

PIRATEN KAPERN



Number of Players: 2 to 5

Ages: 8 and up

Duration: 30 minutes

Object of the Game

On your turn, you draw one Fortune Card and place it in front of you. You take the dice and roll them several times, trying to make sets of identical objects. Ideally, you want to collect sets of Diamonds and Gold Coins which reward extra points. The Fortune Card may affect your decisions. Your score is based on the combination of the dice at the end of your turn.

Components



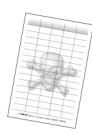
8 Dice



35 Fortune Cards



5 Scoring Cards



1 Scorepad

Setup

Give each player a scoring card (It is used to assist you in calculating points). Shuffle the Fortune Cards and place them in the center of the table as a face-down draw pile.

Playing the Game

At the start of their turn, the player will roll all 8 dice.

Re-rolling: Based on the outcome of the first roll and based on their Fortune Card, the player decides which dice they wish to keep and which dice they wish to re-roll. The player may re-roll any dice they want to, including those they decided to keep in previous rolls, however, there are **two** restrictions:

1. In each roll, they must use at least **two** dice.
2. Each die which has landed on a **Skull** must be put aside and **cannot** be rolled again. **A player who accumulates three Skulls is disqualified and ends their turn with no points.** Only in one special case the Skulls do not end the player's turn. (See: The Island of Skulls).

Scoring Points

There are **three** ways to score points:

1. **Sets of identical objects:** Each set of at least **three** identical objects rewards points as per the following:
3 of a kind: 100 points; 4 of a kind: 200 points; 5 of a kind: 500 points; 6 of a kind: 1,000 points; 7 of a kind: 2,000 points; 8 of a kind: 4,000 points.
2. **Diamonds and Gold:** Each diamond and each gold coin is worth 100 points (even if **not** part of a set). Therefore, sets of diamonds and gold coins score twice: First for their face value and then for the sets they make.
3. **Full Chest:** A player who generates points with all **eight** dice receives a bonus of 500 points in addition to the score they made.

Ending the Game

The game ends when a player reaches 6000 points. Every other player gets to play one more turn. **The winner is the player with the highest score after the final round provided that their score is above 6,000 points.** If during the final round no player has over 6000 points, the game continues.

The Island of Skulls

If after their **first roll** a player has **four** or more Skulls, their turn does not end. Instead, they go to the Island of Skulls (Only for that turn). In the Island of the Skulls, they cannot score points for themselves. However, they can deduct points from all their opponents by collecting as many skulls as they can. **They may keep rolling to try to collect more Skulls but they must gain at least one skull in each roll in order to continue.** Once they do **not** roll any skulls, their turn ends. For every skull they managed to collect, their opponents each **lose 100 points per skull** (In the Island of the Skulls all other objects have no value).

Fortune Cards

In addition to the dice, the Fortune cards may reward the player with bonus points or inflict the player with penalty points.

- » **Treasure Chest:** In the Treasure Chest you may protect your fortune. After each roll you may place (or take out) any die that you decide to keep on the Treasure Chest card. If you are disqualified, you still score the points for the dice that you have placed on the card.
- » **Captain:** The score you make this turn is doubled. If you go to the Island of the Dead, each player will lose 200 points for each skull (instead of 100 points).
- » **Sorceress:** The sorceress brings back to life one skull and allows you to re-roll one skull. (The spell is good for one time only).
- » **Sea Battle:** Your ship is engaged in a sea battle. To win, you must get the indicated number of swords. If you make it, you get the indicated bonus in addition to your score. If you fail, however, your dice are ignored and you lose the indicated bonus points. **A player who is engaged in a sea battle cannot go to the Island of the Dead.**
- » **Gold:** You start your turn with one gold coin. It is counted for its face value as well as for a set.
- » **Diamond:** You start your turn with one diamond. It is counted for its face value as well as for a set.
- » **Monkey Business:** The Monkeys and the Parrots you roll are grouped together and are considered as one group for making a set. (Example: 2 Parrots and 3 Monkeys are considered as "five of a kind").
- » **Skulls:** You start your turn with the number of skulls that appear on the card.