Be sure to read [the Classic O-Zone rules](#) first. This version has some big differences, but some basic concepts from Classic O-Zone apply here.

Objective: Acquire the most doubloons over the course of four rounds.

Know Yer Terms!

Six-sided dice are **ships**.

Twelve-sided dice are **cannonballs**.

The length from one corner of the box lid to the opposite corner is **1 League**.

Setup

Each team takes the six dice of one color. You'll need a paper and pencil to keep score.

Place the three targets island side up in the middle of a table in any arrangement you like. Place one Foul disk between the middle of the table and each end. There should be 12" to 18" between the table edge and the foul line on each side.

Foul Lines

Team A's End of Table

Team B's End of Table

Island Disks

Each team will toss dice from their end of the table. Teams will switch ends from round to round, so the islands do not have to be the same distance from both ends.

One player from each team rolls one die, re-rolling ties. The team with the highest roll chooses their starting end of the table and takes the first turn.

Gameplay Overview of a Round

Teams alternate turns. As in Classic O-Zone, players should agree on their turn order within their team, and stick with it throughout.

On each turn, one player tosses one ship toward the targets. After both teams have tossed all five ships, they fire their cannons, possibly sink ships, then score the round.

In all rules below, a die is "in contact with an island" if it's on or touching any part of the target disk. Artwork on the targets has no effect on this.

When it's your turn...

From your team's end of the table, toss one ship toward the islands. Follow all standard O-Zone rules for legal tosses and fouls, except the foul penalty is -100 Doubloons.

<u>Do not</u> remove dice that stop in contact with an island. They can still be moved by dice tossed later!

After tossing a die, the next team tosses. Teams continue this way until all ships have been tossed.

Fire the Cannons!

Now each team will choose a Gunner to toss their cannonball die this round.

Beginning with the team that went first this round, the gunner tosses the cannonball. All rules for tossing dice apply, but after a toss, the gunner may choose to immediately retrieve the die to toss it again. Up to three total tosses are allowed as long as:

• The cannonball doesn't go off the table
• AND the toss is not a foul.

In either of those cases, the team gets no more tosses this round.

Cannonballs may strike and relocate any dice on the table on any toss. As you'll see below, a high roll in a strategic location can sink ships!

After the first team has finished firing their cannonball as described, the other team's gunner tosses in the same way.

Sinking Ships

After both teams are done with the Fire the Cannons step, **remove from play all ships that are farther than one league away from the edge of <u>all</u> islands**.

Next, in the same turn order used for tossing the cannonballs, each team resolves their cannonball (if in play) as follows. Each step is explained in detail below.

1. Determine the strength of the cannonball.
2. Determine the strength of enemy ships within range (1 League) **of the cannonball**. Partially in range counts.
3. Sink as many enemy ships as possible.

For the strength of cannonballs or ships, if the die is in contact with an island, its strength is <u>double</u> the value showing on the die. If it's not in contact with an island, the strength is <u>equal</u> to the value of the die.

In descending order of strength, sink as many enemy ships within range as possible without exceeding the cannonball's strength.

Sunk ships will eventually be removed from play, but to avoid errors, don't actually remove them until everyone agrees which will sink. When everyone is in agreement, remove the sunk ships from the playing area.

Sinking Ship Examples

In **Example 1** (see the image on the next page) it's white's turn to do some sinking. We can assume all the ships shown are within range (1 League) of the

white cannonball.

The cannonball's strength is 9. The black die on the island has a strength of 8 (2 x its value of 4). The other black die has a strength of 3.

Since we always check for sinking from highest to lowest strength, we start with the strength 8 ship. That's less than the strength of the cannonball, so it sinks. That makes the total sunk strength so far is 8.
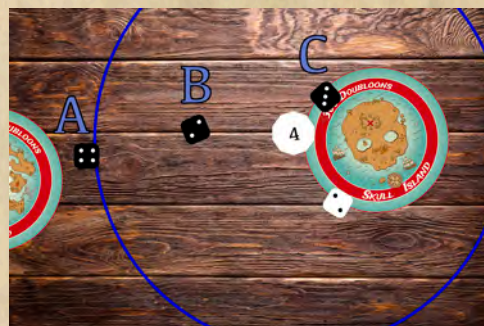
Next we check if the strength 3 ship sinks. It will NOT sink because doing so would make a total sunk strength of 11, which is higher than the cannonball's strength.

