



BARE BONES

The dice game that thinks it's a card game!

OBJECT: Build a custom deck of cards and roll specialized dice. The player with the most points at the end of the game is the winner.

CONTENTS: 28 dice; 217 cards; 1 rulebook; 1 scoresheet pad

Setup

The Supply

Lay out 7 stacks of Dice Cards with 7 cards in each stack, as shown below. Place the colored dice below their corresponding cards.

Select 7 of the 20 available Action Cards to include in this game. These can be chosen randomly, or players can choose one of the suggested sets at the end of this guide. Lay out the Action Cards in 7 stacks with 7 cards in each stack, in ascending order of cost.

These 14 stacks of cards and 7 sets of dice are called **the Supply**.

The Supply



Play Order

Each player rolls all 4 Blue Dice. Whoever rolls the highest total is Player 1. Play rotates to Player 1's left. One player will keep score.

Starting Decks and The Draft

Deal 3 Blue Dice Cards and 4 White Dice Cards to each player. These are the 7 base cards every game begins with. (In a 2- or 3-player game there will be Blue and White Dice Cards left over. Put these back in the box.)

Players will now select 3 cards from the Supply to round out their starting decks. This is called **the Draft**. Only cards costing 6 coins or less may be drafted.

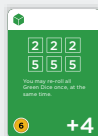
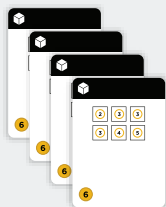
Players may only draft cards costing up to 6 coins

Re-Re-Roll You may re-roll 1 die up to 2 times, or re-roll 2 dice 1 time each. 3	Joyride Choose an opponent, who must reveal their hand! You may "steal" any Die Card from that opponent and put it into play for the duration of your turn. 5	Double Up Choose 2 Die Cards you have in your hand 2 dice for each of those 2 cards. Re-roll the other 2 dice. There are the only 2 dice you may roll this turn. 6	Pairs If you roll a Pair (2 matching numbers), choose the value on those dice. 7	Odds or Evens After you roll, remove all odd-numbered dice or all even-numbered dice. Double the value on the remaining dice. 7	Color Cubed Draw 1 card. If you roll 3 or more dice of the same color, discard the cards on those dice. 7	Greed Draw 2 cards. If this is the first card you draw this turn, if you already have a copy of Greed in play, draw 1 card. 9
+2 4	+3 5	+4 6	+6 6	+4 8	+5 10	+6 12

Beginning with Player 1 and rotating to the left, players draft 1 card at a time. Continue in rotation until everyone has drafted 3 additional cards. At the end of the Draft, all players should have 10 cards in their decks.

Players may draft any combination of Dice and Action Cards, including more than 1 of the same card. In a 3- or 4-player game, it's possible some stacks of cards may be depleted during the Draft.

A sample starting deck



7 base cards
same for all players

+

3 drafted cards

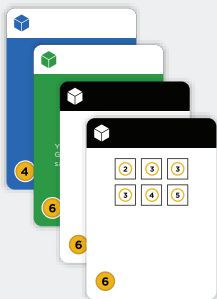
Each player should shuffle their starting deck and deal 5 cards, face down. The remaining cards should be placed face down to form each player's **draw pile**. Players may not look through their draw pile.

A sample first hand

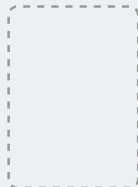
Draw Pile



Play Area



Discard Pile

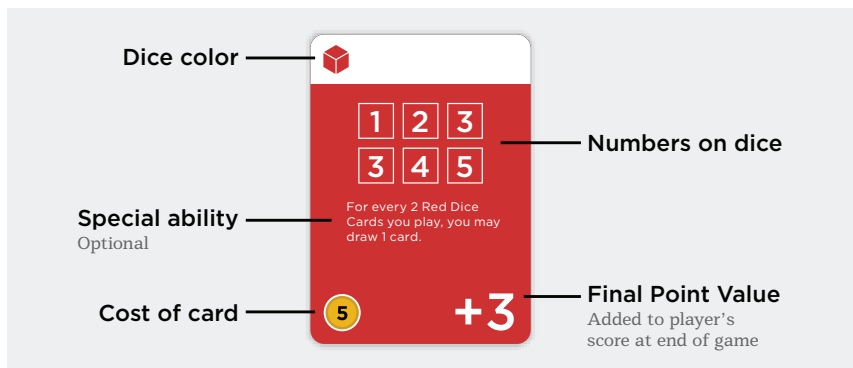


All cards discarded during a player's turn must be placed face up on top of their **discard pile**.

