Swashbuckle

DICE GAME

-pillage, curse & cheat.

CROW'S NEST	SCORING	MATCH #1	MATCH #2	MATCH #3	MATCH #4	MATCH #5	MATCH #6
ONES	ADD UP ONLY 1S						
TWOS	ADD UP ONLY 2S						
THREES	ADD UP ONLY 3S						
FOURS	ADD UP ONLY 4S						
FIVES	ADD UP ONLY 5S						
SIXES	ADD UP ONLY 6S						
Crow's Nest Subtotal Total up if ye can add							
Blimey Bonus, if score be > 67	45						
CROW'S NEST TALLY							
BILGE SECTION							
3 ALIKE	SUM UP YE DICE						
4 ALIKE	SUM UP YE DICE						
ACES HIGH 4 OR MORE ONES	30						
Full Boat 3 alike, plus a pair	25						
Succession of 4	30						
Succession of 5	40						
Pieces of 8 total of dice=8	20						
FLOTSAM	SUM UP YE DICE						
PIRACY (succession of 5)	ROLL TO PILLAGE						
SWASHBUCKLE! ALL BE ALIKE	50						
waterline							
SWASHBUCKLE Bonus	add x per extra						
SMOOTH SAILING NO SCUTTLES	10						
PILLAGED		-	-	-	-	-	-
HORNSWAGGLE: one extra roll on a hand	-15	-	-	-	-	-	-
CURSE *one time use*	*insert name of cursed*						
SWASHBUCKLE BONUS TALLY	ADD 50 PER X						
Bilge tally:							
Crow's Nest tally:							
TOTAL PLUNDER:							
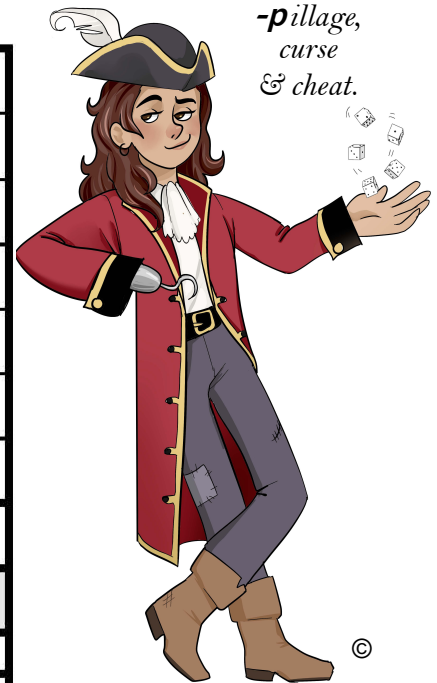
BASED ON YER PLUNDER, ADD AFORE YE PIRATE NAME:
>340 CAPTAIN
>289 QUARTERMASTER
>266 COXSWAIN
>254 SWASHBUCKLER
>242 SEADOG
>228 BUCCANEER
<181 RAPSCALLION
<169 SEA HAG
<157 SCALLYWAG
<147 CABIN BOY
<138 KNAVE
<130 SHARK BAIT

If ye score be >340 fer 3+ matches, add 'scourge of the 7 seas" afore ye moniker

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

YachtSea
@yachtsea

venmo

Swashbuckle Dice Game **Abridged Rules** for complete rules visit 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:
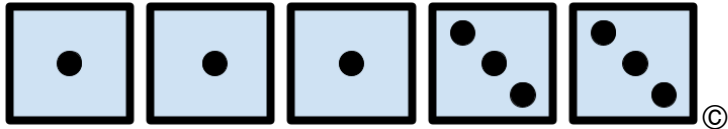
There are 5 scoring options on this roll assuming you have not used any of the cited score boxes.

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.

Ahoy, me hearties, dip into yer booty fer a few doubloons if ye can spare

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