

Stephen Glenn's

# Rattlebones



A game for 2 - 4 players – age 14+  
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In Rattlebones, players start with three dice. To begin these dice are standard, but during play the faces may be removed and replaced with other sides that allow various actions. The ultimate goal of customizing the dice is to score points.

# COMPONENTS

1 Board



blank spaces  
for the Board Tiles

'0' space of  
the train track



12 Board Tiles

(1 each of 9-Pip, Thief, Arrow, 1234, Stock, Gold, Roll Again, Star, Train, +1, 2x and Gamble)



16 Colored Pawns

(4 per player color)



12 Customizable dice (3 per player)  
(including the starting 72 removable pip sides)



180 Action Die Sides of varying abilities  
(15 each type)



20 Gold Pieces



20 Star Pieces



5 Stock Tickets



1 Gamble Die



4 Side "Poppers"



1 Train



1 Rattlebones Pawn

## SETUP

Place the Board in the center of the table.

There are 12 Board Tiles. Shuffle them and place 7 randomly on the blank spaces on the board. Place the leftover board tiles back in the box. They will not be used in this game.

Place the action die sides used in the game in piles by the side of the board within easy reach of all players. You can put any action die sides that are not part of the game back in the box.

Each player places his three Monkey pawns on the start space

Each player places his remaining Mouse pawn on '0' of the score track.

Any player colors not used are placed back in the box.

Give each player three dice (one each of color).

The dice should be setup to be standard six-sided dice. The only difference is that the '1' side shows the Rattlebones Icon. **Important: The '1' side of the die can never be changed. It is always a '1'.**

Place the Gold Pieces and the Blue Stars off to the side.

Place the Train Piece on the '0' space of the train track, facing clockwise.

If the Stock Tile is part of the board, place the 5 Stock tickets next to the board.

If the Gamble Tile is part of the board, place the Gamble Die next to the board.

For four players, put the Rattlebones Pawn on the last space [65] of the score track.

For three players, place him on [60]. For two players, place him on [55].

Choose a Start Player. Player turns will continue clockwise around the table.

## ON YOUR TURN

On a player's turn he selects one of his dice to roll. If he has gold, he may spend one gold at the beginning of his turn to roll one extra die. Likewise, he may spend two gold at the beginning of his turn to roll all three dice. Any time a player rolls multiple dice, he may use them in the order of his choosing.

*Example:*

*A player spends one gold piece to roll one extra die. He rolls a 3-pip and a Rattlebones Icon. He may use the dice in the order he chooses.*

**1** First, he chooses to move one of his pawns clockwise around the board three spaces. It lands on a THIEF space. The player may choose to replace one of the sides on that die with a THIEF side (Exception: NOT the Rattlebones Icon side).

**2** Second, he moves the Rattlebones pawn backwards on the score track. If Rattlebones lands on a space with one or more players, the game ends immediately, otherwise the player then chooses one of his pawns (even the one that just moved) to move one space clockwise one the board. It lands on the ARROW space, so the player may replace one of the sides on that die (not the Rattlebones Icon) with an ARROW side.

*His turn ends.*



### For Each Die Rolled:

The die will allow a player to (1) move one of his pawns or (2) take an action.

### 1. Move A Pawn

If he rolls a number (pips), the player moves one of his pawns clockwise on the board the exact amount he rolled.



#### BLACK 1 / RATTLEBONES ICON

The player moves the Rattlebones pawn one space backwards (towards zero) on the score track. He then moves one of his pawns one space clockwise on the board and completes his turn as normal (by adding an action side if necessary or desired).



#### REGULAR NUMBER (pip) FROM 2-6

The player moves one of his pawns forward the exact number rolled and completes his turn (by adding an action side if necessary or desired).

The space he lands on will give him the option to do something. Most of the time this will be the option to add a new action side *to the die he rolled to get to that space*. When he lands on such a space, he has two options:

- Add the corresponding action side *to the die rolled* by replacing a side that is already there, which may include a side he has already placed during the course of the game. Remember, he can never change the Rattlebones Icon side. Any replaced pip sides go out of the game. Any replaced action sides go back to their supply.
- Do nothing. A player does not have to add the new side to the die if he does not wish to.

