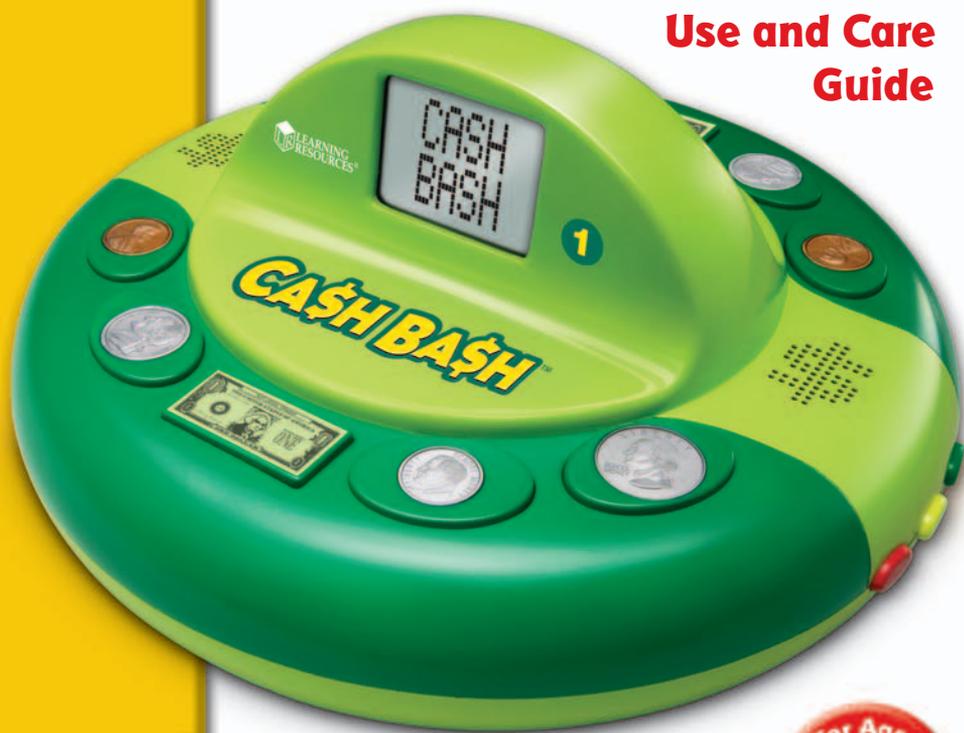


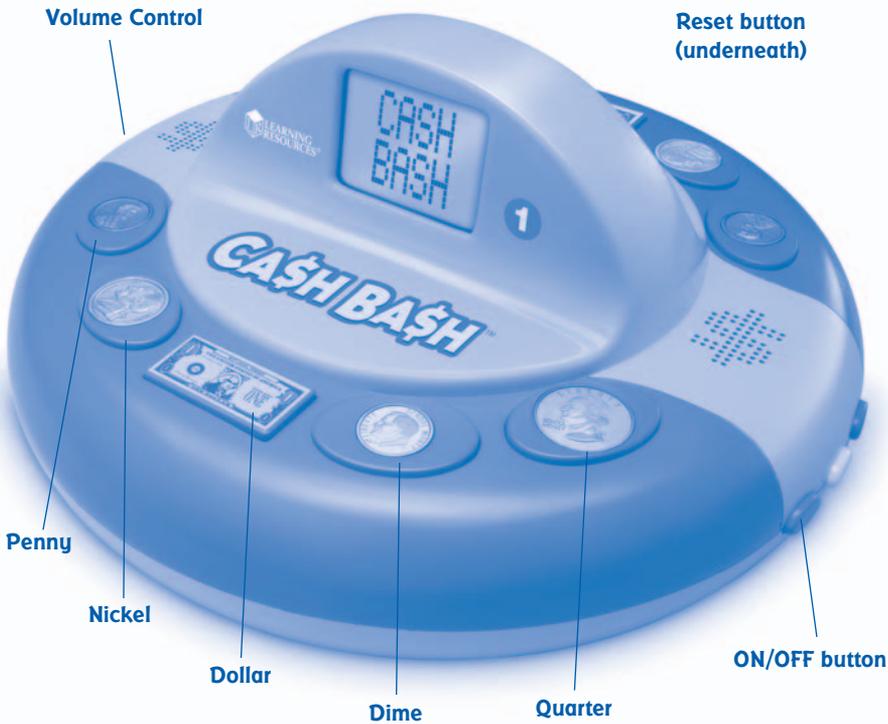


# Cash Bash™

Electronic Money Game

Use and Care  
Guide





# Installing and Replacing the Batteries

**Requires:** Phillips screwdriver, 3 AA batteries

Batteries should be installed or replaced by an adult. Cash Bash™ requires 3 AA batteries (not included). The battery compartment is located on the bottom of the control unit. To install batteries, first undo the screws (using a Phillips screwdriver) and remove the battery compartment door. Install batteries as indicated inside the compartment. See last page of guide for additional notes on proper battery care.

