PIRATEN KAPERN

A game by Haim Shafir with illustrations by Jose Pardo

Players: 2–5   **Ages:** 8 and up   **Duration:** approx. 30 minutes

The Idea of the Game

Arrr matey!

Every year the most terrible pirates of the Seven Seas meet on Skull Island. In the evening, they play dice, tell each other the latest yarns and boast of their amazing buccaneering quests.

Take on the mantle of a pirate and turn over a pirate card. Try to roll the most valuable combinations of dice, using your luck and pirate's cunning. The more valuable the combination, the more points you earn. The first player to earn 6000 points wins the game.
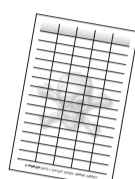
Components

8 pillage dice	35 pirate cards	5 summary cards	1 score pad

Prepare to go Buccaneering!

Elect a Cap'n for your pirate crew. The Cap'n gets the score pad, enters the players' names and keeps score whenever someone earns any points during the game. The Cap'n also shuffles the pirate cards and puts them in the middle of the table as a face-down draw pile. Each player gets a summary card. On this card you can see which combinations of dice are possible and how many points they earn you. The youngest pirate on board has the honour of going first, then take turns in a clockwise direction.

Sailing the High Seas

When it's your turn to go buccaneering, turn over the top pirate card, put it back on the pile face-up and roll the dice. The face-up pirate card will influence all of your dice rolls (see section "Pirate Cards"). **Your first roll has to be of all eight dice.** After that, you can re-roll dice. You should try to roll as many of the same symbols as possible. Diamonds and gold coins are especially valuable, because they give you extra points. When you're done buccaneering, turn the pirate card face-down and put it on the discard pile. Pass the dice to your neighbour on the left. The Cap'n notes down the points you've scored. If the draw pile is used up, re-shuffle the discard pile and turn it into the new draw pile.

The Perils of the Pillage Dice

When you've rolled all eight dice for the first time **and** depending on the pirate card you have turned over, you choose which dice to put aside and which ones to re-roll. **You don't have to put any dice aside.** You are allowed to re-roll any dice, including ones you have put aside on a previous roll.

There are only two limitations to your re-rolls:

- Each new roll has to consist of **at least two dice**. You can't re-roll a single die.
- Dice showing a **skull** can't be re-rolled. These dice are taboo until you've finished buccaneering..

Note: If you roll three skulls (in one roll or several), your turn to go buccaneering ends abruptly and you don't earn any points – no matter what the other dice show.

Points at the end of a Buccaneering Quest

In order to receive any points, you have to end your buccaneering quest voluntarily, before you roll a third skull. The points for dice and combinations of dice are then added up and written down.

Which combinations are there?   *Examples:*

3 of a kind	= 100 points
4 of a kind	= 200 points
5 of a kind	= 500 points
6 of a kind	= 1000 points
7 of a kind	= 2000 points
8 of a kind	= 4000 points

= 100 points

= 500 points

= 2000 points

Diamonds and gold coins can give you points in two ways: as part of a combination plus 100 points for each of the symbols you've rolled.

Example:

= 600 points (400 points for 4 gold coins plus 200 points for the combination)

Filled treasure chest: If you manage to score with **each** of your 8 dice, you receive an extra 500 bonus points in addition to the combinations you have rolled.

Example:

= 1300 points (600 + 100 + 100 + 500)

Once you've rolled a skull this bonus is no longer possible.

Skull Island

If you roll **four or more skulls** on your **first roll** of all eight dice, you go to Skull Island. Put the skulls aside and re-roll the remaining dice. As long as you roll and put aside at least one skull per roll, you continue re-rolling the remaining dice. The other symbols have no meaning. As soon as you have a roll that contains no skulls, your buccaneering quest is over. You get no

points, but all other pirates have to deduct 100 points for each skull you have rolled from their current score. Players may thus end up with a negative score.

Pirate Cards
Pirate cards influence your buccaneering quest and give you bonus points or negative points.
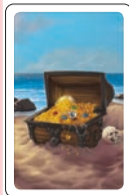
Treasure Island: After your roll, place one or more dice on this card. You can remove and re-roll them later if you want. If you roll your third skull, your turn ends and you can't put a die from this roll on the card. Only the points you've earned from dice on this card will be counted and written down.

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

Skull: Depending on the card, your turn starts with one or two skulls. They are added to any skulls you roll. You receive no bonus and go to skull island faster.

Guardian: Once during your turn, you are allowed to re-roll **one** of the skulls you have rolled. In this case only it is allowed to re-roll just one single die.

Pirate Ship: You will have to roll at least the number of sabers shown on the card and you have to end your buccaneering quest **voluntarily** (before you roll a third skull). If you succeed, you earn the bonus at the bottom of the card in addition to the points you've earned (the sabres you've rolled 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. A player who has turned over a pirate ship cannot go to Skull Island.

Gold Coin: Your buccaneering quest starts with one extra gold coin, which gives you points both as a single gold coin and in combination with other coins you've rolled.

Diamond: Your buccaneering quest starts with one extra diamond, which gives you points both as a single diamond and in combination with other diamonds you've rolled.
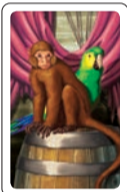
Animals: Any monkeys or parrots you roll count as one combination. For example, if you roll two parrots and three monkeys, they count as five of a kind.

The End of the Game
As soon as one player has won 6000 or more points, the final round begins. All other players get one more turn to go buccaneering each. If the score of the first player with 6.000 points is surpassed, the player is allowed one last turn. The player with the highest score wins the game. **Note:** If all players should have less than 6000 points after the final round (because they lost points), continue playing until a player reaches 6000 points or more again. This player wins the game immediately, instead of starting another final round.
If you like, you can agree on a different final score for a shorter (5000 points) or longer (8000 points) game before you start playing.

Pirate Magic: If a player manages a combination of 9 of a kind, e.g. by drawing a gold coin card and rolling gold coins on all 8 dice, he or she wins the game immediately.

Example for a Buccaneering Quest
The player's first roll:

The skull has to be put aside. Additionally, the player decides to put aside the three sabres and the two coins. He re-rolls the monkey and the parrot.

On the second roll, he rolls:

Terrific! In order to earn more points, he puts the two coins with the other two coins from the previous roll and re-rolls the three sabres.

On the third roll, he gets this:

What a disappointment! However, as he has already rolled two skulls, he decides not to risk a fourth roll and ends his turn. The result is as follows:

four gold coins	*400 points*
one diamond	*100 points*
four of a kind	*200 points*
	700 points
doubled for the Pirate card	*700 points*
Booty for this buccaneering quest	*1400 points*

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