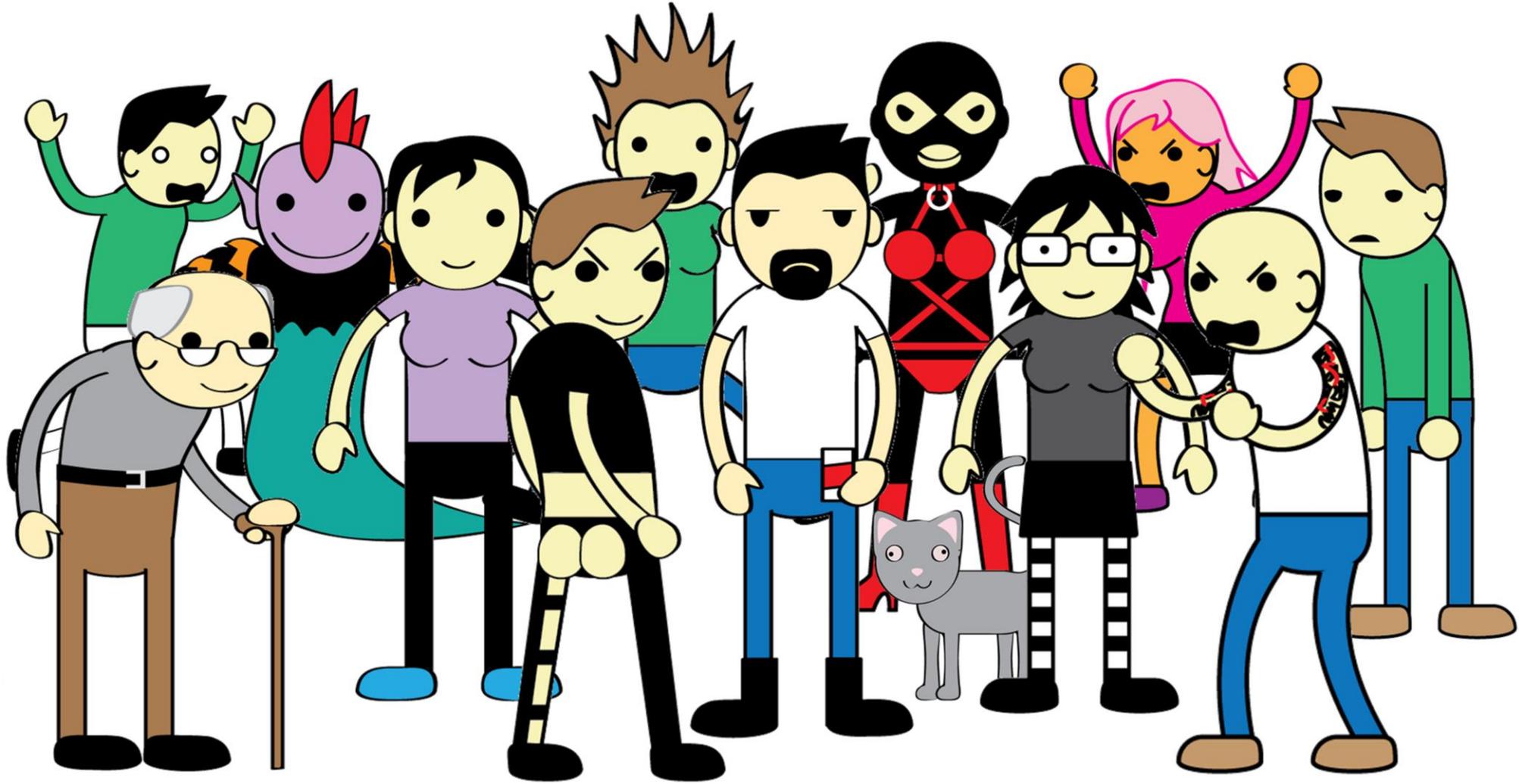


# Give Me Money or I'll Kick Your Cat



No Judges – No Votes – Just Horrible Threats for Cold Hard Cash

## Game Contents

300 Playing Cards (150 Action/150 Subject)  
3 Dice (Action, Subject, Payout)  
100 Money Tokens

## Game Setup

Money Tokens - The number of tokens for each player depends on the number of people playing.

2-4 Players – Each player receives 7 Tokens  
5+ Players – Each player receives 10 Tokens

If you run out of the tokens provided, you can use pennies, paper clips, bottle caps, condoms (preferably unused), or anything else you have handy as extra tokens.

Each player is dealt 8 Cards—4 Red Subject cards and 4 Black Action cards. Pick someone to go first and start the game.

## Game Play

- 1) Roller rolls both action and subject dice.
- 2) If the Roller has cards that match **both** the letter on the black die **and** the number on the red die (“WILD” means any card—example, if the player rolls “WILD” on the action die and “2” on the subject die, they can play any action card in their hand with a “2” subject) then they can issue a threat. If they player does not have matching action AND subject cards for the dice roll, then OPEN SEASON begins (see below).
- 3) **Issuing a Threat or Open Season**—If the roller can play, they select their target, pick two cards (action and subject) from their hand that

matches the roll, reveal them and say “Give Me Money or I’ll . . .” then reads the action and subject cards.

If the Roller does have an action and subject pair that matches the rolled dice, then they cannot issue a threat.

They have shown weakness!!! It’s **OPEN SEASON** on the roller.

Every player that has action and subject cards that match the current roll can now threaten the roller (one threat per player).

Once all of the players have issued their threats, it’s time for defense.

4) **Defense**—Once the threat (or threats) have been made, the target (person who received the threats) has a chance to play a “Defense” or “Worst Friend Ever” card.

Defense cards save the target from paying. The “Worst Friend Ever” card passes the threats a “sidelined” player (a player that has not issued any threats this round). If all players have issued threats, this card cannot be played. The sideline player that becomes the target also has the option the to play a “Defense” or “Worst Friend Ever” card as well.

If a defense was successfully played ,skip to step 6 (Note—if the defense card requires payment, EVERY player that issued a threat must pay).

Otherwise, it’s time to **pay up**.

5) **Payoffs**—For each threat made, the player who made the threat (starting with the roller) rolls the 12-side Green Payoff die. The target must

hand over that number of tokens (ranges from 0 to 4).

If the player runs out of money, then the game is over (see winning the game).

- 6) Replenish Hands - All played cards are put in separate (red and black) discards piles. Starting with the Roller and going clockwise, every player that played cards draws new cards to restore their hand to 4 Red and 4 black cards
- 6) The Roller passes the dice to the player on their left and a new turn begins.

## Winning the Game

Once any player has lost all of their tokens, the game ends. The winner of the game is person that has the most tokens at that time.

## Alternate Rules

Links to alternate rules and the drinking game rules will be posted on our website.

Please come check it out:

[www.neddygames.com](http://www.neddygames.com)

**THANK YOU**

for purchasing our game!!