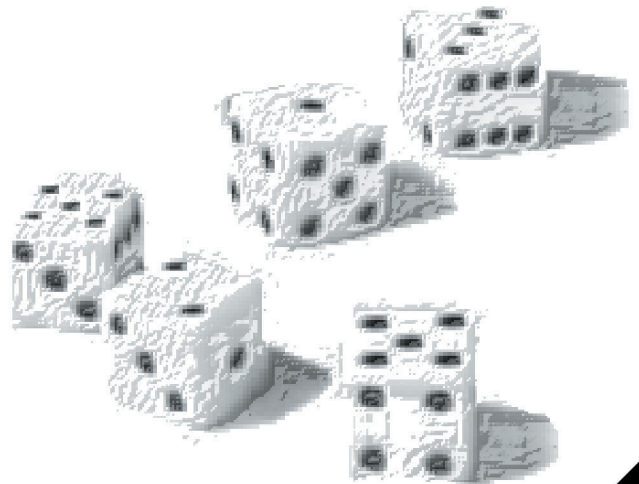




# DICE GAMES

## SHIP, CAPTAIN, CREW



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## **Ship, Captain, Crew**

This dice game can be played by as few as two people and as many as wish to participate. Five six-sided dice are used. Individual rounds can be played for stakes or a game can consist of multiple rounds for stakes or for points only.

The object of the game is to roll a six (known as the "Ship"), a five (known as the "Captain"), and a four (known as the "Crew") with three dice, and get the highest score with the other two dice (known as the "Treasure"). This can be accomplished in as few as one roll of the five dice or as many as three rolls of the dice.

### **Playing**

If wagering, each player antes at the beginning of the round.

The player to go first can be determined by each player rolling a single die, the highest going first, rolling off in case of a tie. The first player then rolls the five dice. The goal is to roll a six, a five, and a four, in that order if multiple rolls are needed, then have a highest total with the remaining two dice.

On the first roll, if no six is showing, then all of the dice must be re-rolled. If a six but no five is showing, the six may be kept but all four other dice must be re-rolled. So, too, if a six and a five are showing, but no four is showing, the six and five may be kept but the other three dice must be re-rolled. If a six, a five, and a four are showing the player has the choice of keeping the total on the two remaining dice has his Treasure or may choose to re-roll both of the Treasure dice. Treasure dice must always be re-rolled as a pair.

A player may take up to three rolls of the dice to achieve his Ship, Captain, Crew, and Treasure but may stop at any time that he has all of the components covered. If he achieves his goal with but one roll, all subsequent players only receive a single roll to attempt to tie or beat him. If a player achieves the goal in two rolls, all subsequent players have only two rolls to tie or beat the leader.

### **Winning**

Without a Ship, Captain, Crew and Treasure total, you are out for the round. The player with the highest Treasure total wins the round and the pot. If no one scores in a round, or if the two highest totals tie, all players ante up again and the round is replayed for the increased pot. The winning player always starts the next round and play proceeds clockwise.