

DEAD MAN'S CHEST



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*A Dice Game Of
Bidding & Bluffing!*

GOAL

Be the last pirate with gems.

SETUP

- Each player starts with four gems (*three with 7-8 players*). These are kept visible during the game.
- Randomly determine a start player and give them the treasure chest (*dice-shaker*) containing 2 dice.



- As players lose gems during the game they are discarded from play.

DICE VALUES & BIDDING

The game is driven by a bid and challenge system. Players roll the dice in the chest.

Assuming doubles are not rolled, the dice are read by using the larger of the two numbers before the smaller number:

- A roll of 5 & 2 is 52 not 25
- A roll of 4 & 1 is 41 not 14

See the Chart for a list of Dice Combinations.

- Doubles are considered to be higher than other rolls, so 'double ones' are higher than 65, the highest normal roll. Double two's are higher than double one's, etc.
- The highest possible roll is a 2 & 1 or 21 (*instead of it being the lowest roll*) and this is called DEAD MAN.

PLAYING THE GAME

The start player places the dice in the treasure chest, covers them with the lid and shakes the dice.

Without letting the other

players see, the player then looks at the dice and makes a bid--passing the treasure chest to the player on his left.

The bid does not need to match what has actually been rolled on the dice; it can be lower or higher than what was actually rolled.

The next player can now challenge or raise the bid.

CHALLENGING THE BID

If the receiving player does not believe the bid is as high as declared, he may challenge and uncover the

dice. If the number is *lower* than the bid, the bidding player loses the challenge and puts one of his gems out of play.

If the number on the dice is *equal to or higher* than the bid, the challenging player loses and he has to put one of his gems out of play.

The player who loses the challenge becomes the new start player and immediately begins a new round of bidding.



RAISING THE BID

If a player chooses not to challenge what was bid, HE DOES NOT LOOK AT THE DICE, but must raise the bid and pass the chest on. The bid may be raised in several ways:

- *Without looking at the dice* - raise the bid and pass the treasure chest to the next player.
- *Without looking at the dice* - shake the dice, look at them, raise the bid and pass the treasure chest to the next player.



• *Without looking at the dice - shake the dice, look at them, decide to shake the dice a second time and without looking at them the second time, raise the bid and pass the treasure chest to the next player.*

CHALLENGING DEAD MAN

As there is no bid higher than DEAD MAN, a player presented with DEAD MAN must either challenge the bid - because he doesn't believe it - or re-roll and bid following the normal rules.

However, he may only bid DEAD MAN to pass to the next player who in turn now must challenge.

In other words, there is only one chance in a round to escape DEAD MAN.

NOTE: At any time during the game, if a player looks at the dice that were passed to him (because he forgets that he shouldn't) he is considered to be challenging the bid.

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Published by

Eagle-Gryphon Games ©2015