

# Ship, Captain & Crew

Name: \_\_\_\_\_

	1st	2nd	3rd	4th	5th	6th	Star
Round 1							
Round 2							
Round 3							
Round 4							
Round 5							
Round 6							
Round 7							
Round 8							
Round 9							
Round 10							
TOTAL							

- Put five dice in a cup. Assign the following designations: 6 = Ship, 5 = Captain, 4 = Crew. You need a Ship before you get a Captain, and you need a Captain before you can have a Crew.
- Roll all five dice. If you roll a 6, you have your Ship. You may either pull that dice out of the cup and secure your Ship or put it back into the cup and hope you roll another 6 along with a 5 and 4. Once doing so, the remaining dice are added together to form the player's score.
- A player who makes ship, captain & crew in fewer than five rolls can choose to re-roll the remaining dice, in hopes of a better score. If a player decides to continue rolling, their previous high score does not count towards their final score.
- Score zero if you don't complete the set.
- Win by having a higher score than your opponent after you both roll the dice.
- The player with highest score starts the next round.
- Double sixes, or scoring a twelve, is often referred to as a "midnight".

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