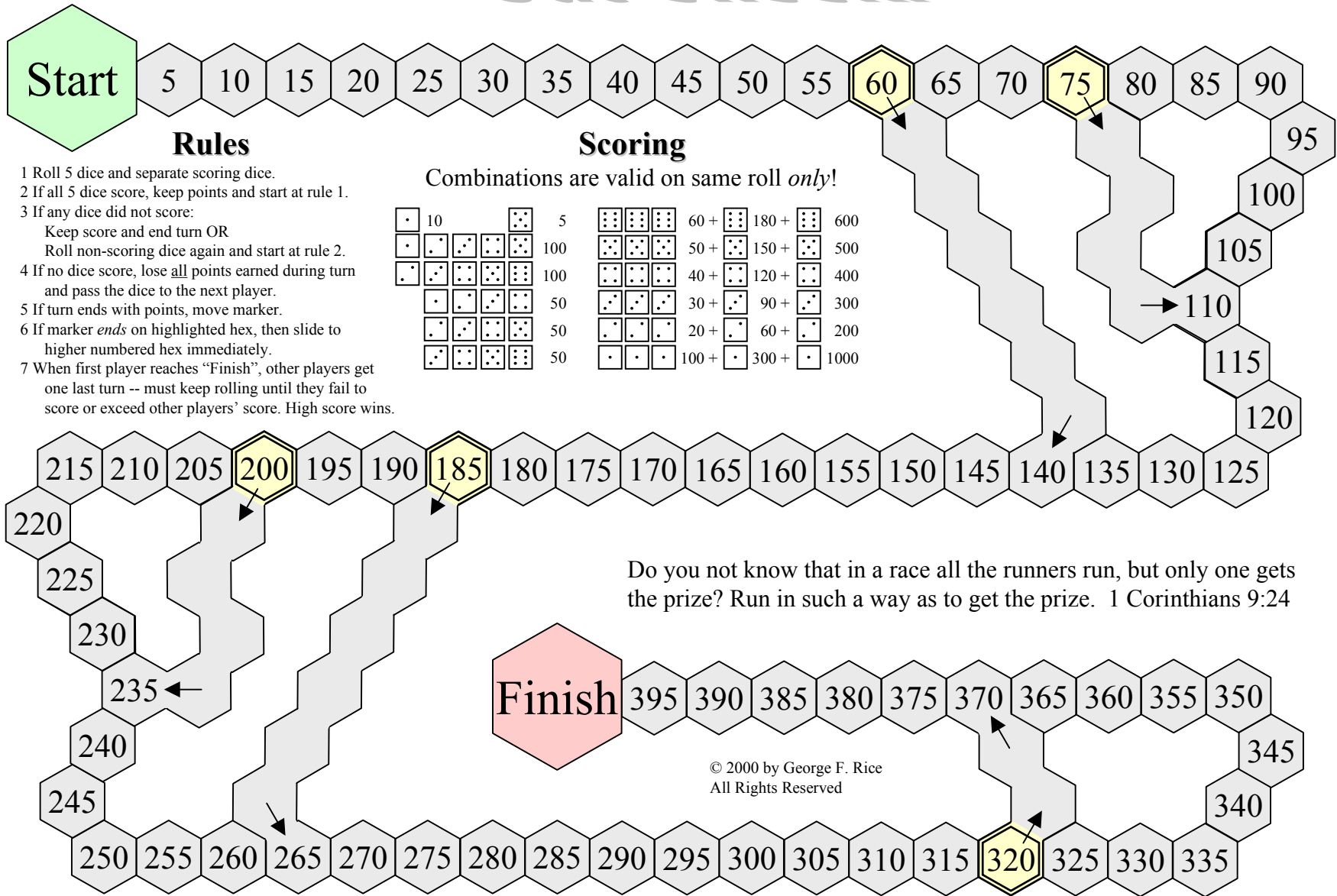
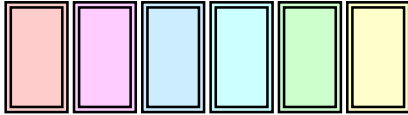


# Gut Check!



## Player Markers



## Detailed Rules

- 1 Roll 5 dice and separate scoring dice.
- 2 If all 5 dice score, keep points and start at rule 1.
- 3 If any dice did not score:  
Keep score and end turn OR  
Roll non-scoring dice again and start at rule 2.
- 4 If no dice score, lose all points earned during turn and pass the dice to the next player.
- 5 If turn ends with points, move marker.
- 6 If marker *ends* on highlighted hex, then slide to higher numbered hex immediately.
- 7 When first player reaches "Finish", other players get one last turn -- must keep rolling until they fail to score or exceed other players' score. High score wins.