

Disney
PIRATES of the CARIBBEAN
AT WORLD'S END



Pirates Dice Rules



CONTENTS:

- 4 barnacle-encrusted dice cups
- 20 custom dice with skull & crossbones
- Rules in English and Spanish

2-4 Players
Ages 8+



Wild



Two



Three



Four



Five



Six

OBJECT: NEVER TRUST A PIRATE

It's a game of bluffing, deceit and skullduggery fit for a band of pirates. Arghh! The object of the game is to be the last player with dice under their cup. Once a player loses all of their dice, they are out of the game!

SETUP:

Each player receives one barnacle-encrusted dice cup and 5 custom dice. Players roll one die to determine who goes first. The player with the highest roll will make the opening bid.

HOW TO PLAY:

Pirates Dice is played in rounds. A round consists of players rolling their dice, an opening "bid" being made, and each successive player raising the bid until it is challenged, and then that challenge is resolved.

To start, all players simultaneously shake all five dice in their dice cup and turn it upside-down onto the table, using the cup to shield their dice from other players' view. Each player then looks at their own dice to see what they rolled. Pirates are tricky – keep watch that no one sees your dice!

Without being able to see any of the dice but his own, the player going first bids how many of the dice under the cups feature a specific number. He might bid, for example, "four 2s". The four represents the quantity of dice, and 2 is the number on the dice. (When bidding, players should consider not just their own dice, but the total number of dice in play.)



IMPORTANT: the "skull and crossbones" on the die is considered wild, and can be used as any number. For instance, a player with "two 5s" and "three skulls" would actually have "five 5s". Players cannot bid "skulls", however.

HOW TO PLAY (continued):

Play continues to the left. The next player has two options: either raise the bid or challenge it.

Bids can be raised three ways:

1. Increase the quantity of the dice bid (for example, from “four 2s” to “five 2s” or from “two 5s” to “four 5s”) or
2. Increase the number on the dice (for example, from “four 2s” to “four 3s” or “two 2s” to “two 6s”) or
3. Increase both the quantity and number on the dice (for example, from “four 2s” to “five 4s” or from “three 2s” to “six 3s”)

When increasing the quantity of dice, a player can bid a lower value. For example, if a player bids “four 4s”, the next player can bid “five 2s”, however, the quantity of dice can never be lowered.

CHALLENGE:

If the player thinks the bid he just heard is too high, he can challenge that bid by stating “*Never Trust a Pirate*”. When the bid is challenged, all players lift their cups to reveal their dice. All the dice exhibiting the bid number, including “skulls”, are then counted. If the final number is equal to or greater than the challenged bid number, the player who made the challenge loses one die. If the final number is less than the challenged bid number, the player who bid loses a die. That round is over. (The dice that players lose are placed in the center of the table and are considered out of play.)

The next round starts with players picking up their remaining dice and shaking them again. The player who has just lost a die begins the bidding.

The rounds will continue, the bids will be challenged, and challenges will be lost. Once a player has lost all their dice, they are out of the game. Play continues until just one pirate, ahem, player has any dice left. He or she is declared the winner. Ahoy mateys!

SUGGESTED PIRATE TACTICS:

- This is a bluffing game. Invoke the pirate within and deceive, double cross and con your fellow players. Be bold. Argghh!
- Be aware of the number of dice in play. The game starts with 20, but the odds of a particular number appearing decreases as players who lose challenges lose their dice.

We will be happy to hear your questions or comments about this game.
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