

Thieves and Traitors

Help the thieving Pixies and expose the traitor Pixies, scoring points for each. Players in turn roll the six dice and then, with up to two re-rolls of any of the dice, aim at getting winning combinations. You may stick after the first or second roll.

Scoring

The Plundering Pixie (Red) with a Cheese scores 40

The Pilfering Pixie (Blue) with a Cheese scores 30

The Purloining Pixie (Yellow) with a Cheese scores 30

Any of these thieving Pixies can carry extra Cheeses for 10 points each.

The Traitor Pixie (Green) found plotting with a Faerie scores 20 points. Expose more Traitor Pixies for 10 points each.

If all your dice are in scoring combinations then you get a bonus 40 points.

Play to 500 (5-6 rounds) or 1000 (10-12 rounds)