

DICEY WATERS



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👤 8 and up

👥 2–5 players

🕒 about 30 minutes

The Idea of the Game

Once a year, the most notorious pirates of the seven seas meet on Skull Island. In the evening, they play dice, tell each other the latest yarns, and boast about their amazing buccaneering quests.

Take on the mantle of a pirate and reveal a pirate card. Try to roll the most valuable combinations of dice, using your luck and your cunning as a pirate. The more valuable the combination, the more points you earn. The first player to earn 8,000 points wins the game!

Components



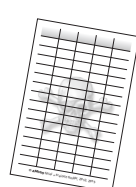
8 pillage dice



38 pirate cards



2 summary cards



1 score pad

Prepare for Your Buccaneering Quest!

Write your names on the score pad and use it to keep score whenever you earn points during the game. Shuffle the pirate cards and place them in the middle of the table to form a face-down draw pile. Place the summary cards within easy reach. These cards show the possible combinations and how many points they are worth. The youngest pirate on board has the honour of going first. Then take turns clockwise.

Setting Sail

When it's your turn to go buccaneering, reveal the top pirate card and place it face up next to the draw pile. This pirate card now influences your dice rolls (see "Pirate Cards" below). **Your first roll must include all 8 dice.** After that, you may reroll any number of dice. Try to roll as many matching symbols as possible. Diamonds and Doubloons are especially valuable because they score extra points. When you're done buccaneering, pass the dice to your neighbour on the left. Record the points you scored. If the draw pile is used up, reshuffle the discard pile and use it as a new draw pile.

The Perils of the Pillage Dice

Once you've rolled all 8 dice to start your turn, choose which dice to put aside and which to reroll. **You don't need to set aside any dice.** You may reroll any dice any number of times, including dice you set aside on a previous roll.

There are only two limitations to your rerolls:

- Each new roll must include **at least 2 dice**. You can't reroll a single die.
- Dice showing a **Skull** 🦴 can't be rerolled. These dice are locked until you've finished buccaneering.

Caution: If you roll a third Skull, your buccaneering quest ends immediately, and you don't earn any points, regardless of what the other dice show!

Scoring Your Buccaneering Quest

In order to earn any points, you must end your buccaneering quest voluntarily before you roll a third Skull. The points earned from individual dice and dice combinations are then totalled and recorded on the score pad.

What dice combinations can you score? *Examples:*

3 of a kind 🎲 = 100 points

🦸 🦸 🦸 = 100 points

4 of a kind 🎲 = 200 points

🦋 🦋 🦋 🦋 🦋 = 500 points

5 of a kind 🎲 = 500 points

6 of a kind 🎲 = 1000 points

🦋 🦋 🦋 🦋 🦋 🦋 = 2000 points

7 of a kind 🎲 = 2000 points

8 of a kind 🎲 = 4000 points

Diamonds and Doubloons score points in two ways: as part of a combination and individually, earning 100 points for each Diamond and Doubloon you've rolled.

Example:

🎲 🎲 🎲 🎲 = 600 points (400 points for Doubloons plus 200 points for the 4 of a kind)



Full Treasure Chest: If you manage to score with **all 8** of your dice, you receive an additional 500 bonus points.

Example:

🎲 🎲 🎲 🎲 🦋 🦋 🦋 💎 = 1300 points (600 + 100 + 100 + 500)

If you've rolled a 🦴, this bonus is no longer available.

Skull Island

If you roll **4 or more Skulls** on your **first roll** of all 8 dice, you go to Skull Island. Set the Skulls aside and reroll all the remaining dice. As long as you roll and set aside at least 1 Skull per roll, you continue rerolling the remaining dice. The other symbols have no effect on Skull Island. As soon as you make a roll that contains no Skulls, your buccaneering quest is over. You score no points, but each of the other pirates must deduct 100 points from their current score for each Skull you rolled. Players may therefore have a negative score.

Pirate Cards

Pirate cards influence your buccaneering quest and can award bonus points or penalty points.



