

THE GAME'S END

A game of CASH STREAM is deemed to have ended when any one of the following occurs -

- At the completion of a set time limit.
- If ALL players are bankrupt at the same time.
- If All players agree to cease playing.
- If the Bank has run out of money.

THE WINNER

The winner is the player who holds the most assets at the end of the game. In totalling assets, a player multiplies their total companies cash sale prices by the current Inflation Rate, and then adds the amount of cash money held.

CONTENTS OF THE GAME

One (1) Board	Cash Denominations
One (1) Dice	50 x \$100
Six (6) Player Tokens	30 x \$200
22 Aqua Company Deeds	20 x \$500
20 Magenta Company Deeds	70 x \$1000
22 Aqua CASH STREAM Cards	20 x \$5000
20 Magenta CASH STREAM Cards	20 x \$10,000
40 CHALLENGE Cards	
Two (2) Business Insurance Cards	



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AUSTRALIAN Cash Stream

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Rules of Play

INTRODUCTION

CASH STREAM is a game where individual players compete against each other to amass great amounts of wealth through acquirement of Commercial Companies and Cash Holdings. In their endeavour to secure an empire, players are subject to the pitfalls of the real business world. Bankruptcy challenges, taxation demands, takeover bids, high-cost purchase and rent payments (determined by an ever-changing Inflation Rate), high pressure company decisions and over-shadowing all these factors, is the possibility of corporate raids on your companies and assets by a colleague or an over friendly fellow player.

All these situations and more, await your next venture into Australian CASH STREAM!!

Remember, don't trust anyone!! Good Luck.

SETTING UP TO PLAY

Place all cards onto the board in their allocated areas.

The 'Inflation Rate' commences at number one (1) as indicated on the board and remains at this rate until an Inflation Rate Challenge card is drawn. (See CHALLENGE CARD.)

All players must now set a "deadline" time limit for completion of the game. Once this time limit has elapsed the game is over. CASH STREAM can be played for 15 minutes, 2 hours, or indefinitely.

All players receive \$5,000 at commencement of the game.

A player must choose to be THE BANKER, who is responsible for all transactions between all players and the bank, and is the sole custodian and issuer of the Company Deeds.

NO PLAYER may BORROW or LEND money from or to another player or the bank.

Companies are NOT TRANSFERABLE.

DIRECTION RESTRICTIONS

While moving around the board, certain direction restrictions MUST be observed.

INNER PATHWAY

Anybody entering the Inner Pathway can only do so by the IN corridor. Regardless of the number thrown on the dice, every player MUST STOP on the IN corridor and wait until their next turn, before entering the Inner Pathway.

All movements on the Inner Pathway are to be in a CLOCKWISE direction.

When leaving the Inner Pathway regardless of the number thrown on the dice, every player MUST STOP on the OUT corridor and wait until their next turn, before exiting the Inner Pathway and returning to the Aqua Pathway.

AQUA COMPANY PATHWAY

Players on the Aqua Company Pathway may move in any direction; however, they are restricted to moving in one (1) direction per turn.

MAGENTA COMPANY PATHWAY

Players on the Magenta Company Pathway are restricted in their movements to the one (1) direction only. Once a player crosses into the Magenta Company Pathway, that player must travel around the pathway and leave by the other entry/exit point. No player is allowed to back-track or to leave by the same entry point.

If a player draws a Magenta CASH STREAM card and is sent to a Magenta Company, after that player has purchased or paid rental for the Company, they MUST nominate a point of exit and proceed in that direction only.

PLAYING

The player who rolled the highest dice value now rolls the dice again, to start the game. That player then moves the number of squares indicated by the dice, in any direction from the 'Game Start' position. Play then continues with the next player on the left-hand side, that is, clockwise.

If a player lands on a CHALLENGE square, that player must draw a CHALLENGE card from the top of the pack and act exactly according to the instructions given. (See CHALLENGE SQUARE CARDS.)

If a player lands on a square marked CASH STREAM, coloured Aqua or Magenta, that player must draw a CASH STREAM card from the top of the Aqua or Magenta CASH STREAM pack and act according to the instructions given. THE ONLY EXCEPTION TO THIS RULE is, if a player is in possession of a 'Cancellation of CASH STREAM' card (which is a CHALLENGE card), in which case they may use this card if they choose, to avoid drawing a CASH STREAM card. If a player decides to use the 'Cancellation of CASH STREAM' card, they must do so without having drawn or sighted the next CASH STREAM card.

ALL cards drawn are placed at the bottom of their respective packs after use.

PATHWAY COMPANY SQUARES

When a player lands on an Aqua or Magenta Company square, they MUST purchase that Company unless it is already owned. The purchase price is governed by the current Inflation Rate. The cost of the Company is determined by multiplying the Inflation Rate with the Company cash sale price, as indicated on the Company square.

If a player lands on an Aqua or Magenta Company square and that Company is owned by other player, the 'landing' player must pay rental to the 'owner' at the current Market Value rate.

If a player lands on an Aqua or Magenta Company square that they own, that player receives a rental payment at the rate described above, from the Bank.

The only occasion when a different purchase or rental price is paid, is upon being sent to that square by an Aqua or Magenta CASH STREAM card. This card indicates the purchase or rental price to be paid.

