

GB Game rules

Coconut Pirate



6-99 years



2-4 players



15 minutes

Contents:

1 dice board, 12 dice, 4 pirate pieces, 1 treasure map board.

Object: To be the first pirate to reach the treasure.

Preparing to play:

The dice board is placed in the centre of the table at an equal distance from all the players. The game board is placed next to the dice board. (It must be clearly visible for all).

The players each choose a piece which they place on the starting square of the game board and receive some dice which they place in front of them:

- **with two players:** six dice each
- **with three players:** four dice each
- **with four players:** three dice each

How to play:

The game proceeds in a clockwise direction around the table. The youngest player begins by rolling one die on the dice board. The next player does the same, and so on... The dice are thus thrown one after the other onto the dice board. You must all watch the dice carefully as they are thrown in order to identify the emergence of series. Try to be the first to identify a series of at least three symbols or three identical colours and announce loudly and clearly the name of the series (skull and crossbones, sword, coconut tree, diamond, boat, pistol, black, red, green, blue, yellow, purple). If you identify two series, you have to say "two" and then immediately name both series. (**Note:** there can be two series with as few as five dice.)

- If the announcement is correct: you take the dice of the series you announced and keep them in front of you, with your other dice.

They you move your game piece forward on the board the same number of squares as the number of series you announced. (e.g. two series announced, the piece is moved forward two squares).

Then the game continues and you throw one die again.

- If you were wrong (if at least a part of what you announced was false), you move

your game piece back around the board the same number of squares as the number of series you announced.

(**However**, if your game piece is still on the starting square, you do not move).

Then the game continues and it is the next player's turn to throw one die.

Note: you carry out the same actions in the rare case in which you might announce three series. In this case, you move your game piece forward or back three squares.

Special cases:

Series of "coconut trees": when you announce a series of "coconut trees", you move your game piece forward three squares.

Series of "skulls and crossbones": when you announce a series of "skulls and crossbones" you move your game piece forward one square and move the game pieces of all the other players back one square.

NB1: you may only move your game piece forward (or back) if you are the first player to make an announcement. If another series is visible, the other players will have to wait until another die is thrown in order to announce it.

NB2: if two or more players announce a series at exactly the same time, neither of the two can announce the series and the turn passes to the next player. It is however possible in case of a dispute to ask another player to act as referee.

NB3:

-if when a die is rolled, another die is knocked over and changes sides, it is left as it is, showing a new face.

-if a die ends up balancing on an edge rather than lying flat on the board (whether it is the one which has just been thrown or another already present on the board), the player who has just played must gently move the board so that it is correctly positioned.

NB4: if on your turn you have no more dice to throw, the turn passes to the next player. However, you may continue to announce series.

If there are no dice left to be thrown (meaning that the 12 dice are on the board) then all the dice are distributed among the players as at the start of the game.

Winning:

The first player to reach the treasure wins the game.