

2 PLAYERS (CHANGES)

GAME PREPARATION (CHANGES)

- 1 They will not be used in the game for 2 players. They will not be used in the game for 2 players. Hold the remaining 7 cards in hand.
- 2 Turn the treasure cards face down, shuffle them well, and place them in a deck. Remove 10 cards from the deck in random order, and put them back in the box. They will not be used.
- 3 Take 9 treasure cards from the top of the deck, turn them face up, and line up 3 of the cards vertically and 3 of them horizontally. Place the bell to set up the game board.

DICE PHASE (CHANGES)

The requirement to ring the bell and end DICE PHASE is met, when **more than 3 treasure cards on the field are occupied with dice, regardless of players.**

TIPS & NOTES

The rest of the game, rules, and winning condition, etc., are the same as the basic rules for 3-4 players. The requirements for ending the game are the same as well. The game ends when there are no more treasure cards left in the deck and less than 8 treasure cards on the field (= when you cannot establish a 3 x 3 formation).

NOTES FOR 2 PLAYERS

- Due to the small size of the game field, it is very important to know which cards remain on the opponent's hand, and place the dice at places out of attack range during the DICE PHASE.
- The attack priority for ringing the bell first will prove to be powerful, so make sure to consult with the cards on hand, place the dice strategically while watching the opponent's movement, and do not forget to ring the bell!

HOW TO HAVE MORE FUN

Captain Dice is a game which offers high degree of freedom. Different play styles can be experienced by slightly adjusting the rules. Here are some examples showing different ways to play Captain Dice.

1. REVERSE THE PRIORITY OF ATTACK SPEED

Try switching the priority order of attack effects to 0→5→4→3→2→1 for BATTLE PHASE. The gameplay will feel distinctive with a different strategic direction.

2. REMOVE THE SPY SHIP CARDS

Try removing the Spy Ships (all 4 cards) that does not have any attack effect, and play with only 5 attack cards. Filled with intense attacks, it becomes even more fun to play this game at parties.

3. CHANGE THE WAY TO END THE DICE PHASE

Try to change the rules for ending DICE PHASE, so you can only ring the bell after every player has placed down all of their dice.

The basic and strategic rules explained in this rulebook have been test played for more than a hundred times. The game balance has been improved, so the rules are easy to follow for players of all kinds. However, there were voices that preferred slightly modified rules which differed from the ones described before.

After all, the greatness of analogue board games comes in form of high degree of freedom in terms of gameplay, local rules depending on the circle of players, and also big changes during test plays.

Roll the dice. Seize and place them quickly. Sometimes accidentally bumping hands with opponents. Ring the bell. **Do not miss out on Captain Dice, a game packed with experience that can only be gained in analogue games!**

NEW RULE “STRATEGIC MODE”

Removing the action elements from the basic rule of Captain Dice, the strategic rule focuses on taking time to come up with strategies. Players who have troubles casting the dice quickly can enjoy this game in a different way.

The game preparation, basic game flow, end of game and winning conditions are the same as the basic rule “action mode”. **The only thing that changes is the way to play the DICE PHASE.**

DICE PHASE (STRATEGIC MODE)

At the beginning of DICE PHASE, all of the players roll the dice at the same time. **Afterwards, the players take turns clockwise following the first player.** Each player can choose one of the following actions during their turn.

Action 1: Reroll any of the dice at hand.

The player can choose any dice that have not been placed on treasure cards and are still on their hand, and reroll them once. They can choose to reroll multiple dice. They are allowed to reroll all at once or only one dice.

Action 2: Place the dice.

Utilize the dice number of cast dice at hand and place a pair of them on the treasure cards with the same dice number, in order to secure their territory of treasure. The player cannot place a dice on treasure cards that are already occupied by any other player. **The DICE PHASE comes to an end when the treasure cards are occupied with dice forming a vertical, horizontal or diagonal line.**

In the case of “action 2”, if the dice are placed in any of the following places, then the treasure cards are occupied in a row. The DICE PHASE will end and the SET UP PHASE will begin.



After the DICE PHASE has ended, the players move on to the SET UP PHASE.

The player who put an end to the DICE PHASE becomes the first player until the end of the DICE PHASE in the next round.

The gameplay follows the same rules as the basic rules of “action mode” after DICE PHASE is over.

NOTES (STRATEGIC MODE)

- Just like with the basic rules, the first player is at a great advantage.
- It is easy to see the dice numbers of the enemies in this mode, so choose actions wisely. Try not to let other players place any cards at an advantageous position or let them meet the requirements to end turns.
- Consult with the cards at hand while thinking about where to place the dice.
- Make sure to team up with other players and foil the plans of players with a high score.