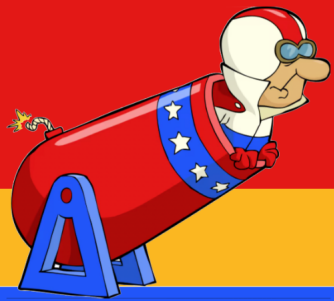




DO YOU HAVE THE NERVE



Read the room. Call the shot.

OVERVIEW

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

- 7 dice
- 95 cards
- 70 chips
- 12 tokens
- 1 active player marker

FEATURES

Simultaneous Play

Predictions

Power Cards

HOW TO PLAY

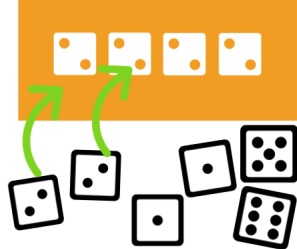
Do you have the nerve
for the RING OF FIRE?



The active player flips a card
and announces the stunt.

All players secretly decide
whether they think the
stunt will succeed or not.

RING OF FIRE



The active player rolls six
dice three times.

After each roll they freeze
any dice that match the
requirements on the card.

Ha! I flip this 5, into a 2!
The stunt succeeds!

FLIP
ONE DIE



22

After 3 rolls, all players must
play a power card, which are
resolved in ascending order

Power cards can flip, nudge
and re-roll dice, match other
dice or increase the pot.

We win
3 chips each!



Now reveal your bets. All
players that correctly
predicted the outcome of the
stunt share the pot.

Play until the chips run out.
Most chips wins!

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