### Board Spaces

When a pawn lands on these spaces, the player may do the following:

**Important: Remember, when adding a side to a die, it must be on the die rolled to get to that space. A Rattlebones Icon side may never be changed.**



**GOLD** – add a GOLD action side to the die.



**ROLL AGAIN** – add a ROLL-AGAIN action side to the die.



**STAR** – add a STAR action side to the die.

1 STAR = 3 pts.  
2 STARS = 7 pts.  
3 STARS = 11 pts.  
4 STARS = 15 pts.



**TRAIN** – add a TRAIN action side to the die.



**9 PIP** – add a 9-PIP action side to the die.



**+1** – the player may either add a 1 pt action side or increase the value of a previously placed point action side by one. 5 is the maximum value. The replaced point action side is placed back into the supply.

**Important: If the desired point action side is not available in the supply, the player may not increase a point action side to that value.**



**THIEF** – add a THIEF action side to the die.



**ARROW** – add an ARROW action side to the die. The player should make sure it's pointing in the desired direction.



**1234** – add a 1234 action side to the die.



**STOCK** – add a STOCK action side to the die.



**x2** – add a x2 action side to the die



**GAMBLE** – add a GAMBLE action side to the die



**STORE/START** – The player may sell as many STARS as he chooses using the chart on the space. Sold stars go back into the main supply.

## 2. Take an Action

If the player rolls an action side, he performs the action



**GOLD** – The player takes one gold piece from the supply. If there is no gold remaining in the supply, he takes none.



**STAR** – The player takes one star piece from the supply. If there are no stars remaining in the supply, he takes none.



**ROLL AGAIN** – The player picks up the die on which the ROLL AGAIN action side was rolled. He adds another (previously unrolled) die and rolls both. If he rolls the ROLL AGAIN side again, he may pick it up and add the final (previously unrolled) die and roll all. Since a player only has three dice, this action can be performed a maximum of twice per turn. Any dice added must not have already been rolled that turn. Any ROLL AGAIN sides showing when all dice have been rolled are disregarded.

*Example:*

*A player rolls one die. It reveals a ROLL AGAIN side. The player picks up this die and any other previously unrolled die. He rolls both. One die reveals an X2. The other die reveals 3 points. The player scores 6 points immediately on the score track.*

*Example:*

*If you spend two gold to roll all three dice, any ROLL AGAIN sides are disregarded.*



**TRAIN** – The player earns a number of points equal to the space where the train currently sits. The player then moves the train one space clockwise on the train track.



**9 PIP** – The player moves one of his pawns from 1-9 spaces forward, then completes his turn as normal (by adding an action side if necessary or desired).

*Example:*

*A player rolls one die. It reveals a 9-pip. This means that player may choose any of his pawns to move from 1 to 9 spaces clockwise on the board. He chooses to move one of his pawns five spaces, which lands on the store. The player has two star tokens. He may choose to sell these two tokens for 7 points, which are scored immediately on the score track.*



**POINTS (1-5)** – The player earns the number of points rolled on the score track.



**THIEF** – The player steals (a) one star or (b) one gold or (c) one stock ticket from each other player. If a player does not have anything to steal, nothing can be stolen from him.

*Example:*

*A player rolls one die. It reveals a THIEF side. He decides to steal one gold piece from Player B and a stock ticket from Player C. Since Player D has no gold, stars, or stock, he is unaffected.*



**ARROW** – The player considers the side to which the arrow points (an adjacent die side). He performs this action.

*Example:*

*A player rolls one die. It reveals an ARROW side. In this case, the ARROW points to a die side showing a TRAIN, so the player follows the directions for the TRAIN action. The player considers the number of the space where the TRAIN is currently sitting. He scores that many points on the score track. He then moves the TRAIN one space clockwise on the tracks.*

*His turn ends.*



**1234** – The player earns points equal to his place on the score track.

First place (or tied for first) = 1 pt.

