

# Ship, Captain, Crew Dice Game

## Dice Game Instructions



Compliments of [www.all-about-dice.com](http://www.all-about-dice.com)

---

**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 2<sup>nd</sup> roll gives you a 3-5-4-2. You already have a “6” from the 1<sup>st</sup> 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 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> 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 5<sup>th</sup> roll, you score “0” for that hand.



**More fun games and dice info  
available at [www.all-about-dice.com](http://www.all-about-dice.com)**



## 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 1<sup>st</sup> roll, all players roll simultaneously on the 2<sup>nd</sup> roll.

### **Example: 1<sup>st</sup> Roll**

Player A	1-3- <b>5</b> -2- <b>6</b>
Player B	2-4-5-3-3

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

Player B cannot set aside any dice after this roll.

### **Example: 2<sup>nd</sup> Roll**

Player A (rolls last)	<b>4</b> -4-1
Player B	<b>5</b> -2- <b>6</b> - <b>4</b> -6

Player B holds the better score after the 2<sup>nd</sup> 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: 3<sup>rd</sup> 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.



**More fun games and dice info  
available at [www.all-about-dice.com](http://www.all-about-dice.com)**

