

FUNDEX GAMES, LTD.	
FILE NAME: 檔案名稱:	2906-00-11_l-cardInstructions.ai
PRODUCT: 產品名稱:	All In
ITEM NUMBER: 貨號	2906-00-11
ASSEMBLED SIZE: 完成品呎吋:	2.4"W x 3.7"H
FLAT SIZE: 印刷呎吋:	2.4"W x 3.7"H

COLOR	
CMYK 印刷顏色	 cyan magenta yellow black
SPOT COLORS 專色	
DO NOT PRINT PANTONE 144C! (DIELINE) 專色144C只用於刀模切線 不用印刷	

FRONT



FUNDEX

NUMBER OF PLAYERS: 2 to 4 **AGES:** 8+

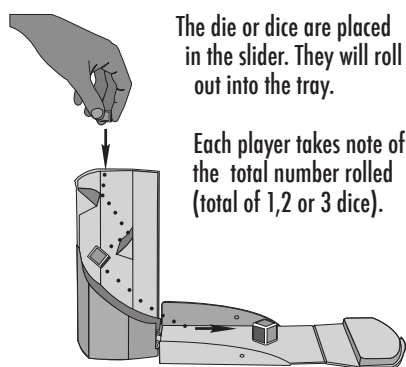
OBJECT: Be the player with the most points after 10 rounds of play. Chips (points) are won by playing the card that is closest, without going over, to a number that is yet to be rolled.

EQUIPMENT: • Dice Slider • 56 cards (4 sets of 13 cards with values of 1-13 and 4 instruction cards) • 3 dice • 36 chips (with values of 1, 2 or 5 points.)

SETUP: Each player takes one set of 13 cards (1-13), and 25 points worth of chips (1-1-2-2-2-2-5-5-5). The youngest player will begin the game.

1

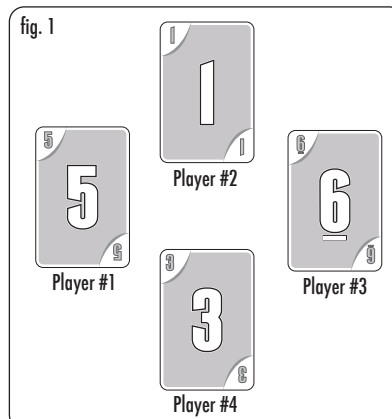
PLAY: A round begins with each player placing a 1-point chip into a pile in the center of the playing area (the POT). Player #1 decides whether to roll 1, 2 or all 3 dice. Players then select one card from their hands and place them face down in front of them. Players are trying to guess the number that will be rolled.



Each player takes note of the total number rolled (total of 1, 2 or 3 dice).

2

PLAY EXAMPLE: Player #1 decides to roll one die. Other players pick the card from their hand that they feel will be the closest (without going over) to the number that player #1 will roll. Their choices will be limited to card 1 through 6 in this example. If 2 dice are rolled,



3

cards 1 through 12 would apply. If 3 dice are rolled, cards 1-13 would apply. Player #1 places one die in the Slider. The number rolled is a 5.

BETTING: Once the dice is rolled, the players determine how close their face down cards (see fig. 1) are to the total number rolled. The betting then begins with the lead player betting a chip or chips.

Player #1 knows he has the exact number rolled, so he will likely bet high and often.

Player #2 knows her number will not likely be close enough, but the player may bluff and pretend she has a higher number.

Player #3's card is greater than the number rolled. It's unlikely that he will win, but he could bluff his way to victory.

4

BACK

Player #4 is unsure whether she'll have a winning card or not, so she may bluff, meet the bet (put in the same number of chips as her opponents) or pass (not bet but remain in the game) depending on how many chips she wants to risk.

When betting is complete (all players have passed), players turn their cards face up. The player whose card is closest to, without going over, the number rolled wins all the chips bet. Play then passes to the left and the game continues.

BETTING RULES:

- Once a bet is made, the other players may pass, meet the bet or raise the bet. If a player passes he/she is out of the round, but still in the game.
- Players are encouraged to bluff.

5

- The maximum bet that can be made depends on the round of play. the maximum bet for the first round is once per player-second round, twice per player, ect.
- If a player loses all his/her chips, they are out of the game.
- When all players pass, betting is complete.
- If more than one player has the winning card, the POT is split evenly. Any extra chips remain in the POT for the next round of play.
- If a round ends and all players' cards are higher than the number rolled, no one wins the chips. They stay in the POT for the start of the next round. Players must still put a 1-point chip in the POT to start the new round.
- A round could end with one player betting and the others passing; dropping out of the round. When this happens, the betting player will win, even if the number on his card is HIGHER than the one rolled. For example, if a

6

3 is rolled and the betting player's card is a 5, he would still win the chips.

ALL IN RULE:

When a player doesn't have enough chips to meet a bet, he must say aloud "ALL IN." That player then puts the rest of his chips in the POT. Any player who has met the bet then removes any chips over the amount that the "ALL IN" player placed in the POT.

When a round ends, all players select a new card to start round #2. Cards from prior rounds remain face up so players know which cards have been used.

WINNER: The game ends after 10 rounds of play. Players count the values of their chips. The player with the most points worth of chips wins the game.

7

GAME PLAY EXAMPLES:

Player 1 card	Player 2 card	Player 3 card	Player 4 card	Roll:	Outcome:
7	8	9	6	8	Player #2 wins.
4	4	6	2	5	The pot is split between players #1 and #2.
11	10	8	12	7	All players are over. Pot stays for next round.

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8

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