Second place (or tied for second) = 2 pts.

Third place (or tied for third) = 3 pts. Fourth place = 4 pts.



**STOCK** – The player takes a stock ticket from the supply. There are 5 in the game.

When all are taken, score them. The player who has the most stock tickets earns 10 pts.

2nd place earns 5 pts.

#### Ties for stock

If two players tie for most, they each earn 7 pts. and second place earns 2 pts. If there is one first place winner and ties for second, each second place winner earns 2 pts. If one player holds all five stock pieces, he earns the total 15 pts.

After a score, all stock tickets are returned to the supply to be collected again. Any stocks in hand at the end of the game are only helpful towards tie breakers.

x2

x2 – If, at the end of a player’s turn, the X2 is showing with gold, stars or points rolled that turn, then the number of gold, stars or points earned is doubled. ***This does NOT include the Gamble Die.*** Note: An X2 applies to one die only.

*Example 1:*

*If a player rolls X2, Coin, Coin, the player takes three coins, not four.*

*Example 2:*

*If a player rolls X2, X2, Coin, the player takes two coins, not four.*

*Example 3:*

*If the player rolls X2, Coin, Star, the player may take two coins and one star **or** one coin and two stars. He does not double both.*



**GAMBLE** – The player rolls the GAMBLE die. If he rolls 2, 3, 4 or 5 pts, he scores them as normal. If he rolls a Rattlebones symbol, he moves Rattlebones backwards one space. He does **not** move his pawn.



### **The Gamble Die**

**POINTS (2-5)** – The player earns the number rolled

**RATTLEBONES** – The player moves Rattlebones back one space. He does not move his pawn.

### **Availability of die sides, stars and gold**

The options are limited to the bits available in the game. If there is not a particular die side or star or gold piece available, then a player may not take it.

## **GAME END**

The game ends ***immediately*** whenever the Rattlebones pawn and a player pawn meet or pass on the score track. The player in the lead wins the game. In case of a tie, the player with the most gold + stars + stock tickets wins. Otherwise, it remains a tie.

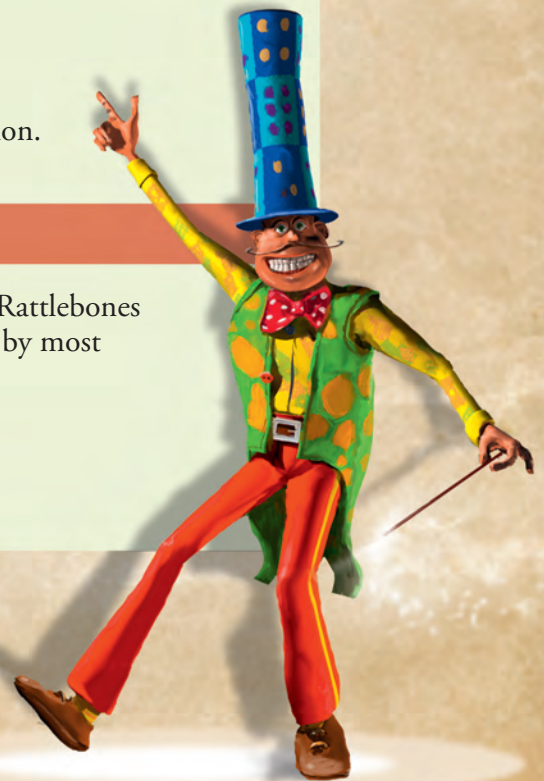


## SUMMARY OF A TURN

1. Choose one of your dice to roll.  
(Spend one gold to roll one extra die)  
(Spend two gold to roll all three dice)
  2. Per each roll
    - (a) **Move A Pawn**  
If the die result shows pips, choose one of your pawns to move clockwise to a new space on the board. The new space will allow you to take an action or add a new side to the die you rolled to get to that space.
- OR
- (b) **Take An Action**  
If the die result shows an action, take that action.

## GAME END

The game ends as soon as one or more pawns meets Rattlebones on the score track. That player wins. Ties are broken by most gold + stars + stock tickets.



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