



Golden Dice

EXPANSION PACK

Say hello to the shining centerpiece of the first Bare Bones expansion: the Golden Dice Card. Giving you the power to score points and earn coins with a single die, it's the Dice Card that thinks it's an Action Card!

Card Summary

Golden Dice Card

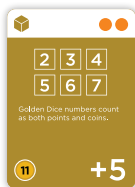
11 Coins | 5 FPV

2-3-4-5-6-7

Setup: Add the Golden Dice Cards and the Golden Dice to the Supply. They do not replace any other cards or dice.

Golden Dice numbers count as both points and coins. For example, if you roll a 3 with a Golden Die, you score 3 points and earn 3 coins.

Unlike other Dice Cards, the Golden Dice Cards use Action Units when played. With each card requiring 2 Action Units, there are new wrinkles to consider.



For example:

- Playing a Golden Dice Card with a **Full House** would use 6 Action Units, so these cards may not be played in the same turn. If you draw a Golden Dice Card while playing Full House, discard it as you would an Action Card.
- **Mimic** may not be used to act as a copy of the Golden Dice Card, because this would use 6 Action Units.
- If you are playing **Color Cubed** you may include a single Golden Die in your roll, but you would not be able to roll 3 Golden Dice to take advantage of Color Cubed's doubling power, as this would use 9 Action Units.
- **Double Up** may be used with a single Golden Dice Card, but you would not be able to have 2 Golden Dice Cards and a Double Up in play together, as this would use 6 Action Units.
- You may use a **Joyride** to "borrow" an opponent's Golden Dice Card, but remember you are taking on 2 Action Units when you do.
- You may bonus match with a Golden Dice Card, but remember you are using 2 Action Units from your upcoming turn when you do.

Showdown

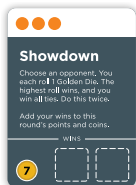
7 Coins | 3 Action Units

Setup: Add the Golden Dice Cards and the Golden Dice to the Supply.

Choose an opponent. You each roll 1 Golden Die. The highest roll wins, and you win all ties. Do this twice. You may choose a different opponent for each roll.

Place your winning rolls in the spaces provided on the card to keep track of their values. Add your wins to this round's points and coins. Your opponent does not receive points or coins for any rolls they win.

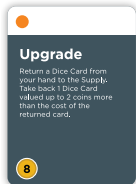
Dice you roll while playing Showdown do not count toward the 6 dice limit in your Dice Rolling stage. You may not use other Action Cards to modify the values of the dice you roll while playing Showdown.



Upgrade

8 Coins | 1 Action Unit

Return a Dice Card from your hand to the Supply. Take back 1 Dice Card valued up to 2 coins more than the cost of the returned card. This card goes directly into your



hand, and may be played immediately.

The cost of the card you take back may be less than or equal to the cost of the card you return.

Suggested Action Card Sets

with the Golden Dice Card in the Supply

ALL THAT GLITTERS:

Showdown, Upgrade, Point Pro, Joyride, Pairs,
Re-re-roll, Double Up

MIDAS TOUCH:

Showdown, Upgrade, Straight Cash, Rainbow, Greed,
Can't Touch This, Yard Sale

If you have questions or comments about Bare Bones, we'd love to hear from you! Visit us at **BareBonesGame.com** to drop us a note and check out our online store.