

# Beer Buccaneers

Your island of beer is under attack, and only you can save it from the buccaneers! You'll need to defend against the buccaneers and score points to win.

Included: 9 dice (3 green, 3 blue, 2 red and 1 black) and 18 beer defense **Ramparts**. You'll need a way to keep score.

Start by placing 3 **Ramparts** around your beer (or chosen beverage).

On your turn, place all dice into the jug, shake it, then take 3 dice from the jug without looking at the dice. Roll the 3 dice. Each die represents an action: the green dice are lucky and have a higher chance to earn points; the blue dice are strong and have a higher change to shield your beer; the red dice are unlucky and have a higher chance to roll skulls, and the black die is the riskiest of them all!



**Jug:** You saved the beer! Lock in this die (if you wish) by placing it inside your **Ramparts**.



**Shield:** You're defending the beer! Lock in this die (if you wish) by placing it inside your **Ramparts**.



**Boot:** You've booted the buccaneers out! Keep this die out in the playfield. If you choose to keep rolling, you'll re-roll the Boot die/dice along with enough new ones to total three dice.



**Skull:** The buccaneers attacked! Skull dice must be locked in by placing them inside your **Ramparts**.

If you rolled three **Skulls**, your turn is over, and you must pay the price! You can get no points, and you must flip over one of your **Ramparts** to the **Skull** side. If you only have one **Rampart** left, you lose all your points, and then can reset your **Ramparts** to the **Shield** side.

If you rolled 3 **Boots**, you may select one other player and destroy one of their **Ramparts**! Turn one of their **Ramparts** from the **Shield** side to the **Skull** side.

If you locked in three **Shields**, you will turn one of your **Ramparts** back to the **Shield** side, and your turn is over. Place all the dice back into the jug and pass it to the next player for their turn.

If you haven't rolled three **Skulls**, you may choose to stop rolling. You earn one point for each **Jug** you have locked in. Place all the dice back into the jug and pass it to the next player for their turn.

If you haven't rolled three **Skulls** and you choose to continue, you will re-roll any dice not locked in. Take enough random dice from the cup so that in addition to the dice not locked in, you have 3 dice. After you take new dice, you **MUST** roll them.

If you don't have enough dice to continue rolling, your turn is over.

**The first player to reach 10 points wins!**