

## Variant Rules

Here are two ways to adjust the difficulty of the game for landlubbers and salty sea dogs alike.

### Wild Die

This option is great for players who want to add a little more mystery to the game.

After the crew has rolled their dice in the **Treasure Hunt** step, a crewmate rolls one of the dice not being used by the crew and places it in the center of the table where all crewmates can see it. Its result can be incorporated into the clues, but it will not be scored. The captain should clearly see the result of this die at the beginning of **The First Split**, and then it should be set aside.

In a six-player game, the wild die is one of the captain's dice. After they have noted its result, they roll it along with their other die to determine the two results used in the split.

### Extra Clues

This option is for players who want more thinking, logic, and deduction in their game.

After **The First Split**, the captain turns away from the table again, the crew uncovers their dice, and there is a second round of clues. These new clues must only include details about the dice that have not yet been revealed to the captain. After those clues are completed, **The Second Split** is resolved normally.

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### A dice game for four to six scheming pirates.

You are part of a crew of pirates exploring the island of Brigand's Bluff for the lost treasure of the infamous pirate Evil Stevie. The captain directs the search from the ship, listening carefully to the reports from the crew as they locate the treasure.

The Pirate Code says that the captain must share the loot with the crew and that the crew must tell the captain the truth about where they find treasure. But the Code says nothing about making it easy for the captain!

### Object of the Game

**As the captain:** Deduce what results the crew have rolled on their dice so you can claim the most points from those dice.

**As a crewmate:** Provide the captain with fair and accurate clues while keeping the results of your dice secret so the captain doesn't claim your loot *and* so that you score the most points possible.

### Components

- ☠ 12 treasure dice
- ☠ This rulesheet
- ☠ A scorepad showing the six icons. There is room on the pad to keep score and for the captain to make notes about clues.



### Setup

- Distribute Dice:**
  - ☠ In a four-player game, each player takes three dice.
  - ☠ In a five- or six-player game, each player takes two dice.
  - ☠ Return any unused dice to the box.
- Choose the First Captain:** Select a player randomly to be the captain. That player takes the scorepad. All the other players are crewmates.

### Gameplay

*Brigand's Bluff* is played in rounds. You will play as many rounds as there are players. Each player is the captain for one round.

Each round has four steps:

- Treasure Hunt**
- Crew Reports**
- The First Split**
- The Second Split**

### Step 1: Treasure Hunt

*The captain remains on the ship while the crew explores the island.*

The captain turns away from the table and declares, "I cannot see the island." The captain keeps the scorepad, showing the six dice icons, in hand.

Then each crewmate rolls all their dice. After rolling, each crewmate places their dice in front of them where they can be seen by the rest of the crew – but not, of course, by the captain!

### Step 2: Crew Reports

*The crew reports what they've found to the captain.*

Starting with the player to the captain's left, each crewmate gives one clue about what the dice show. A clue can describe any number of the dice results and any relationships between the dice, including your own dice and the dice rolled by other players.

## Dice Features

Each die icon is a unique image with a specific name, and some share common features.



The Monkey



The Ship



The Flag



The Rum



The Parrot



The Skull

Three icons are gold, and three are silver.

The Monkey, the Ship, and the Flag are gold treasures.



The Rum, the Parrot, and the Skull are silver treasures.



Some of the icons have bones on them.

The Monkey and the Rum have no bones.



The Ship and the Parrot have one bone each.



The Flag and the Skull have two bones each.



## Rules for Giving Clues:

**Tell the captain something that shows on the dice:** For example, you could say, "I rolled 1 bone," all the way up to "We rolled 18 bones" – as long as the statement describes results rolled on the dice.

**Be truthful:** Clues must be accurate. For example, you can't say, "I rolled seven bones" because it is impossible. You cannot get more than six bones in your own roll, even if you have three dice.

**Provide new information:** Clues must offer details the captain doesn't already know. For example, if a player has already said, "Less than half the dice are gold," you cannot say, "More than half the dice are silver," because that is the unspoken detail in the earlier clue. If the captain thinks they already know everything in a clue, they must explain how they know it. Then they can ask for a new clue from that player.

### Other examples of valid clues:

- ☠ "The total number of bones across all dice rolled is 10."
- ☠ "The total number of bones that Blackbeard rolled is three."
- ☠ "There are an even number of dice without bones."
- ☠ "Two crewmates rolled the same result on both their dice."

### Examples of invalid clues:

- ☠ "I rolled no Rum." The captain must be told about what you found, not what you did not find.
- ☠ "My dice don't match." This clue, while technically true and about something that shows on the dice, does not give the captain any new information because it doesn't give any *useful* information.
- ☠ "I rolled fewer than seven bones." That does not actually give the captain any information at all. If you rolled three dice, you might get anything from 1 to 6 Bones, so "fewer than seven" is true for every possible roll you can make.

## Confusing Clues and Correcting the Captain

If the captain is confused about the intent of a clue, they should ask for clarification and the clue giver should answer truthfully. For example, if a crewmate says there are 15 "dots," the captain can ask if that number includes eyes and nails on the barrel, or if the clue is a reference to something else.

Players are free to give clues about other features of the dice as long as they are clear. For instance, only two of the icons (the Rum and the Ship) show wood. Likewise, only two icons (the Flag and the Ship) show cloth. You can find other common features!

If the captain makes an assertion that is not correct – for example, if the captain misquotes a previous clue – it's up to your group how to handle it. If you're playing a friendly game, let the crewmate who provided the clue correct the captain. In a more cutthroat game, you can choose *not* to correct the captain.

## Step 3: The first Split

*Now the captain tries to figure out which booty to claim – and what to leave to the crew.*

First, the crew hides their dice from the captain.

Then, the captain faces the table and rolls two\* dice. If both results are the same, they re-roll until they have two different results.

*\* The captain always rolls two dice, even in a four-player game when each player has three dice.*

After rolling, the captain considers all the clues and attempts to deduce which of their own two dice matches the largest number of the crewmate's dice. The captain must pick one of the two that they rolled.

Any crewmate with any dice that match the captain's choice must reveal them. The captain claims those treasures and scores a point for each of those dice.

The captain's other result is scored by the crew. Each crewmate with any dice matching this second result reveals them and scores a point for each one. Crewmates only score for their own dice.

Record all points scored.

## Step 4. The Second Split

*The captain knows there's more treasure out there...*

The captain now has more information because some dice have been revealed. The captain thinks it over and chooses any one of the four remaining die faces (those not scored in **The First Split**).

- ☠ Crewmates reveal any dice matching this face, and the captain scores a point for each.
- ☠ Then, each crewmate scores a point for each die they have that has *not* been revealed.
- ☠ Again, record all points scored.
- ☠ Now each of the crew's dice should have been scored. Each die is only scored by a single player, and the captain's own dice are never scored.

## Ending the Round

Once scoring is complete, the role of captain passes to the left, and a new round begins.

## Winning the Game

After each player has served as captain, the game ends. The player with the most points is the winner – a pirate of legendary cunning and deceit! There is no "tiebreaker." It's all about the loot. If there is a tie... then there's a tie!

