

Ship, Captain, Crew Dice Game

Dice Game Instructions



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Number of players: 2

Equipment: 5 dice per player

Objective: Win 2 out of 3 hands in the game. Before scoring points for a hand, you must roll a 6 (ship), a 5 (captain) and a 4 (crew). The last 2 dice are rolled to try to score higher than the other players.

Alternate (Kid-Friendly) Rules: Instead of winning hands, players add up their score for each hand. The highest total at the end of the game wins.

Length of Game: Varies with number of players, but about 15 minutes for 2 players.

Basic Rules

1. To begin a hand, each player rolls 5 dice simultaneously. There are 5 rolls per hand.
2. The 1st goal is to build Ship-Captain-Crew (SCC) by rolling a 6-5-4 in order.
 - **Example:** Your first roll gives you 2-2-4-4-6. You can keep the “6”, but not the “4”. You must roll a “5” before keeping a “4”.
3. Each player sets aside the dice that help build the SCC sequence and re-rolls the rest.
 - **Example:** With a roll of 2-2-4-4-6, set aside the “6.”
4. After completing the SCC (6-5-4), there are 2 dice left for scoring. Use any remaining rolls to try and get a better score.
 - **Example:** Your 2nd roll gives you a 3-5-4-2. You already have a “6” from the 1st roll, so set aside the “5” and “4” to finish your SCC. Add your remaining dice, 2+3, for a score of 5.
 - If you want or need to improve your score, you can re-roll ONLY the last 2 dice on your 3rd, 4th and 5th roll. You can stop after any roll, if you wish to keep that score.
5. If a 6-5-4 is not completed for the SCC by the 5th roll, you score “0” for that hand.



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Additional Rules

After each roll, the player with the better score goes last on the next roll.

The better score may be the person with more of their SCC completed. If the SCC is completed, then the better score is determined by the last 2 scoring dice. If there is a tie after the 1st roll, all players roll simultaneously on the 2nd roll.

Example: 1st Roll

Player A	1-3- 5 -2- 6
Player B	2-4-5-3-3

Player A has the better score after the 1st roll. "A" can set aside the "6" and "5" for the SCC.

Player B cannot set aside any dice after this roll.

Example: 2nd Roll

Player A (rolls last)	4 -4-1
Player B	5 -2- 6 - 4 -6

Player B holds the better score after the 2nd roll. The roll includes the 6-5-4 to complete the SCC.

The remaining 2 dice, 2+6, equals 8. Player A gets the "4" to complete SCC. "Player A's" remaining 2 dice, 4+1, only equals 5.

Example: 3rd Roll

Player A	3-4
Player B (rolls last)	-----

Player A fails to score better than B's current total of 8. Player B does not need to roll again. "A" has 2 more chances to score equal to or better than 8. Otherwise, Player B wins the hand.

Optional Rules

To increase the strategy involved, allow a 1-2-3 to *also* meet the Ship, Captain, and Crew requirement. 6-5-4 still satisfies the requirement too, giving players more options to complete the SCC.



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