

Swashbuckle Dice Game

yachtsea.org

Requirements:

5 traditional, 6 sided dice

Can be played alone or with yer mates

Best to teach new players by coaching them through a few rounds.

Game play summary: Players take turns rolling 5 dice up to three times to get the highest scoring combos on their score sheet.

How to play:

1. Pick a Pirate Name. An adjective/noun combo, (Sunnyseas) can help the wee-ones choose.

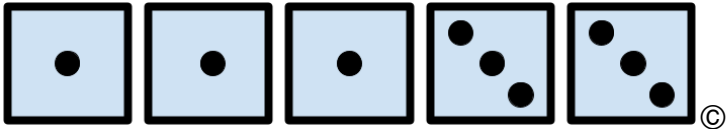
2. Determine who goes first: (Unless **Captain** is present) Each player rolls one die, highest number goes first. Players that tie count as 0 (zero.) score. If all tie, then all re-roll. Play continues to the left (clockwise)

3. Turn Play: Roll 5 dice up to 3 times. After each roll, you may select any dice to withhold from subsequent rolls.

You may choose to stop rolling after the 1st or 2nd roll, but must stop after your 3rd and use the dice values currently in play to determine a score box value. The first roll must contain all 5 dice, except on a "cursed" roll which will contain 4. You must apply a point value to one score box every turn. If the dice combination is not worth any points, you must "Scuttle" a score box with a "0." Once a score box is used it may not be changed.

Scoring guide:

Example: On final roll, player has the following dice:



There are 5 scoring options on this roll assuming you have not used any of the cited score boxes.

1. Add up the 1s for a total of 3 in your "ONES"
2. Add up the 3s for a total of 6 in your "THREES"
3. Add up all the dice for a total of 9 in your "3 ALIKE"
4. This qualifies as a "FULL BOAT" (full house for card players) and would be 25 points
5. You may use "FLOTSAM" for this roll by adding up the dice for a total of 9.

If no qualifying score boxes remain which tends to happen more towards the end of a match, a zero (scuttle) must be placed in one of the score boxes.

Scuttle: Ye must use a score box above the **waterline** each turn. If points from a turn cannot be applied, you can scuttle any open score box above **waterline** by entering a 0. The Crow's Nest Subtotal, Crow's Nest Tally, Blimey Bonus are not score boxes and cannot be scuttled.

Crow's Nest:

- **Ones to Sixes:** Only tally the dice that bear the number mentioned.
- **Crow's Nest Subtotal:** Non-scoring box, conveniently provided to calculate eligibility for **Blimey Bonus**.

- **Blimey Bonus:** If the sub-total of your Crows Nest is higher than 67, add another 45 points to your score in this box.
- **Crow's Nest Tally:** Your total points for the top section including Blimey Bonus if applicable.

Bilge Section:

- **3 Alike:** 3 or more of any dice of the same number
- **4 Alike:** 4 or more of any dice of the same number
- **Aces High:** 4 or more ones
- **Full Boat:** 3 dice of the same number AND 2 of the same number (full house.)
- **Succession of 4:** Sequence of 4 numbers in a row.
- **Succession of 5:** Sequence of 5 numbers in a row. May also be used as a Succession of 4.
- **Succession of 3:** Arggh, there be no Succession of 3 in this game.
- **Pieces of 8:** Total of all dice=8
- **Flotsam:** Any combination of dice. Consider it a freebee, but don't take it for granted, arggh
- **Piracy/pillage:** Same dice requirements as **Succession of 5**, a sequence of 5 in a row. If **Piracy** is chosen, the player re-rolls ALL 5 DICE one additional time, adds up dice and "steals" total from any one player. That value is subtracted from the target's **pillaged** score and added to roller's **Piracy** score box. A player may only pillage or be pillaged one time. A **Swashbuckle** on a **piracy** roll counts for 40. This **Swashbuckle** will not count towards a first **Swashbuckle**, but does count as an additional **Swashbuckle Bonus** if **Swashbuckle** has already been rolled and scored. **Hornswaggle** may be used on **piracy** roll, but to do so, ye harbor so much hate, ye must bear the dark heart of Davy Jones. If ye roll a **Swashbuckle** on a **Piracy** roll using **hornswaggle**, player must change their pirate name to Davy Jones. If another Davy Jones be in play, Original Davy Jones/Joneses must change their pirate name/s. A **Piracy** roll may not be used for a different score box. **Piracy** is a score box and must be **scuttled** if not used.
- **Swashbuckle:** All dice have the same value (five of a kind.)
- **Waterline:** No boxes below this line are available for **Scuttle**.
- **Swashbuckle Bonus:** If you have previously scored, not scuttled the **Swashbuckle** score box AND roll 5 of a kind, mark an x in this box. If the roll cannot be applied to any available score box, player fills in max potential points for the score box of their choosing. For example, max score on a **Piracy** roll would be 36. The player would add 36 points to their **Piracy** score and select another player to deduct 36 points in their **Pillaged** score box. This may be repeated for each additional **Swashbuckle** rolls made. If **Swashbuckle** was scuttled, no bonus is given and dice must be played as normal.
- **Smooth sailing:** Award yourself 10 points for having no scuttles (zeros) in yer match.
- **Curse:** At the end of your turn. Using your one-time per match Curse option, choose any player and write their name in your "Cursed" box. Their next turn must be rolled with only 4 dice. Cursing someone is optional and not need be used, especially by the weak. Cursed turn roll cannot be applied to **Swashbuckle**, if used in 4 alike, it be 2X value for the Cursed. The cursor receives no point benefit. It is the responsibility of the other players including the cursor to remind the Cursed player to only roll 4 dice on their turn. If Cursed player is reminded prior to the 3rd roll, cursor selects one of the dice to remove from play. If Cursed player makes it to the 3rd roll or completes their turn, curse is forfeit by the cursor and cannot be reused.
- **Pillaged:** Enter the score pillaged by another player. They count against you.

