

Ship, Captain, and Crew

This casual and simple dice game is both fun and quick to play!

What You'll Need:

- 2+ Players (Best Played With 4 or More)
- Five Six-Sided Dice
- A Dice Cup (Optional)

How to Play

To start the game, the first player will toss the dice and attempt to roll a 4 (Crew), 5 (Captain), or 6 (Ship). If they roll any of the three, set those dice aside.

The player then has two more chances to roll the numbers they need for a complete set. Keep in mind that the numbers must be rolled in order.

For example, if you roll a 4 and 5 but not a 6, the 4 and 5 cannot be kept until the 6 has been rolled. Similarly, a 4 cannot be kept without a 5 or 6.

If you don't achieve a 4, 5, and 6 in three rolls, you'll earn zero points and the turn moves on to the next player.

If you do manage to roll all three, you'll add up the numbers on the remaining two dice (known as the Cargo) to determine your score. Should you roll a Ship, Captain, and Crew before you've used your three rolls, you have the option to reroll the Cargo dice and attempt a higher score. Be careful! You must accept the total of the new score, even if it's lower than the previous one.

Once all the players have rolled, the one with the highest score wins the game!