GAME Nº 9

SHIP, CAPTAIN & CREW

A simple and addictive dice game that a) follows pleasantly neat logic and b) throws in a gambling mechanic to keep adrenaline levels up.

DICE		5
PLAYERS		2+
AGE		8+

HOW TO PLAY

The aim of the game is to try to roll the following collection of dice:

	=	SHIP
	=	CAPTAIN
	=	CREW
+	=	CARGO

You will need some kind of tokens to bet with. The oldest player at the table is the first dealer. Play then passes on to other players clockwise. The dealer starts by putting in an ante using one or more of their tokens. Players can then either check, raise or fold. When they have done this, the rolling begins.

Each player, starting with the dealer, gets up to three rolls of the dice per turn. You need to roll and set aside a *Ship*, a *Captain* and a *Crew* in that order – you need a *Ship* before you have a *Captain*, and a *Captain* before you have a *Crew*. (If you get a *Ship* and a *Captain* in one roll, or a *Ship*, *Captain* and *Crew*, and so on, you can set them all aside at once: but you can't have a *Ship* and a *Crew* without a *Captain*, or a *Captain* and *Crew* without a *Ship*.)

Once you have all three, the remaining two dice are the *Cargo*; they determine your points for the round. If you have got your *Ship*, *Captain* and *Crew* and have a roll or two to spare, you can reroll your *Cargo* dice to try to get a higher score. The person with the highest value *Cargo* at the end of all turns wins the round – and the pot. If you roll three times and fail to get a *Ship*, a *Captain* and a *Crew*, your score is zero.

If there's a tie with the *Cargo* score, the tied players roll a full round again, and the player with the highest *Cargo* this time wins.

The game is over when one player has won all of the tokens, so you might not want to start with millions of them otherwise you'll be there for days. You can then all sing a sea shanty.