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the rules?

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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



Gold



Amethyst



Sapphire



Silver

PLAYERS

2-6



AGE

RANGE

5-105



A fast-paced,
winner-take-all game.

Ante up and roll high –
the pirate who claims all the booty wins!

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.

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.



1 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.**

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.



Additional Instructions

FACE-OFF | *What if there is a tie?*

When two (or more) Pirates with the highest roll tie, each places their rolled Jewel 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.



Pirates involved in a tie ante up and roll a FACE-OFF 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).



4-6 Pirates: 1 die per round. Increase by 1 die per round every time a Pirate loses all their Jewels.

RAISING ANTES | When a Pirate runs out of Jewels (and Bones), he/she is out. The new ante goes up by 1 Jewel 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 Jewels per Pirate. After the second Pirate loses, the ante goes up to 3 Jewels per Pirate and so on.

SIDE POTS | Don't have enough Jewels 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 Jewel 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.

EXAMPLE: The ante is 3 Jewels, but Pirate 1 only has 2 left. All Pirates put 1 into center pot. Pirates 2 and 3 each put 2 into the side pot.

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.



CENTER POT
All Pirates match lowest ante

SIDE POT
Pirates with enough Jewels complete the ante here

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 Jewels. If the only Jewel 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?

