

Roll for Gold

7+ years
3-6 players
15+ min.

CONTENTS

Game board

12 coloured playing dice (2 of each colour)

18 small coins (*Parrot Coins: worth 1 guinea*)

10 big coins (*Pirate Coins: worth 5 guineas*)

Pop-o-matic with Blackbeard Die (*Blackbeard's Grave Mound*)

6 plastic dice cups

AIM OF THE GAME

All players fight over Blackbeard's gold. The winner is the first player to reach 21 in guineas, or more guineas than any other player when Blackbeard has lost all of his treasure.

GAME SET UP

Assemble the game board with the dice cups according to the picture. Place Blackbeard's Grave Mound in the middle of the game board. Each player gets 2 dice of the same colour and 3 Parrot Coins. Place aside the 10 Pirate Coins, which form the legendary Blackbeard's treasure. Each player is assigned one of the plastic dice cups in the game board.

GAME PLAY

To begin a round, all players, one at a time, roll their dice into their own dice cups. The player with the lowest score on his two dice begins by pressing Blackbeard's Grave Mound and playing according to what the Blackbeard Die shows within (see *Blackbeard's Grave Mound*). Then the turn passes clockwise to the next player, who presses the grave mound, and so on.

THE COLOURED DICE

The coloured dice have values from 1 to 4 and two parrots (value: 5). The values on the dice are summed for the player's total score.

For example: $2 + 4 = 6$ *Parrot* + 3 = 8

Double parrot: when a player's both dice show a parrot, all players pay him/her one coin (if they have any).

For example: Alex rolls a double parrot for himself – Brenda and Clive have to pay Alex a coin each. Brenda has 5 Parrot Coins so she pays 1. Clive has 3 Pirate Coins and no Parrot Coins – curses! He has to give Alex a Pirate Coin!

BLACKBEARD'S GRAVE MOUND

The Blackbeard Die within the grave mound shows 6 different actions:

- My 1** I roll one of my dice
- My 2** I roll both of my dice
- Any 1** I choose and roll one die of another player
- Any 2** I roll both dice of another player
- 1+1** I roll one of my dice and one of some other player's
- Pirate** Blackbeard's ghost appears and shows where the treasure is buried: the player with the highest score on his/her dice gets to snatch one Pirate Coin from Blackbeard's treasure. If two or more players both have the highest score on their dice, they fight for the gold: these players roll their dice again to determine the winner.

Note: when rolling only one die, **roll it outside the cup and then place it into the cup**. This is to make sure that it doesn't accidentally hit and change the other die.

WINNER

The first player to reach 21 in guineas is the winner! If no one has reached 21 in Guineas when Blackbeard has lost all his coins, the winner is the player with the most guineas.

Quick rules

1. Each player gets 3 Parrot Coins. 10 Pirate Coins are placed aside. Parrot Coins are worth 1 guinea, Pirate coins are worth 5 guineas.
2. Each player rolls their dice: the player with the lowest score starts.
3. He/she presses the grave mound and acts according to the Blackbeard Die (rolls a die/dice or one of the players receives a Pirate Coin).
4. If someone gets a Double Parrot, he/she receives a coin from each player.
5. The winner is the first player to reach 21 in guineas (or the most guineas when Blackbeard has lost all his coins).

