

Games

Pirate's Booty

In this dice game, players get three rolls to get a crew, first mate, captain, and a pirate's booty of gold.

Number of players: 2 or more

Object of the game: Win by getting the most gold—or points—based on your dice rolls.

You will need:

- 5 dice and a dice cup
- Paper and pen or whiteboard for keeping score

Dice Key:

4 = Crew

5 = First mate

6 = Captain

Playing:

1. The first player gets the five dice and cup. They get three chances to roll the dice.
2. The goal is to roll a 4, 5, and 6 (crew, first mate, and captain), in which case the remaining two dice are “gold.” Players get three rolls and can set aside dice between rolls. For example, if a player rolls a 6, they can set it aside and roll just the remaining four dice on their second turn.
3. If the player rolls a 4, 5, and 6 after their three rolls, they add up the other two dice and write the number or amount of their gold “booty” on the score sheet. If the player doesn't roll a 4, 5, and 6 after three rolls, they don't get any gold or earn any points, and play moves on to the person sitting to their left.

Note: If a player rolls a 4, 5, and 6 on their first or second turn, they can use their last roll or rolls to reroll the remaining two dice to try and get a higher roll and more points.

4. The first person to reach 25 points wins or play for a set amount of time.

Variation: For a more challenging game, players must roll the dice in order. So, a player can't keep a 5 or 6 unless they have already rolled a 4; they can't keep a 6 until they have rolled a 4 and 5.

