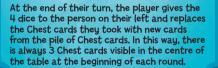## Sword Dice Face

Dice faces can also show a **Sword**. Swords function like jokers and can replace a Coin, Diamond or Key.

Fishbones Cards

It's been a long time since this chest last held treasure! These cards must be taken directly onto the Ship and don't have any point value at the end of the game.

At the end of their turn, the player gives the 4 dice to the person on their left and replaces the Chest cards they took with new cards from the pile of Chest cards. In this way, there is always 3 Chest cards visible in the centre of the table at the beginning of each round.

END OF THE GAME

The game ends as soon as a player opens the last Chest card. After this, each player (including the player who ended the game) plays one turn more. Each player then counts the points in their loot. Each Golden Coin and every Diamond is worth one points. Fishbones are worthless!

The player with the biggest loot wins the game.

In the case of a draw, the player with the most Diamonds is declared the winner. If this doesn't determine a winner, then the player with the least Fishbones in their Ship is declared the winner.

If there is still a draw after this, the players involved share the title of 'Great Victors'.

VARIATION FOR SEASONED SEAFARERS

After their first roll of the dice, a player can place one or several dice on the cards. They can then roll the remaining dice once more.

VARIATION FOR OLD SEADOGS

(from 6 years)

As well as the basic game rules, on their turn players can also steal Treasure from their opponents if it hasn't already been loaded onto a ship.

In order to steal Treasure, the following 2 actions must be carried out straight after the roll of the dice:

• A dice showing the 'Sword' face must be placed on the opponent's Ship card.

• One or several of the Treasure cards must be completed in front of this same Ship.

If these actions are both carried out, the player can then load this Treasure straight onto their Ship.

OH MY GOLD!

🇬🇧 **RULES**

5+ | 2-4 | 10 min

INTRODUCTION

Heave-ho, sailors! The sea treasure is close at hand! Throw down the anchor to go down and open all the mysterious chests and bring them back on board your ship! But keep an eye out, you aren't the only pirates with your eye on this fabulous treasure!

GAME CONTENTS

• 4 dice
• 18 Chest/Treasure cards
• 4 Ship cards

SET UP

• Each player will receive a Ship card that they will place in front of them, Pirate side down.

• Shuffle the Chest/Treasure cards and make a pile, key side up, in the centre of the table.

• Turn over the three top cards and place these key-side up next to the pile.

HOW TO PLAY

The youngest player starts and the game continues in clockwise turns.

On their turn, players roll all 4 dice. If they are not happy with the numbers shown on the dice, they can roll all the dice again **once only**.

They must then use these dice by placing them on the cards to **Open Chests** and/or **Take the Treasure** onto the ship. Dice can only be placed on cards if you fulfil all the locations of the card. If one or several dice can't be placed on a card then they are put to one side (their effects are lost for this turn).

Once the 4 dice are placed on cards and/or put to the side, the player can:

Open the Chests

The 'Key' squares won at the throw of the dice allow one or several Chests in the centre of the table to be opened. The Chests are locked with one, two or three Keys. Players must place as many dice showing Keys on the Chest as there are shown on the Chest. The more Keys shown on a Chest, the more interesting the treasures it conceals inside it.

After having positioned the required number of Keys on the card, the player removes this card, treasure side up, and places it in front of their ship where it can be seen by everyone.

Load the Treasure onto the Ship

Gold coins and Diamonds gained at the throw of the dice allow the Treasure to be taken onto the ship. A player can empty one or several Treasure cards in front of their Ship by placing the corresponding dice on top of them.

Once a card has been emptied, it is put safely away under the Ship card and is counted as the player's loot. Each Golden Coin and every Diamond in their loot is worth 1 point for that player at the end of the game.