



OBJECT OF THE GAME:

The object of this fascinating new advertising game is for the player (that's you), to visit as many participating stores and businesses as possible before the stated draw-card expiration date. You (that's the player), need only read the offers donated to you on the cards to see how easy it is to win.

PLAYING FIELD:

If player carefully examines the FUNNY MONEY GAME (it should be noted here that each draw-card in a FUNNY MONEY DECK is neatly nicknamed a *nifty nugget*), then it will soon become obvious that the playing field is anywhere a player can navigate to one of the nearby merchants listed on the various neatly nicknamed *nifty nuggets*; and to keep things nausiously naive (simple), the neatly nicknamed *nifty nuggets* give the name, address and telephone number of each participating store. (Whew!) (Don't stop here, the best is yet to come.)

RULES OF THE GAME:

1. Player takes FUNNY MONEY GAME and begins at starting point — that's wherever your naughty little scavenger instincts tell you to begin once you have read the tempting information on each tantalizingly neatly nicknamed *nifty nugget*. (Nasty, aren't we?)
2. Next, the number of moves depends on the number of neatly nicknamed *nifty nuggets* there are in the FUNNY MONEY GAME (and there are more than FORTY); so naturally, player gets at LEAST one move to each merchant, and ALL merchants are located within the same geographical area. (Necessary, right?)
3. Now, once player reaches a merchant of his (or her) choice, he (or she) presents the appropriate neatly nicknamed *nifty nugget* (You guessed it, from inside the FUNNY MONEY DECK), and redeems the merchandise or service listed thereon. AND THAT'S ALL THERE IS TO IT! Even novice nincompoops and grumpy old geezers should have their investment in the game nicely nestled back in their knapsacks within the first few hours of play. (Nifty, no?)
4. Normally, after player visits first merchant, he then nimbles on to second merchant, and so on. Eventually, things really get nerve-racking, because the player (that's you again), has to choose the order in which he visits the other merchants. (If you know anyone who can narrate instructions, let us know.)

*PLEASE — When landing on spaces (merchants), do not narrowly sidestep the game. After all, the neighborhood merchant doesn't want the player to indiscriminately discard other newfangled items which he sells that may be of narcissistic interest to you, that is!

SCORING:

Points are scored by counting the total dollar value of the FREE merchandise and services collected by the player. When player reaches \$5.95, he is on a *winning streak*. When he reaches \$25.00 he may start to feel like a nonstop roadrunner for the *community chest*, and when he reaches \$50.00, he might get the nemesis (neurosis) of a *monopolist* owner. Nevertheless, recognizing that \$50.00 is not nearly enough, true nostalgia probably won't be reached until player discovers that he can go even HIGHER than \$50.00. However, sooner or later, player may want to stifle himself somewhat — at least long enough to pass go and keep right on moving anyway. (You see, points may be lost if you over-nuzzle your nozzle in TOO much nourishment, all at once.)

CHEATING:

Nope. We simply won't have it. (Lightning may strike your nonmentionables and give you a neon nosebleed if you do.) If player can't believe that what he sees in the FUNNY MONEY GAME is what he gets, simply for the asking, then player has finally begun to get the correct notion into his noggin that this nonsense is highly negotiable, certainly newsworthy and very needful. (So, why not believe it?) Secondly, once player looks through the FUNNY MONEY DECK, he will see why we must limit sales to ONE GAME PER PLAYER (honestly); and thirdly, we hope you don't actually think we've been nasty. Once you peek through the deck, you'll find it in your heart to forgive us. (Besides, a little nastiness in advertising never hurt no-one nowadays.)

WINNING:

Needless to say, if everyone plays fair and understands that the game is designed to introduce you (in case you forgot, that's the player again), to a select group of very GENEROUS merchants who appreciate your business, then EVERYONE wins. (Note, EVERYONE.)

Now, only a limited number of FUNNY MONEY GAMES have been produced (no kidding), so it's FIRST COME, FIRST SERVED. (Naturally.)

THEREFORE ... (pretending to act nonchalant so as to hide your obvious nervousness), GET ON YOUR MARK ... GET SET ... GO!



Purchase your very own FUNNY MONEY GAME from our representative(s):
UNIVERSITY OF OREGON BOOKSTORE
And WHATEVER you do, DON'T just sit there gawking at this ... Your best friend(?) may already be off and running ...

The

Funny Money Game™ will give you almost \$100⁰⁰ worth of Fun Gifts!



THE CATCH ... None! This is our local merchants way of inviting you to try their services.

THE COST? ... only \$5⁹⁵

It's a deck of valuable drawcards with more than 40 unique gift certificates, each one redeemable at major nearby stores ...

Here's just some of what you'll get, and where you'll go to get it...

EGG MC MUFFIN	McDONALD'S
HAMBURGER	FARRELL'S
TACO	BULL SHED
SUNDAE	BASKIN-ROBBINS
HOT DOG	DAIRY QUEEN
WHEEL ALIGNMENT	FIRESTONE
LIVE GREEN FOLIAGE PLANT	HOME GROWN SHOPPE
CHILI	SAMBO'S
DESSERT	OASIS RESTAURANT

BAGEL W PEANUT BUTTER	McKENZIE COFFEE COMPANY DELI
DUNKIN' MUNCHKINS	DUNKIN' DONUTS
WAFFLE AND COFFEE	SAMBO'S
FLAIR PEN	UNIVERSITY OF OREGON BOOKSTORE
GOLDFISH	SEA HORSE AQUARIUM SHOP
BAR OF GLYCERIN SOAP	UNCOMMON SCENTS
WHEEL BALANCE	FIRESTONE
SUNDAE	DAIRY QUEEN
SPAGHETTI	THE ITALIAN PLACE