

THE MOST DANGEROUS GAME; END GAME ACTIVITY

AFTER COMPLETING BOARD 6

BEARERS

CHECK HOW MANY BEARERS ARE LEFT AND ENSURE NUMBER OF BEARER IS EQUAL OR GREATER THAN

NO OF ANIMALS SAMPLES (ANIMAL MODELS)

NO OF PHOTO REELS UP TO NINE MAXIMUM (ANIMALS)

NO OF ARIFACTS

MAKE SURE PARTY DROPS SAMPLES ETC TO MATCH BUT NOT EXCEED NO OF SURVIVING BEARERS.

DICE

TURN OVER ANIMALS AND ARTIFACTS TO REVEAL NO OF DICE TO BE ADDED TO PRESTIGE AND MEMOIRS ROLL. THIS IS IN EXCESS OF ANY DICE GAINED SO FAR.

ENSURE YOU AGREE THE NUMBER OF DICE TO BE ROLLED

ROLL DICE

WILDLIFE PHOTOGRAPHER

ROLLS ALL DICE AND ADDS UP TO OBTAIN SCORE

NATURALIST

ROLLS ALL DICE. REROLL ALL '1'S AS FURTHER RESEARCH FINDS. ADD UP DICE TO OBTAIN SCORE

ARCHAEOLOGIST

ROLL ALL DICE. CAN CHOOSE TO ROLL ALL 1 AND MATCHED 6 TO RESPRESENT PAPERS AND TALKS (SO 3 '1' AND 2 '6' ALLOWS 2 '1' AND 2 '6' TO BE REROLLED) AS SCIENCE DEBATES YOUR MAJOR FINDINGS OR CRACKPOT THEORIES (ARK OF THE COVENANT! NONSENSE! STAR GATE PIFFLE)

RECORD SCORE ON MAGNETIC STRIP AND UPDATE LEADER BOARD

THE WINNER IS THE HIGHEST SCORE ON THE DAY