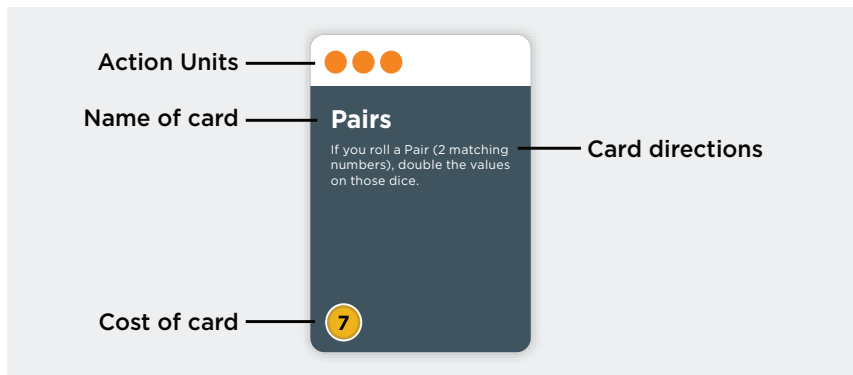
Dice Cards and Action Cards

Dice Cards come in 7 colors. Every Dice Card played entitles the player to roll 1 die of the corresponding color. Dice Cards also have a **Final Point Value**, added to the player's score at the end of the game.

Some Dice Cards grant special abilities related to drawing cards or rolling dice. Taking advantage of special abilities is always optional.

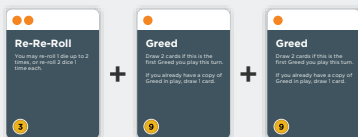


Action Cards grant powerful abilities players can use to multiply scores and enhance other cards in their decks. Each Action Card uses a certain number of **Action Units**, indicated on the top of the card. Players are limited to 5 Action Units per turn.

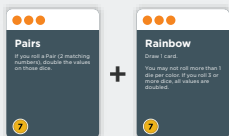


Players may not exceed 5 Action Units per turn


4
Action Units




6
Action Units



Dice

The 7 sets of colored dice have different number values. Blue Dice have the lowest average value per roll, while Black Dice have the highest. To roll dice, players must first play Dice Cards of the corresponding color.

Most dice represent points, but White Dice are unique: Instead of points, the numbers on White Dice represent **coins**. Because players need coins to buy cards from the Supply, White Dice are especially valuable in the early rounds of a game.

Number distributions for the 7 colors of dice

1 1 1 2 3 4

1 2 3 3 4 5

2 2 2 5 5 5

2 4 4 4 4 6

4 4 5 5 6 6

5 5 6 6 6 6

2 3 3 3 4 5

Gameplay

STAGES OF A BARE BONES TURN:

1. Card Playing
2. Dice Rolling
3. Scoring
4. Buying
5. Bonus Matching

Stage 1: Card Playing

Players may play Dice Cards and Action Cards in any order they want. Players do not have to play all (or any) of their cards. Playing a Dice Card allows players to roll a die of the matching color, but this is not required.

If a player needs to draw a card and their draw pile is empty, they must immediately shuffle their discard pile and place those cards in their draw pile. (If both their draw pile and discard pile are empty, the player should continue as best they can.)

Stage 2: Dice Rolling

Players may roll 1 die for each Dice Card they've played, up to a maximum of 6 dice. If more than 6 Dice Cards are played, the player may choose up to 6 eligible dice.

Stage 3: Scoring

Basic rolls are straightforward to score – simply add up the values shown on all the dice, tallying points and coins separately.



