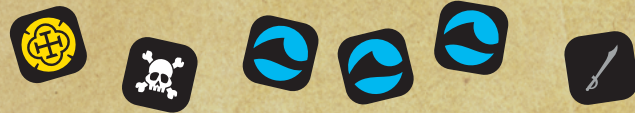


RESOLVING THE BOOTY DICE:



EXAMPLE ROLL 1:

After 2 rolls ye have a Doubloon, a Cutlass, a Jolly Roger, and a Mutiny (3 Walk The Planks) and decide to stop rolling.

- Ye take 2 Doubloons from the Buried Treasure.
- Ye attack one pirate (if the pirate has a Shield they lose a Shield, otherwise they lose a Life to Davey Jones' Locker).
- Ye steal 2 Doubloons from one pirate or 1 Doubloon from two pirates.
- All other pirates lose a Life to Davey Jones' Locker (Shields do not protect from a Mutiny).



EXAMPLE ROLL 2:

After 3 rolls ye have a Shield, a Walk the Plank, and a Shipwreck with an extra X Marks the Spot.

- Ye take 1 Shield from the War Chest.
- Ye lose 1 Life to Davey Jones' Locker.
- All other pirates give 4 Doubloons (3 +1 for the extra X Marks the Spot) to the Buried Treasure.

ENDING THE GAME: After you resolve the Booty Dice, pass them to the next pirate and continue play until one pirate amasses 25 gold Doubloons or only one pirate is left alive!

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BOOTY DICE

ROLL FOR THE GOLD OR DIE TRYING!

AGES 8+ 2-6 15

CONTENTS:

6 Booty Dice, 100 Doubloons, 60 Lives, 30 Shields, 2 Dice Roll Cards

HOW TO WIN:

The first pirate to amass 25 gold Doubloons in pirate booty or the last pirate left alive is the winner. If a pirate's Lives go to 0, they are out of the game.

HOW TO PLAY:

Prepare to set sail on a dicey adventure as ever there was! Each pirate starts with 5 Doubloons and 10 Lives. Savvy? Choose a pirate to go first then takes turns clockwise around the table. There are 6 Booty Dice. On yer turn, ye may roll up to 3 times. **Ye may roll all or some of the dice each time.** After ye stop rolling, ye must resolve all the actions on the Booty Dice. Resolve the actions in the order shown on the dice roll cards. Ye may also call each other scallywags and scurvy dogs and quote yer favorite pirate movies. Shiver me timbers! Who will survive to tell the tale?



PLAYING PIECES



LIVES

Each pirate starts with 10 Lives. When ye lose a Life in battle, discard a Life. Discarded Lives go in a pile. This pile is called "Davey Jones' Locker."



SHIELDS

Shields start in a supply pile. This pile is called the "War Chest."



DOUBLOONS

Each pirate starts with 5 Doubloons. The rest of the Doubloons go in a pile. This pile is called the "Buried Treasure."

DICE ROLLS



DOUBLOON: Take 2 Doubloons from the Buried Treasure. If no Doubloons remain in the Buried Treasure then none are taken.



X MARKS THE SPOT: Give 2 of yer Doubloons to the Buried Treasure.



JOLLY ROGER: Steal 2 Doubloons from other pirates. Ye can take them both from one pirate or split them up. If no other pirates have Doubloons then there is nothing to steal on this turn.



CUTLASS: Attack a pirate! If the pirate ye attack has a Shield, they lose 1 Shield for each attack. If the pirate does not have a Shield (or runs out of Shields during the attack) they lose 1 Life for each attack. Shields used to defend against a Cutlass go back to the War Chest.



WALK THE PLANK: Lose 1 of yer Lives to Davey Jones' Locker. Shields **DO NOT** protect ye from walking the plank!



SHIELD: Take a Shield from the War Chest. Shields protect from Cutlass attacks only. Shields do not protect from Walk the Plank or Mutiny. If no Shields remain in the War Chest then none are taken.



MUTINY: Blimey! All other pirates lose 1 Life to Davey Jones' Locker. For each additional Walk The Plank rolled, pirates lose an additional Life.



SHIPWRECK: Avast! All other pirates give 3 Doubloons to the Buried Treasure. For each additional X Marks the Spot, pirates give an additional Doubloon.



BLACKBEARD'S CURSE: Argghhh! All other pirates lose 2 Lives to Davey Jones' Locker and give 5 Doubloons to the Buried Treasure.



CAPTAIN'S PLUNDER!:

If you eliminate a pirate on your turn (using a Cutlass, Mutiny, or Blackbeard's Curse), you get **ALL** their Doubloons!