- **Hornswaggle:** During a turn, you may take an extra roll. Use is optional, can only be used one time and deducts 15 points in this box, if unused leave blank.
- **Curse:** Write the name of the person cursed if Curse was used if unused leave blank.
- **Swashbuckle Bonus Tally:** For each X in your **Swashbuckle** Bonus, add an extra 50 points. For example, if you rolled 3 **Swashbuckle** during a match, you would receive 50 points in **Swashbuckle** and 100 points (50x2) in **Swashbuckle Bonus Tally**.
- **Bilge Tally:** Add up your points for the **Bilge Section**.
- **Crow's Nest Tally:** Write in your score from this same named box in your Crow's Nest.
- **Total Plunder:** Add up your total score by combining Bilge and Crow's Nest Tallies. This is your final score.

Monikers: Based on yer plunder, add afore ye pirate name your highest eligible rank:
 <130 shark bait <138 knave <147 cabin boy <157 scallywag <169 sea hag <181 rascalion
 (Plunder scores from 181-228 receive no Moniker)

>228 buccaneer >242 seadog >254 swashbuckler >266 coxswain >289 quartermaster >300 First Mate >340 Captain

Example: Sunnyseas scores 255 points her first match. She will add Swashbuckler before her pirate name becoming "Swashbuckler Sunnyseas."

If a player receives a lower rank that already obtained, the higher rank remains. If there is more than one Captain, the Captain with the highest match score keeps the rank and the other is demoted to First Mate. There can be only one Captain.

If ye score be >340 fer 3+ matches, add 'Scourge of the 7 Seas' afore ye moniker.

If ye score be >330 fer all six matches against at least 2 other players, "Kraken" title is used afore pirate name in all future games. This is not a Moniker and does not give "Captain" benefit/s.

Captain: If a Player has the "Moniker" Captain, they will always start first in a match. Choosing a name with the word "captain" does not apply.

NON-STANDARD RULES: Some fun rules, but make sure you establish non-standard rules prior to starting the game, else they will not apply to current match. Rule changes between matches require unanimous consent.

1. Get up early? Play through your 16 rolls and leave completed score sheet out to challenge another player to run through on their own. Write in any pillaged score on their sheet. Write "curse" on their sheet and first roll follows cursed rules. If you curse their match, you must roll one of your own turns following curse rules.
2. Using a calculator initiates a point penalty. Scale the penalty to discourage, but not eliminate using a calculator. There is so much simple math in this game; those starting out relying on a calculator typically start adding up the dice without it. If they are having trouble, explain your own thoughts when adding up points. It may not be a common core approach, but may assist them in developing their own system for adding quickly.

3. Any player who addresses another player without using their moniker, pirate name or both loses a point. "Ahoy Rapscaillon Butterbreath, would you please pass the dice."
4. A Captain loses 2X points on a **Pillage** roll against them.
5. Instead of subtracting points (stealing) points in a pillage roll, just add them to your pillage score.
6. Perfect Storm mode: **Extreme difficulty**. Play multiple columns in a single match.

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*all games played prior to referencing rules are played based on the most recent version. Previous versions may not be compatible with Atari ST. If you cannot print, call an older person, they probably have a printer and can teach you how to play.

Ahoy, me hearties, dip into yer booty fer a few doubloons if ye can spare
Cashapp:\$yachtsea
Venmo:@yachtsea
Yachtsea.org

savvy?

8/1/2021 Official release rules version 1.4. Rules and scorecard versions need not be in alignment as they're updated separately.

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