By itself, this roll is worth:

6 points

4 Red + 2 Blue

9 coins

4 White + 5 White

Some Action Cards can multiply dice values, and may require the player to make decisions about scoring. See the following examples for two common scenarios, using the **Pairs** and **Odds or Evens** Action Cards.

If **Pairs** is in play, pairs of matching numbers are doubled.



This roll is worth:

10 points
(4 x 2) Red + 2 Blue

13 coins
(4 x 2) White + 5 White

No die may be counted as part of more than 1 pair. In the scenario below, the player must choose which 2 dice to double.



If the player chooses both Yellow Dice, this roll is worth:

16 points
(4 x 2) Yellow + (4 x 2) Yellow

4 coins
4 White

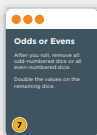


If the player chooses 1 Yellow and 1 White Die, this roll is worth:

12 points
(4 x 2) Yellow + 4 Yellow

8 coins
(4 x 2) White

If **Odds or Evens** is in play, players must eliminate all odd or all even numbers after they roll; what remains is doubled.



If the player chooses **Odds** this roll is worth:

0 points
10 coins
(5 x 2) White



If the player chooses **Evens** this roll is worth:

12 points
(4 x 2) Red + (4 x 2) Blue
8 coins
(4 x 2) White

After all actions and rolls are resolved, the player will tally the points scored and coins earned for their turn. Players should leave any dice they rolled in place until the scorekeeper has confirmed their totals.

The Bare Bones scoresheet can fit up to 4 players, with separate areas to record points and track coins.

Scoring basics

	Player 1	Player 2	Player 3	
	J.	C.	A.	— Player names/initials
1	8	7	7	— Point tracking
2	4 12	10 17	3 10	— Points scored on this turn
3	7 19 +2	11 28	9 19	— Point total at the end of this turn
4	11 30	4 32	2 21 +3	— Coin tracking across turns (for Action Cards like <i>Keep the Change</i> or <i>Loan Shark</i>)
5	5 35	6 38	11 32	
6	21 56	5 43 +5	5 37	

Stage 4: Buying

If a player has earned enough coins, they may buy additional cards from the Supply. Players may never buy more than 1 copy of any card per turn.

Buying cards is always optional, but “unspent” coins do not carry over. Cards that a player buys in this stage go directly onto their discard pile.

Stage 5: Bonus Matching

If a player finishes a turn and has played exactly 2 copies of any Dice Card, the player to their left may play a third copy of that card, face up. This is called **bonus matching**. For each bonus match completed, the matching player may draw 1 extra card at the start of their turn.

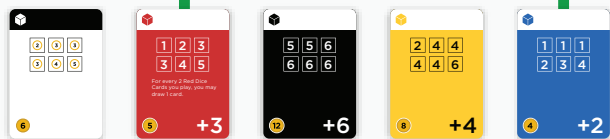
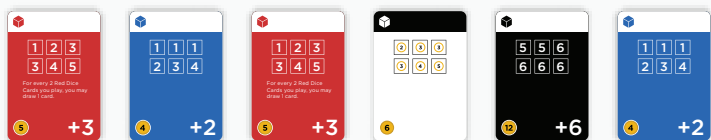
More than 1 set of cards may be bonus matched in each turn. The Dice Cards being bonus matched don't have to be played back-to-back. Any cards put down by the matching player remain there through the end of that player's turn.

BONUS MATCHING EXAMPLE:

In the scenario shown here it is the end of Player 1's turn, and they have played 2 sets of Dice Cards eligible for bonus matching. Player 2 may optionally match one or both of these sets.

End of Player 1's turn

Player 1's play area



Player 2's hand

Player 1 has just ended their turn, having played exactly 2 Red and 2 Blue Dice Cards. Player 2 may now **bonus match** both pairs by playing a Red and a Blue Dice Card of their own. Player 2 then draws 2 cards to begin their turn.