Final Result: Only the black die with value 4 is removed from play.

Example 2 shows how order matters when checking the ships.

Sinking Ship Example 1

Sinking Ship Example 2

The blue circle represents the 1 League range from the white cannonball. All three ships are within range, even though Ship A is just barely in range.

The cannonball's strength is 8, since it's on the island.

Ship A's strength is 4, Ship B's strength is 2 and Ship C's strength is 6, since it's on the island.

Start with Ship C (since it has the highest strength). It sinks, since it's less than the cannonball's strength. Next, check Ship A. The strength of 4 is too high, since that would make the total sunk strength 10, which is more than the cannonball.

Do NOT continue checking to see if Ship B sinks. Yes, the strength 2 would not be too much for the cannonball. **However, we check ships in descending order of strength and stop checking as soon as the sunk strength is too high.**

Final Result: Only ship C is removed from play.

Clarifications and details for sinking ships:
- Teams only sink ships once per round, after both teams have completely finished tossing their cannonballs.
- Cannonballs can't sink cannonballs.
- If two enemy ships are tied in strength, and if order would matter, the team doing the sinking decides which one sinks.

Scoring the Round

Once both teams have sunk all ships they could, it's time to score. The team with the most **Control** at each island will score the doubloons printed on the island.

Dice (ships or cannonballs) in contact with the island contribute 2 Control toward the island. Each die within 1 league from the edge of the island

contributes 1 Control toward it.

Note that you are usually only <u>counting dice</u> in this step, not considering die values. (Values might matter if there's a tie for Control. See below.)

Dice that are partially within 1 league from the island still contribute Control. A single die within a league from multiple islands contributes Control to all of them.

Determine which team has the most Control at each island and add that island's doubloons to the team's score.

If teams are tied for Control at an island, the team with the most dice in contact with the island gets the doubloons. If still tied, total the value of each team's dice contributing Control there. (Double the values of dice in contact with the island.) The team with the highest total gets the doubloons. If still tied, both teams get half of the doubloons of that island.

Scoring Examples

Scoring Example 1

In **Example 1**, Black has two ships contributing a total of 3 Control. The one on the island counts for 2 Control, and the one off the island (but within range) contributes 1 Control.

White gets 1 Control from the ship near the island and 1 for the Cannonball. The other white ship is out of range, so it contributes nothing.

So Black has 3 Control to White's 2 Control and scores 300 Doubloons for Skull Island.

Scoring Example 2

In **Example 2** it's important to note that White's S2 die is within 1 League of both islands. It contributes 1 Control to each of them.

For Island 1, Black has 2 Control (1 from S3 and 1 from C2). White has 3 Control there (1 from S2 and 2 from S4). White has more and gets 300 Doubloons.

For Island 2, Black has 2 Control from S1 and White has 2 Control from C1 and S2.

Black wins the tie, since the first tie breaker is number of dice in contact with the island being scored, and gets those 300 Doubloons.

Scoring Example 3

Example 3 is a case where both teams are tied with 3 Control, and they both have 1 die on the island.

In these cases, go to the next tie breaker which is total value of the dice. (And dice in contact with the island count as double their value.)

Black's dice values are 4 (for the die in contact with the island) and 3. White's dice values are 2 (for the die in contact with the

island) and 4.

So Black has a total value of 7 to White's total value of 6. Black gets the 500 Doubloons of Treasure Island.

Repeating Rounds and Ending the Game

Repeat rounds until you've completed four in total. Teams change ends of the table from which they toss each round. The team with the most total doubloons tosses first. (If tied, roll for first turn as at the start of the game.)

After the four rounds, the team with the most total doubloons wins the game. In case of a tie, keep playing rounds until a team wins.

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Questions? See [the Pirate O-Zone page](#) for a FAQ and other information.

Credits
Pirate O-Zone Design: Mike Petty and Lee Keiser II

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