Treasure Island: After each roll, you may place 1 or more dice on this card. You can remove and reroll them later if you choose. If you roll a third Skull, your turn ends as usual, and you can't place any dice from that last roll on this card. However, you still score points for the dice you already placed on this card and record those points on the score pad.



Pirate: Double the points you earn on this buccaneering quest. If you go to Skull Island, your opponents lose 200 points for each Skull you roll.



Guardian: Once during your turn, you may reroll 1 of the Skulls you have rolled. In this case, only you may reroll a single die.



Skull: Depending on the card, your turn starts with 1 or 2 Skulls. They are added to any Skulls you roll. You receive no bonus for this, but may reach Skull Island faster.



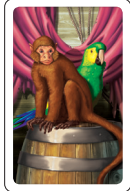
Pirate Ship: You must roll at least the number of Sabres shown on the card, and you must end your buccaneering quest voluntarily (before you roll a third Skull) in order to score. If you succeed, you earn the bonus at the bottom of the card in addition to the points you've earned (the Sabres you roll still count as a combination). If you fail, you don't score any points and the number at the bottom of the card is deducted from your current score on the score pad. If you reveal a Pirate Ship, you cannot go to Skull Island this turn.



Doubloon: Your buccaneering quest starts with 1 extra Doubloon, which scores points both individually and in combination with other Doubloons you roll.



Diamond: Your buccaneering quest starts with 1 extra Diamond, which scores points both individually and in combination with other Diamonds you roll.



Animals: Any Monkeys or Parrots you roll count as a single combination. For example, if you roll 2 Parrots and 3 Monkeys, they count as 5 of a kind.



Peace: You must end your turn without any Sabres. You may roll and reroll them, but your final roll must contain no Sabres. If you succeed, you score double your points this turn. If you fail, you score no points, and 500 points are deducted from your score for each Sabre. If you go to Skull Island, you must still finish your turn without any Sabres.



Zombie Attack: You must keep rolling until all the dice show either Skulls or Sabres. Skulls still cannot be rerolled, but 3 Skulls don't end your turn and you cannot go to Skull Island. Moreover, you may reroll a single die. If you have rolled at least 5 Sabres, you score 1,200 points instead of scoring the Sabre combination. If you fail, the 1,200 points are divided evenly among the other players.



Shipwreck: You may roll only twice. You still cannot reroll Skulls, but even if you roll 3 or more Skulls on your first roll, you may still roll a second time. You cannot go to Skull Island. After the second roll, you score points for Diamonds and Doubloons twice, both individually and as combinations, regardless of how many Skulls you rolled. However, you score points only for Diamonds and Doubloons this turn.

The End of the Game

As soon as one player reaches 8,000 or more points, the final round begins. All the other players each get one more turn to go buccaneering. If the score of the first player to reach 8,000 points is surpassed, that player also gets one last turn. The player with the highest score wins the game!

Caution: If all players have less than 8,000 points after the final round (because they lost points), continue playing until a player reaches 8,000 or more points once again. That player wins the game immediately instead of starting another final round.

Pirate Magic: If a player rolls 9 of a kind (for example, by drawing a Doubloon card and rolling Doubloons on all 8 dice), they win the game immediately!

Example of a Buccaneering Quest



Your first roll: [Doubloon] [Doubloon] [Monkey] [Parrot] [3 Sabres] [Skull]

You must put the skull aside. You decide to put aside the 3 Sabres and the 2 Doubloons. You reroll the Monkey and the Parrot.

On the second roll, you get: [Doubloon] [Doubloon]

Terrific! In order to earn more points, you put the 2 Doubloons with the other 2 Doubloons from the previous roll and reroll the 3 Sabres.

On the third roll, you get: [Diamond] [Skull] [Monkey]

What a disappointment! As you have already rolled 2 Skulls, you decide not to risk a fourth roll and end your turn. The result is as follows:

4 of a kind	200 points
4 Doubloons	400 points
1 Diamond	100 points

Pirate Card Bonus	700 points
Total Booty for this turn	1400 points