Cleanup and New Hand

At the end of each player's turn, all dice must be returned to the Supply. Players should move cards from their play area to their discard pile, then deal themselves a new hand of 5 cards. It's important to deal a new hand even after a player's last turn, because some opponents' turns may be affected by these cards.

Final Scoring

After Round 12, each player adds up the Final Point Value (FPV) for the cards in their deck, and reports it to the scorekeeper. FPV is added to the running subtotal to arrive at a total score.

The player with the highest total score is the winner! In the event of a tie, the player with fewer cards in their deck wins.

	J.	C.	A.	
1	8	7	7	
2	4 12	10 17	3 10	
3	7 19 +2	11 28	9 19	
4	11 30	4 32	2 21 +3	
5	5 35	6 38	11 32	
6	21 56	5 43 +5	5 37	
7	12 68	17 60	9 46	
8	4 72 -8	4 64	9 55	
9	20 92	18 82	7 62 +7	
10	8 98	5 87	21 83	
11	8 106	21 108 -3	13 96	
12	17 123	17 125	15 111	
FPV	+ 45	+ 31	+ 29	
Total	168	156	140	

Player 1 has won this game with a total score of 168.

Final Point Value (FPV) is often the largest portion of a player's total. In this case Player 1 earned 45 points based on the cards in their deck. This was more than enough to win the game, despite Player 2 scoring the most points over Rounds 1-12.

Point total at the end of 12 rounds

Final Point Value of cards in deck

Total score for game

General Strategy

- Some Action Cards pair better with different Dice Cards, so consider the combinations on a game-by-game basis. Optimal strategies may change depending on which Action Cards are available.
- Dice Cards contribute to players' total scores in more ways than one. Don't fall behind in buying them.
- Bonus matching can be extremely rewarding. Starting turns with extra cards is a big boost!

Dice Cards Summary

Blue Dice Card

4 Coins | +2 FPV

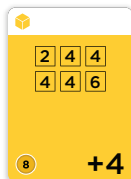
1-1-2-3-4



Yellow Dice Card

8 Coins | +4 FPV

2-4-4-4-6

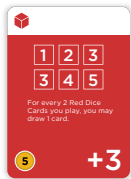


Red Dice Card

5 Coins | +3 FPV

1-2-3-3-4-5

For every 2 Red Dice Cards you play, you may draw 1 card. The Red Dice Cards do not need to be played consecutively.

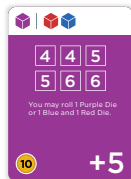


Purple Dice Card

10 Coins | +5 FPV

4-4-5-5-6-6

For every Purple Dice Card you play, you may choose to roll either 1 Purple Die by itself, or 1 Blue Die and 1 Red Die together.

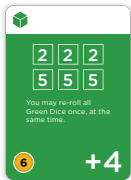


Green Dice Card

6 Coins | +4 FPV

2-2-2-5-5-5

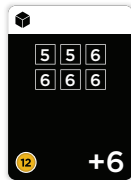
You may re-roll all Green Dice once. If you do, they must all be re-rolled at the same time.



Black Dice Card

12 Coins | +6 FPV

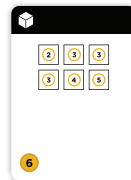
5-5-6-6-6-6



White Dice Card

6 Coins | 0 FPV

2-3-3-3-4-5



White Dice generate coins instead of points. You use coins to buy new cards from the Supply.

White Dice Cards do not contribute Final Value Points to your score.

Guide to Action Cards

Can't Touch This

6 Coins | 2 Action Units

There are 7 versions of this card, 1 for each dice color. Roll the indicated die and place it on top of the card. Both this card and the die you rolled remain in front of you until the start of your next turn. Before then, no opponents may score with the number you rolled.

Color Cubed

7 Coins | 3 Action Units

Draw 1 card. If you are able to roll 3 or more dice of the same color, double the values on those dice.

Double Up

6 Coins | 2 Action Units

Choose 2 Dice Cards you have in play. Roll 2 dice for each of those 2 cards, ignoring any other Dice Cards you may have played. These are the only 4 dice you may roll this turn.

