Buccaneer Bash

A cutthroat game of pirateering and treachery.

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Requirements: 1d6, or a [virtual dice roller](#).

Background: Yarr harr harr! You and a group of your closest pirate maties have stumbled upon a long lost treasure chest full of gold doubloons. However, pirates aren't known for their generosity, and each of you want's the lion's share of the loot! The captain has devised a game of strategy and luck to divvy out the booty.

Setup: Paper and pencil to keep track of each player's total number of gold doubloons and the total treasure in the chest (which stores the unclaimed doubloons).

Win Condition: Be the richest, greediest pirate once all the gold doubloons have been distributed.

Rules for 3-8 players:

1) The Captain is the player with the best pirate lingo in the sea! If everyone has unrivaled buccaneer vocabulary, roll a d6 to pick the Captain. The Captain goes first, with the rest of the crewmates following clockwise.
2) For each player, add ten gold doubloons to the treasure chest. A three player game should have 30, a four player game should have 40, etc.
3) On a pirate's turn, they have three choices of methods to acquire treasure:
   a) Stay Safe - Take two gold doubloons from the chest.
   b) Take a Gamble - Roll a d6, and the value of that roll is the number of gold doubloons you take from the chest. Be careful though, as your fellow pirates have their eyes on your prize! Any other pirate can gamble on your loot by putting one of their doubloons back in the chest and rolling a d6. If the challenging pirate rolls a value higher than the first pirate's original roll, they get to steal that original loot. Otherwise, the first pirate can keep their treasure. Any number of pirates can attempt to steal.
   c) Be a Thief - Challenge another pirate to a duel. Both pirates roll a d6, and whoever rolls higher gets to take three doubloons from the other's treasure pile! In the case of a tie, nobody wins anything.
4) Pirates must keep track of how much treasure they have by writing their total number of gold doubloons on the piece of paper. Each time treasure is taken from the chest, record the new number of gold doubloons on the piece of paper. If there are less gold doubloons in the chest than a pirate is supposed to take from the chest, that pirate takes the rest of the treasure.
5) The pirate who has the most loot in their possession when the treasure chest is emptied wins!