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# SHIP CAPTAIN & CREW™



**DICE GAME**  
**RULES OF PLAY**



53765

PLAYERS  
**2-10**

AGES  
**8+**

### Contents:

- 10 Custom Dice (5 dice used per game)
- 2 Dice Cups
- 40 Gold Booty Pieces
- Instructions with four game variations

### Object of the Game:

- Roll a Ship, a Captain and a Crew



with three dice, and get the highest score with the other two dice, the Booty. The player with the highest score at the end of the round wins all the Gold Booty in the pot.

- The player with the most Gold Booty at the end of 5 rounds wins the game.

### Set Up:

- The game is played with 5 dice and one cup.
- Divide the Booty pieces evenly among all players. (Any extra Booty pieces go into the pot for the first round of play).
- If there are more than 4 players, get two games going at once by using the second set of 5 dice and the second cup.

### Ship Deck Basic Rules:

- The player with the best pirate accent goes first.
- To begin a round, all players ante by placing one Booty piece into the pot.
- A player's turn is a roll of five dice with the option of rolling up to five times total per turn.
- Players are first working to roll the qualifying Ship (6), Captain (5) & Crew (4) in this order. The remaining two dice are then used to determine the score.
- The player must have a Ship, Captain & Crew before they can count the score from the remaining two dice.
- Each player sets aside the dice that help build the Ship-Captain-Crew (6-5-4) sequence and re-rolls the remaining dice.
- The player uses any remaining rolls to determine his/her score for that round.

### Example:

First roll is 6-4-4-2-2.



The player keeps the Ship (6), but not the Crew (4) or any other remaining dice. The player must roll a Captain (5) before keeping a Crew (4).

Second roll is 6-3-2-2.



The player cannot use any of the four dice. The four dice are rolled again.

Third roll is 5-4-3-5.



The player already has a Ship (6) from the first roll, so can now set aside one Captain (5) and the Crew (4) to finish the Ship-Captain-Crew. The player then adds the remaining dice for a score of 8 (3+5).

- If the player wants to improve the score, he/she can re-roll only the last two dice for the final two rolls.
- If he/she decides to re-roll, he/she must re-roll both remaining dice.
- The player can stop after any roll and keep that score. If the 6-5-4 is not completed by the fifth roll, the player scores a "0" for the turn.
- The player with the highest score after the round wins all the Booty in the pot.
- If two or more players tie for the high score, the pot carries over to the next turn.

### Short Plank Variation:

Same rules as Ship Deck, but you only get three total rolls. We found that some mateys with old sea legs prefer the shorter "plank." And with a big group, this will increase the pace and excitement.

### Crow's Nest Variation:

Same rules as Short Plank, except you don't have to accumulate the Ship, Captain & Crew in order.

### Mutiny on the High Seas Variation:

No Captain is needed to play this version. Use the same rules as Short Plank but you only need a Ship (6) and Crew (4) before you start counting Booty from the remaining 3 dice.