Full House

8 Coins | 4 Action Units

Reveal your hand and play all of your Dice Cards. If you have fewer than 5 Dice Cards, draw until you have 5 Dice Cards to play, discarding any Action Cards. You now have 2 rolls to achieve a Full House (1 Pair and 1 Triplet). If you do, double the values on all dice part of the Full House.

Greed

9 Coins | 1 Action Unit

Draw 2 cards the first time you play Greed in a turn. For each additional Greed you play, draw 1 card.

Hot Potato

5 Coins | 2 Action Units

Draw 2 cards. At the end of your turn, place this on top of your discard pile or on top of any opponent's draw pile. For every Hot Potato in a player's deck at the end of the game, they must deduct 15 points from their score.

Joyride

6 Coins | 1 Action Unit

Choose an opponent, who must reveal their hand to the table. “Borrow” any 1 of their Dice Cards, and put it in play next to your own cards. For the remainder of your turn, you have all rights associated with this card. Return the card to your opponent’s hand at the end of your turn.

Keep the Change

5 Coins | 1 Action Unit

Any unspent coins at the end of this turn are rolled over to your available coins next turn. The scorekeeper should note this on the scoresheet.

Loan Shark

4 Coins | 1 Action Unit

You may “borrow” any amount of coins, by declaring the amount you wish to immediately add to your coin total. The scorekeeper should note this on the scoresheet. On your next turn, you must repay this loan by earning enough coins. If you cannot repay the loan in full, deduct 2 points from your score for every coin you owe. Your score may end up as a negative number in this case.

Mimic

8 Coins | 2 Action Units

This acts as a copy of any Dice Card you have in play (including any special abilities it has, as well as for the purposes of bonus matching).

Odds or Evens

7 Coins | 3 Action Units

After you roll, remove either all odd-numbered or all even-numbered dice. Double the values on the remaining dice.

Pairs

7 Coins | 3 Action Units

If you roll a Pair (2 matching numbers, any colors), double the values on those dice. No die may be part of more than 1 pair.

Point Pro

4 Coins | 1 Action Unit

On this turn, all coins you earn are automatically converted to points. (You may not play Point Pro and Straight Cash on the same turn.)

Rainbow

7 Coins | 3 Action Units

Draw 1 card. You may not roll more than 1 die per color, regardless of the Dice Cards in play. If you roll 3 or more dice, double the values on all dice.

Re-Re-Roll

3 Coins | 2 Action Units

You may re-roll 1 die up to 2 times, or re-roll 2 dice 1 time each.

Run

7 Coins | 3 Action Units

Draw 1 card. If you roll a Run (consecutive numbers) including 3 or more dice, double the values on those dice.

Straight Cash

4 Coins | 1 Action Unit

On this turn, all points you score are automatically converted to coins. (You may not play Straight Cash and Point Pro on the same turn.)

Swap Meet

6 Coins | 2 Action Units

Return any number of cards from your hand to the Supply. In exchange, take 1 card costing up to the combined value of the returned card(s). This card goes directly into your hand, and may be played immediately.

Triplets

7 Coins | 3 Action Units

Draw 1 card. If you roll a Triplet (3 matching numbers, any colors), double the values on those dice. No die may be part of more than 1 Triplet.

Yard Sale

5 Coins | 1 Action Unit

Return a card from your hand to the Supply, in exchange for 1 coin less than its face value. Add this amount to your coin total for this turn.

Suggested Action Card Sets

BARE BONES BASICS:

Greed, Re-Re-Roll, Pairs, Double Up, Odds or Evens, Color Cubed, Joyride

INTERPLAY:

Joyride, Swap Meet, Hot Potato, Can't Touch This, Yard Sale, Run, Full House

MONEY, MONEY:

Straight Cash, Keep the Change, Greed, Loan Shark, Point Pro, Triplets, Yard Sale

MANY PATHS:

Rainbow, Color Cubed, Swap Meet, Mimic, Double Up, Hot Potato, Pairs

Experiment with mixes of Action Cards to create your own sets. There are more than 75,000 possible combinations!

