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# Object of the game

Wager, roll high, and win by collecting all the Jewels (dice) for yourself. The pirate left with all the booty wins!

## Contents

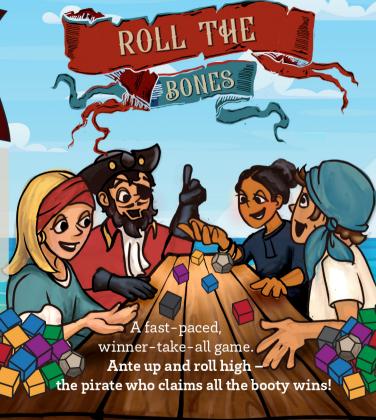
The Bones | Six 12-sided dice The Jewels

Ten 6-sided dice per color

Emerald Ruby

Ruby Gold Amethyst Sapphire Silver PLAYERS 2-6

AGE RANGE 5-105



# Start Here!

SET-UP | Separate the Jewels (dice) among each of the Pirates playing (2-6 Pirates).

Each Pirate should have ten 6-sided Jewels and one 12-sided Bone.

NOTE: Starting colors are not important. The colors make it simple to separate. Easy-peasy.

ANTE - UP | Each Pirate must ante up 2 Jewels (2-3 Pirates) or 1 Jewel (4-6 Pirates) from his/her pot to the center of the table. Antes increase as Pirates drop out, see Raising Antes, in Additional Instructions.\*

2 ROLL! | Once the booty is in the middle each Pirate picks another Jewel from their pot and rolls against the other Pirates around the table. All Pirates roll at the same time.

Want to increase your odds?

Wager your Bone (12-sided die)
by declaring that you want to roll
it this round. NOTE: You MUST
declare that you are rolling it to the
other Pirates at which time they can
decide if they want to risk their Bone as
well. Failure to declare your decision to
roll the Bone forfeits the die into the pot
and you automatically lose that round.

3 END OF ROUND | Highest roll wins the center pot PLUS all of the rolled Jewels. The winning Pirate adds the booty to their pot. Continue rounds until 1 Pirate claims all the booty.







Winner!





ROLLED JEWELS

#### **Additional Instructions**

FACE-OFF | What if there is a tie?

When two (or more) Pirates with the highest roll tie, each places their rolled lewel in the center. Then each antes up AGAIN (the current ante amount) and they face off for the final winner of that pot by rolling another jewel from their pot. The same rules apply regarding the 12-sided Bones. There is no limit to how many face-offs can occur in a round. The high roll wins the pot including all rolled Jewels in this round.



#### ANTE AMOUNT by Number of Pirates Starting the Game

2-3 Pirates: 2 dice per round, Increase to 3 dice after first Pirate loses all their Jewels (3-player game only).

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4-6 Pirates: 1 die per round. Increase by 1 die per round every time a Pirate loses all their lewels. RAISING ANTES | When a Pirate runs out of Jewels (and Bones), he/she is out. The new antegoes up by 1 lewel per Pirate, Each time a Pirate goes out, the ante goes up by 1 Jewel per Pirate. Example: In a 6-player game, the ante is 1 Jewel per Pirate to start the game. When a Pirate goes out, the ante becomes 2 lewels per Pirate, After the second Pirate loses, the antegoes up to 3 lewels per Pirate and so on.

SIDE POTS | Don't have enough lewels to ante up? When there are more than 2 Pirates left in the game and one Pirate is not able to fully ante up, the remaining

Pirates create a side pot that only they can win. EXAMPLE: The ante is 3 Jewels, but Pirate 1 can only ante up 1 lewel to the center pot. Pirates 2 and 3 contribute 1 to the center pot and 2 each to a side pot. If Pirate 1 wins the round, they keep the center pot and the next highest Pirate takes the side pot. If Pirate 2 or 3 wins the round they keep the center pot and the side pot and Pirate 1 is out. Continue in this manner until one Pirate is left with all the booty.

What if a Pirate only has one Jewel left? In this case the pirate is only eligible to win the other

pirates' rolled Jewels. They cannot win the center pot. If they win the round they win the rolled Jewels, only. If they lose the round, they are out.



Pirates with enough lewels

### **Game Play Variations**

2ND MATE (no side-pots for younger swashbucklers)

If one Pirate does not have enough Jewels to ante-up, every Pirate simply matches the count of the Pirate without enough lewels. If the only lewel the Pirate can afford is the one in their hand to roll, then nobody antes up and only the Jewels being rolled can be won that round.

#### RAISE THE STAKES

If you're looking for a little more action, have each Pirate wager a piece of candy to play. The winner takes home some tasty treasure.

#### BONE DIE STRATEGY

Consider the power of the Bones. Do you want to wager it in defense, offense or because you have the power (when you have multiple Bones in your possession)? Are you aggressive and play it early, or do you show patience and use it to strike later?