If a player does not hold enough cash for any purchase of a Company, then they MUST attend the 'Bankruptcy Court'. (See BANKRUPTCY COURT). If a player does not hold enough cash for any rental payment, then they MUST attend the 'Rental Tribunal'. (See RENTAL TRIBUNAL).

CASH STREAM SQUARES

When a player lands on an Aqua or Magenta CASH STREAM square, that player must draw a card from the corresponding coloured pack. The CASH STREAM cards indicate which Company square the player MUST move directly to. When the player has moved to that Company, they MUST if it is not already owned, purchase it for the price indicated on the CASH STREAM card.

If the Company is already owned, then the player MUST pay the owner rental at the rate also indicated on the CASH STREAM card.

If a player owns the Company to which they have been sent, then they will receive a rental payment as stated on the CASH STREAM card from the Bank.

If a player does not hold enough cash for any purchase of a Company, then they MUST attend the 'Bankruptcy Court'. (See BANKRUPTCY COURT).

If a player does not hold enough cash for any rental payment, then they MUST attend the 'Rental Tribunal'. (See RENTAL TRIBUNAL).

The Inflation Rate DOES NOT APPLY when a CASH STREAM card (either Aqua or Magenta) is used.

CHALLENGE SQUARES

When a player lands on a CHALLENGE square, that player MUST draw a CHALLENGE card from the top of the pack.

If this card is an 'Inflation Rate Change' card, it is immediately placed on the Inflation Rate square in the centre of the board and from that time, it acts as the new Inflation Rate. The old Inflation Rate card is returned to the bottom of the CHALLENGE card pack.

Any other CHALLENGE card is also returned to the bottom of the pack, once instructions have been complied with.

WAGE SQUARES

'Wage Squares' can only be found on the 'Inner Pathway'. If a player lands on one of these squares, that player receives a wage equal to \$1000, \$2000 or \$3000, multiplied by the dice value just thrown. The value of payment is indicated on each of the three (3) Wage Squares. All wages are paid by the Bank.

BUSINESS INSURANCE

The single 'Business Insurance' square is located on the 'Inner Pathway'. If a player lands on this square, that player may draw an Insurance Policy (if available). This policy entitles the holder to limited protection in the case of a Bankruptcy. (See BANKRUPTCY COURT). After use, the policy MUST be returned to the pack. A player may only hold ONE (1) policy at any one time. These policies have NO monetary value and are NOT transferable to another player.

THE BANK

Once a player enters the Bank, that player MUST follow the instructions as laid down on the CHALLENGE card.

If at any time a player cannot afford to carry out the instructions as laid down on the CHALLENGE card, that player must move to the Bankruptcy Court for Judgement (See BANKRUPTCY COURT).

All players must re-enter the game on their next turn from the Bank Re-Start Position.

BANKRUPTCY COURT

A player is summonsed to the 'Bankruptcy Court' when they cannot pay cash in full for any purchase of a Company or any demand to pay cash by a CHALLENGE card. If a player cannot pay in full any monies due, but does hold some money, that player retains that money, but moves directly to the Bankruptcy Court for Judgement.

A player who attends Bankruptcy Court must throw the dice again so a Judgement can be passed upon them as follows -

If the player throws a one (1) or six (6), the player is deemed to have been found GUILTY.

If the player throws a two (2), three (3), four (4) or five (5), then the player is deemed to have been found NOT GUILTY.

A GUILTY player MUST surrender all Companies and money to the Bank, leaving themselves without any assets.

This player then remains in Bankruptcy Court and forfeits their next TWO (2) TURNS. On the player's THIRD (3) TURN, they move their token to the 'Game Start' position and collect \$5,000 before re-entering the game.

A GUILTY player who holds a Business Insurance Policy, may retain any three (3) Companies or less that they own. If a player decides to use the Insurance Policy, ALL other Companies AND Monies MUST be returned to the Bank and the used Insurance Policy to the pack. This player must then follow the rules as stated in the previous paragraph.

If a player is found NOT GUILTY, that player moves directly to the 'Bankruptcy Failure Re-Start' position and on their next turn, re-enters the game. A player found NOT GUILTY does not forfeit any Companies or money held.

A player in Bankruptcy Court or waiting in the Bankruptcy Failure Re-Start position CANNOT collect rental from any Companies owned or receive money from any CHALLENGE card drawn. However, although these players cannot receive any monetary gain, they are still open and liable to any demand made upon them by a CHALLENGE card.

RENTAL TRIBUNAL COURT

A player is sent to the 'Rental Tribunal' when they cannot pay cash in full for any rental of a Company they land on or have been sent to.

If a player cannot pay in full any monies due, but does hold some money, that player retains that money, but moves directly to the Rental Tribunal for their hearing.

A player who attends their hearing must throw the dice again so a Judgement can be passed upon them as follows -

If the player throws a two (2) or four (4), the player is deemed to have been found GUILTY.

A GUILTY player must miss their next turn before re-entering the game.

If the player throws a one (1), three (3), five (5) or six (6), then the player is deemed to have been found NOT GUILTY.

If a player is found NOT GUILTY, that player moves directly to the Rental Tribunal Failure Re-Start' position and on their next turn, re-enters the game.