

Do You Have the Nerve?

Designed by Ellie Dix

3-6 players | 25 minutes | Age 7+

Every player is a gambler. Every stunt is a test of nerve. Can you predict success when failure seems certain? Can you spot disaster when victory looks guaranteed? Bet smart, read the room, and prove you've got the nerve to win.

Components:

- 45 stunt cards
- 50 power cards
- 70 chips
- 12 vote tokens
- 6 dice
- 1 bonus die
- 1 active player marker
- 1 round tracker
- 1 board

Set up:

- Place the board in the centre of the table.
- Shuffle the stunt cards and power cards and place them in their respective spaces on the board.
- Deal 4 power cards to each player.
- Give each player two vote tokens of the same colour.
- Place the chips to the side of the stunt deck to form the general supply.
- Randomly decide who will be the first player and give them the active player marker.

How to play:

On each round:

- Put chips in the pot as shown on the board.
- The active player flips the top card of the stunt deck saying “Do you have the nerve for... [and the name of the stunt]”.
- All players (including the active player) now decide whether they think the result on the card will be thrown over three rolls, by selecting the correct token. Players should place their chosen token face down on one of the circle marks at the bottom of the board and keep their other token face down in front of them.
- Now the active player rolls the dice. After each roll, they freeze any dice values that appear on the orange area of the card - moving these dice over to the card.
 - If the orange section is completed, now freeze any dice values matching the dice shown in the blue area of the card.
 - Some cards show a red area. This is a freezing requirement for all dice.
 - Some cards show a grey area. If the bonus die is in play this section should be treated as part of the orange (required) section.
- After three rolls, all players choose one power card (in a 4 to 6-player game) or two power cards (in a 3-player game) and place them face down in front of them. When all players have played a card, reveal all cards. Starting with the

power card with the lowest value (top left) and increasing through card value, players execute the power on their card.

- When all power cards have been executed, players reveal their voting token.
 - If the stunt was successful, all players that voted YES share the pot. All winning players should get the same number of chips. If there are chips remaining - these stay in the pot for the next turn.
 - If the stunt was unsuccessful, all players that voted NO share the pot. All winning players should get the same number of chips. If there are chips remaining - these stay in the pot for the next turn.
- Discard all played power cards and each player draws a new power card from the deck.

Game end: The game ends after the seventh round. The player with the most chips wins.