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Fortune – Game Rules

Playing with

2-4 players Age 8 and up.

The Game Contains

8 identical Fortune Dice, 35 Fortune Cards.

The Object of the Game

To score points with the dice and finish the game with the most points.

In Short

In your turn, you turn over one Fortune Card and place it beside you. (See: Fortune Cards). You take the dice and roll them several times, trying to make big sets of identical objects. Especially you want to collect sets of Diamonds and Gold Coins which reward extra points. The Fortune Card may affect your decisions. Your score is based on the combination of the dice at the end of your turn.

Preparation for the Game

Take out the scoring card which is at the bottom of the pack. (This card is used to assist you in calculating the points). Shuffle the Fortune Cards and place them at the center as a face-down draw pile.

How to Play

In the first roll all the dice must be rolled.

Re-rolling: Based on the outcome of the first roll and based on his Fortune Card, the player decides which dice he wished to keep and which dice he wishes to re-roll in an attempt to increase his score. (See: How to Score Points). The player may re-roll any die he wants to, including those he decided to keep in previous rolls, but there are two restrictions:

- In each roll he must use at least 2 dice. A single die cannot be rolled.
- Each die which has landed on a Skull must be put aside and cannot be rolled again. A player who accumulates 3 Skulls is disqualified and ends his turn with no points. Only in one special case the Skulls do not end the player's turn. (See: The Island of Skulls).

Ending your Turn

In order to be credited for the points you scored, you must voluntarily end your turn before you are disqualified by 3 skulls. When you finish your turn, the points in the final position of the dice are totaled and written in the score page. The Fortune Card is placed at the bottom of the draw pile and the turn goes to the next player.

How to Score Points

There are 3 ways to score points:

- 1. Sets of identical objects:** Each sets of at least 3 identical objects rewards points as per the following table:
3 of a kind - 100 points, 4 of a kind - 200 points,
5 of a kind - 500 points, 6 of a kind - 1,000 points,
7 of a kind - 2,000 points, of a kind - 4,000 points
- 2. Diamonds and Gold:** Each diamond and each gold-coin is worth 100 points even if it is not part of a set. Therefore sets of diamonds and gold coins score twice: For their face value as well as for the sets they make.
- 3. Full Chest:** A player who generates points with all eight dice receives a bonus of 500 points in addition to the score he made.
- 4. Bonus or penalty points** resulting from success or failure in tasks shown on the Fortune Cards.

The End of the Game

The finish line is 8,000 points. A player who crossed the finish line ends the game, however, his victory is not yet complete since each other player is entitled to one more turn in which he may try to reach a higher score. The winner is the player with the highest score after the final round provided that his score is above 8,000 points. If during the final round no player is beyond the finish line, the game resumes until one of the players crosses the finish line again.

The Island of Skull

If after his first roll, (first roll only!) a player has 4 skulls or more, his turn does not end. Instead, he goes to the Island of Skulls. (Only for that turn). In the Island of the Skulls he cannot score points for himself; however he can deduct points from all his opponents by collecting as many skulls as he can. He may keep rolling and try to collect more skulls but he must gain at least one skull in each roll in order to continue. When he rolls no skulls, his turn ends. For every skull he manages to collect all his opponents lose 100 points each. (In the Island of the Skulls all other objects have no value).

Fortune Cards:

In addition to the dice, the Fortune cards, may reward with bonus points or inflict penalty points. (There is no need to memorize them before you start. You can learn them as you play.



Treasure Chest - In the Treasure Chest you may protect your fortune. After each roll you may place (or take out) any die that you decide to on the Treasure Chest card. If you are disqualified, you still score the points in the dice that you have placed on the card.



Captain - The score you make in this turn is doubled. If you go to the Island of the Dead, each player will lose 200 points for each skull.



Sorceress - The sorceress brings back to life one skull and allows you to re-roll one skull. (The spell is good for one time only).



Sea Battle - Your ship is engaged in a sea battle. To win, you must get the indicated number of swords. If you make it, you get the indicated bonus in addition to your score but if you fail, your dice are ignored and you lose the indicated bonus points. A player who is engaged in a sea battle cannot go to the Island of the Dead.



Gold - You start your turn with one gold-coin which is counted for its face value as well as for a set.



Diamond - You start your turn with one diamond which is counted for its face value as well as for a set.



Monkey Business - The Monkeys and the Parrots which you roll are grouped together and are considered as one element for making a set. (Example: 2 Parrots and 3 Monkeys are considered as 'five of a kind'.)



Skulls - You start your turn with the number of skulls that appear on the card.



Storm - Your ship is sinking and you must salvage as much treasures as possible. You are allowed only 2 rolls in which only gold and diamonds will give you points but their value is doubled - 200 points for each one of them.



Truce - You must end your turn without swords. As long as you have not been disqualified, you are allowed to roll dice that have landed on swords again. But if you are disqualified and remain with swords, 500 points will be deducted for each die with swords.



Zombie Attack - You must roll the dice until they show only skulls and swords. A die that lands on sword or a skull cannot be rolled again. Three skulls do not end your turn, and you may roll a single die. To win, you must end your turn with at least five swords. If you succeed, you win 1,200 points. If you fail, the 1,200 points are equally divided among your opponents.