## Introduction

Cash Bash is an exciting, interactive electronic game for 1–2 players. While playing, you'll be learning important money skills such as:

- Basic addition and subtraction
- Coin identification
- Place value skills

## Buttons

**ON/OFF** – To turn the unit ON/OFF

**VOLUME** – A button for adjusting the volume. Selects between 3 settings. LOW, HIGH, and OFF

**PENNY** - Button decorated as a one-cent coin. Pressing it once adds the coin value of one cent.

**NICKEL** - Button decorated as a five-cent coin. Pressing it once adds the coin value of five cents.

**DIME** - Button decorated as a ten-cent coin. Pressing it once adds the coin value of ten cents.

**QUARTER** - Button decorated as a twenty-five-cent coin. Pressing it once adds the coin value of twenty-five cents.

**DOLLAR** - Button decorated as a one-dollar bill. Pressing it once adds the coin value of one-hundred cents (1 dollar).

**GAME Button** – This button will turn the game ON and toggle through games 1 to 5 and then repeat. Each time the Game Button is pressed it will toggle to the next game. The first game is the default game.

**RESET Button** – Holding down this button for 7 seconds will cause the unit to reset if an error occurs.

## Games

There are five games to choose. Each game is playable by one or two players.

All games (both one and two player) are ten rounds. A round consists of a monetary value shown on the screen. In a one-player game, the player has three chances to add up each money amount.

In a two-player game, players are competing to be the first to add up the money amount displayed.

**The five games are:**

### ***GAME 1 - ADD IT UP (1 or 2 players)***

In a two player game, both players compete to add up the monetary amount on the screen by pressing the coin buttons. Each press of a coin button will add that money amount to their total. The first player to reach the selected amount wins the round.

In a one player game, the player has three chances to add up each money amount.

### ***GAME 2 - CHANGE UP (1 or 2 players)***

The goal is the same as the first game, but now players have an added limitation. They must add up coins to reach the selected monetary amount, but with restrictions, such as “no nickels”, or “no dimes”.

In a one player game, the player has three chances to add up each money amount.

### ***GAME 3 - FEWEST MOVES (1 or 2 players)***

The goal is the same as the first game, but now the player who reaches the monetary amount in the fewest number of moves will win the game.

In a one player game, the player has three chances to add up each money amount.

### ***GAME 4 - COIN MASTER (1 or 2 players)***

The goal is the same as the first game, but now the player who reaches the monetary amount in the pre-determined number of moves will win the game.

In a one player game, the player has three chances to add up each money amount.

### ***GAME 5 - DOLLAR DASH***

A monetary amount under one dollar is shown on the screen. Players need to press the correct coin buttons to add up to one dollar.

In a one-player game, the player has five chances to add up each money amount.

## **How to Play**

After the unit is turned on, players can select their game. The default game is one-player ADD IT UP.

Each press of the GAME button will toggle through and display the name of each game on the screen, from GAME ONE all the way to GAME FIVE. After GAME FIVE, if the GAME button is pressed again, the unit will toggle back to GAME ONE. After the game sound effect is played, if no other button is pressed the game will display text, indicating that players should press the dollar button to play.

- To exit any game, or to start a new game, press the GAME button to return to the game selection point.
- Each press of the GAME button will toggle through the available games. To choose the desired game, press the DOLLAR button.
- If there is no response for five minutes, CASH BASH™ will power down automatically.

### **GAME 1 - ADD IT UP**

Players compete to add up the monetary amount on the screen by pressing the coin buttons. Each press of a coin button will add that money amount to their total. The first player to reach the selected amount wins the round.

To select this game press the GAME button until you hear "Add It Up", or simply press the DOLLAR button to start.

Each player must press their DOLLAR button to "register" in the game. If no players register by pressing the DOLLAR button, the game will not start.

If player one presses the dollar button, but there is no player two entry, the game will be a one player game.

After the game is selected, players must choose a difficulty level, from Level 1 (easy) to Level 2 (hard). Press the GAME button to toggle through the difficulty levels, and press the DOLLAR button to confirm.

After all players have registered, the game begins. The first monetary amount will appear on the screen(s), and the words "ADD IT UP" will be heard. Players must now press the coin buttons to add up to the dollar amount displayed. Each coin button press will add that coin amount to the players total.

The first player to reach the coin total without surpassing it will win the round.

There are a total of 10 rounds per game

After the 10th round, the game will choose the winner, based upon the number of rounds won. If there is a tie (for example, both players win five rounds), there will be a

deciding 11th round. The winner will be declared at the end of the game.

## ***GAME 2 - CHANGE UP***

Players compete to add up the monetary amount on the screen by pressing the coin buttons. Each press of a coin button will add that money amount to their total. The first player to reach the selected amount wins the round.

To select this game press the GAME button until you hear CHANGE UP.

Each player must press their DOLLAR button to “register” in the game. If no players register by pressing the DOLLAR button, the game will not start.

If player one presses the dollar button, but there is no player two entry, the game will be a one-player game.

After the game is selected, players must choose a difficulty level, from Level 1 (easy) to Level 2 (hard). Press the GAME button to toggle through the difficulty levels, and press the DOLLAR button to confirm.

