

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.

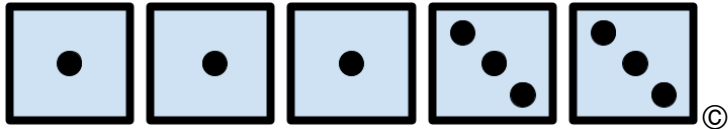
2. **Determine who goes first:** (Unless **Captain** is present) Each player rolls one die, highest number goes first. Players that tie count as 0 (zero.) score. If all tie, then all re-roll. Play continues to the left (clockwise)

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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