



INSTRUCTIONS

PLAYERS: 2-6 **AGES:** 8+
CONTENTS: 12 dice; 50 chips

SET-UP: Each player gets 2 dice and 3 chips. Place rest of chips in the center playing area (pot). Extra dice are not used.

PLAY: The youngest player begins the game. Play passes to the left. On your turn:

- Roll your two dice and add the numbers.
- **STUNG:** If the sum is **2**, you've been Stung and **you must pay the pot 2 chips**. Your turn is over.
- **STING:** If the sum is **8**, you've rolled a Sting! **Take 2 chips from the pot AND each player pays you 1 chip**. Your turn is over. (If a player has no chips, then he does not pay).
- If the sum is **any number other than 2 or 8**, this number becomes the "target number." You **must** roll again to try to **equal or beat** the target number. Before you roll, all other players decide if they are "in" (i.e., whether they also want to roll to equal or beat the target number). On the count of "three" the players who are "in" all roll their dice. Any player who rolls **lower than the target number pays 1 chip to the pot**.


Any player who **equals or beats the target number receives 2 chips from the pot**. Any player that rolls a sum of 2 or 8 anytime during the game follows the STING and STUNG rules.

BONUS FOR GOING ALONE:

If no other players are "in," then you roll alone and your winnings are doubled. For example, you'd get 4 chips if you equal or beat the target number. Losses are not doubled.



OUT OF CHIPS: If a player owes the pot, but has no chips to pay, the player "lucks out" and does not pay. A player who is out of chips may still roll as usual to try to win chips.



THE WINNER: The game is over when there are no chips left in the pot or when there are not enough chips to pay the winnings. (these chips stay in the pot). **NOTE:** Chips lost are always paid to the pot before chips won are taken. The player with the most chips wins the game.



Quick Reference Card

Anytime during the game:


 +  = **2** pay 2 chips to the pot

 +  = **8** take 2 chips from the pot and 1 chip from each player

When rolling against target number:



If dice meet or beat the target number take 2 chips from the pot



If dice are less than the target number pay 1 chip to the pot



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Game design by
Brian Spence,
Garrett J. Donner, &
Michael S. Steer

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Questions or comments? Write to us at the address above, call
1.800.486.9787 or email customerservice@fundexgames.com
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