After all players have registered, the game begins. The first monetary amount will appear on the screen(s), and the words “CHANGE UP” will be heard. For each round, the screen will show the coin type that can NOT be used (for example, if the screen shows the words NO NICKELS, players cannot use that coin to add up the monetary value. Players must now press the coin buttons to add up to the dollar amount displayed. Each coin button press will add that coin amount to that players’ total.

The first player to reach the coin total without surpassing it will win the round.

There are a total of 10 rounds per game

After the 10th round, the game will choose the winner, based upon the number of rounds won. If there is a tie (For example, Player one wins five rounds, and Player two wins five rounds), there will be a deciding 11th round. The winner will be declared at the end of the game.

### **GAME 3- FEWEST MOVES**

Players compete to add up the monetary amount on the screen by pressing the coin buttons. Each press of a coin button will add that money amount to their total. The first player to reach the selected amount wins the round.

To select this game press the GAME button until you hear FEWEST MOVES.

Each player must press the DOLLAR button to “register” in the game. If no players register by pressing the DOLLAR button, the game will not start.

If player one presses the dollar button, but there is no player two entry, the game will be a one-player game.

After the game is selected, players must choose a difficulty level, from Level 1 (easy) to Level 2 (hard). Press the GAME button to toggle through the difficulty levels, and press the DOLLAR button to confirm.

After all players have registered, the game begins. The first monetary amount will appear on the screen(s), and the words “FEWEST MOVES” will be heard .Players must now press the coin buttons to add up to the dollar amount displayed. Each coin button press will add that coin amount to that players’ total.

The first player to reach the coin total without surpassing it in the fewest number of moves, or button presses, will win the round.

There are ten rounds per game.

After the 10th round, the game will choose the winner based upon the number of rounds won. If there is a tie (for example, player one wins five rounds, and player two wins five rounds), there will be a deciding 11th round. The winner will be declared at the end of the game.

### **GAME 4 – COIN MASTER**

Players compete to add up the monetary amount on the screen by pressing the coin buttons. Each press of a coin button will add that money amount to their total. The first player to reach the selected amount wins the round.

To select this game press the GAME button until you hear COIN MASTER.

Each player must press their DOLLAR button to “register” in the game. If no players register by pressing the DOLLAR button, the game will not start.

If player one presses the dollar button, but there is no player two entry, the game will be a one-player game.

After the game is selected, players must choose a difficulty level, from Level 1 (easy) to Level 2 (hard). Press the GAME button to toggle through the difficulty levels, and press the DOLLAR button to confirm.

After all players have registered, the game begins. The first monetary amount will appear on the screen(s), and the words “COIN MASTER” will be heard. .. For each round, the screen will show the number of moves, or button presses required to reach the goal. Players must now press the coin buttons to add up to the dollar amount displayed. Each coin button press will add that coin amount to that players’ total.

The first player to reach the coin total in the required number of moves will win the round.

There are a total of ten rounds per game

After the 10th round, the game will choose the winner, based upon the number of rounds won. If there is a tie (For example, Player one wins five rounds, and Player two wins five rounds), there will be a deciding 11th round. The winner will be declared at the end of the game.

### ***GAME 5 – DOLLAR DASH***

This game is a little bit different. A monetary amount will be shown on the screen and players compete to add the money up to \$1.00 by pressing the coin buttons. Each press of a coin button will add that money amount to their total. The first player to reach \$1.00 wins the round.

To select this game press the GAME button until you hear DOLLAR DASH.

Each player must press their DOLLAR button to “register” in the game. If no players register by pressing the DOLLAR button, the game will not start.

If player 1 presses the dollar button, but there is no player 2 entry, the game will be a 1 player game.

After the game is selected, players must choose a difficulty level, from Level 1 (easy) to Level 2 (hard). Press the GAME button to toggle through the difficulty levels, and press the DOLLAR button to confirm.

After all players have registered, the game begins. The first monetary amount will appear on the screen(s), and the words “DOLLAR DASH” will be heard. Players must now press the coin buttons to add up to \$1.00 as quickly as possible. Each coin button press will add that coin amount to that players’ total.

The first player to reach \$1.00 (without surpassing it) will win the round.

There are a total of ten rounds per game.

After the 10th round, the game will choose the winner, based upon the number of rounds won. If there is a tie (For example, Player one wins five rounds, and Player two wins five rounds), there will be a deciding 11th round. The winner will be declared at the end of the game.

## **Battery Care and Maintenance Tips**

- Use 3 AA batteries only.
- Be sure to insert batteries correctly (with adult supervision) and always follow the toy and battery manufacturer's instructions.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Insert batteries with the correct polarity.
- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries under adult supervision.
- Only use batteries of the same or equivalent type.
- Do not short-circuit the supply terminals.
- Always remove weak or dead batteries from the product.
- Remove batteries if product will be stored for an extended period of time.
- Store at room temperature.
- Wipe the surface with a dry cloth.
- Do not mix new and used batteries.
- Please retain these instructions for future reference.

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