



## ANTE-UP A Game Of Chance

### Rules Of The Game

**Ante-Up is a metal object much like a child's top, with eight sides. Each side is marked giving you directions for play.**

**Ante-Up's eight sides are marked as follows: AP, P1, P2, P3, TA, T1, T2, T3. The markings indicate:**

- |                  |  |
|------------------|--|
| AP - All Pay.    | Everyone puts one ante into the pot.   |
| P1 - Pay One.    | The Player will ante one into the pot.   |
| P2 - Pay Two.    | The Player will ante two into the pot.   |
| P3 - Pay Three.  | The Player will ante three into the pot.   |
| TA - Take All.   | This is the biggy! The Player takes the entire pot. Everyone will ante again and the game will start over. |
| T1 - Take One.   | The Player will take one ante out of the pot.  |
| T2 - Take Two.   | The Player will take two antes out of the pot.   |
| T3 - Take Three. | The Player will take three antes out of the pot.   |

To begin play, each player antes one into the pot. Each player will spin Ante-Up; when it falls the player will do as indicated on the side that is up. (Example - if Ante-Up falls on T1, the player would take one ante out of the pot.) Then Ante-Up will be passed clockwise around the table, with each player taking their spin.

#### A Possibility:

Should the pot be low and Ante-Up falls on take three and there are only two in the pot, the player will take what is in the pot and everyone will ante again.

Ante-Up is a game that can be played in a very short time—but you can play forever. It can be played during your coffee break, while you are waiting on your lunch order, etc. Besides playing against the pot, you can bet the person next to you that Ante-Up will fall either on T or P. Create you own side bets.

#### By the way:

Buy another one for someone you love. You won't want to leave home without it.

MFD. By Miz Alice's House