



BARE  
BONES

# High Roller

EXPANSION PACK

Are you ready for the high life? Dice that bring you more coins, Action Cards that grow your bankroll, and an exclusive new Bonus Round – enjoy these premium perks for true High Rollers!

Along with the debut of the High Roller White Dice, this expansion opens up some exciting Bare Bones gameplay mechanics:

## Setting Cards Aside

**Investment** and **After Hours** instruct players to set cards aside after playing. Cards that are set aside should be placed above or next to a player's play area, where they will remain until a future turn or even the end of the game. They are not discarded during cleanup. Cards that have been set aside are not considered “in play,” and players may not interact with them until they are returned to play.

## The Bonus Round

**After Hours** grants players access to the Bonus Round. The Bonus Round takes place after the end of Round 12, before final scoring. Players who do not qualify for the Bonus Round must

still deal a 5 card hand after Round 12, in case player interaction is needed (for example, if a player in the Bonus Round plays a **Joyride**).

There is no minimum number of players who need to qualify for the Bonus Round; there may be only a single player who does. If no players qualify for the Bonus Round, proceed to final scoring and the end of the game.

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## Card Summary

### High Roller White Dice Card

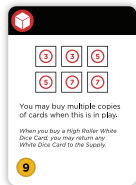
**9 Coins | 0 FPV**

3-3-5-5-7-7

**Setup:** Add the High Roller White Dice Cards and the High Roller White Dice to the Supply. They do not replace any other cards or dice.

Like base set White Dice, High Roller White Dice generate coins instead of points. They are the same color for the purposes of Action Cards like **Color Cubed**, **Rainbow**, and **Can't Touch This**.

If you have a High Roller White Dice Card in play, you may buy multiple copies of cards

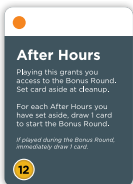


during your Buying stage (even if you choose not to roll High Roller White Dice on that turn). When you buy a High Roller White Dice card, you may optionally return any White Dice Card from your hand or your play area to the Supply.

## After Hours

### 12 Coins | 1 Action Unit

Playing After Hours grants you access to the Bonus Round. Set card aside at cleanup. For each After Hours you have set aside, draw 1 card to start the Bonus Round, in addition to your 5 card hand.

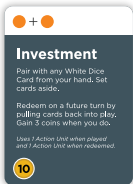


If played during the Bonus Round, immediately draw 1 card. After Hours does not use additional Action Units in the Bonus Round if it was set aside during Rounds 1-12.

## Investment

### 10 Coins | 1 Action Unit (x2)

Pair with any White Dice Card from your hand. Set cards aside. You may not roll a die for the Dice Card you set aside on this turn. Redeem on a future turn by pulling both cards back into play. Gain 3 coins when



you do. You do not need to roll any dice to gain the 3 coins. After redeeming Investment, you may roll a die for the Dice Card that is pulled back into play.

Investment uses 1 Action Unit when first played and 1 Action Unit when redeemed.

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## **Suggested Action Card Sets**

**with the High Roller White Dice Card in the Supply**

### **DEEP POCKETS:**

After Hours, Investment, Loan Shark, Keep the Change, Full House, Greed, Color Cubed

### **EASY STREET:**

After Hours, Investment, Point Pro, Mimic, Joyride, Swap Meet, Odds or Evens

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.