Pirate Captain & Crew

Overview: Pirate Captain & Crew is a fast-moving game played with five dice. Players roll the dice to build a ship, captain, and crew. Player with the highest remaining dice score wins. A game can be 5 to 10 rounds, or a target score such as 50 or 100 points.

Determine before the game beings how many rounds (5 or more) or agree upon a target score (for example, 50 points, 75 points, or 100 points) that will end the game and determine one player as the winner. We recommend a score sheet.

The Game: Each player is allowed just three rolls to get a 6, a 5, and a 4 – one after the other and in that sequence.

After the 6 *(captain)*, 5 *(first mate)*, and 4 *(crew)* are rolled, the two dice left over add up to your score. If you roll a 6-5-4 in less than three rolls, you may use your remaining rolls to roll either or both of the last two dice to improve your score.

Getting Started: All players roll one die. The highest rolled dice number plays first. Play then moves to the left.

Playing the Game: The first player rolls five dice. If a 6 is rolled it is set aside (frozen). If a 6 is not rolled, all 5 dice are re-rolled. If a 6 and a 5 are rolled, they are both set aside and the player can then roll again for a 4. If 6, 5, and a 4 are made on the first roll, the payer still has two more rolls to get a higher score.

The 6, 5, and 4 must be rolled in sequence. A player could get all three (6, 5, 4) on one roll or even get one or two at a time, but you can't keep a 5 without first rolling a 6, nor can a player keep a 4 without first rolling a 6 and 5. If a player doesn't roll a 6, 5, and 4 in that order within the three rolls, their turn is over with a zero score and the five dice are passed to the next player on the left.

If you have any rolls left after rolling a 6, 5, and 4 you may re-roll either or both of the two remaining dice to build a bigger score. You cannot re-roll your original 6, 5, or 4 dice that are frozen. You may ONLY re-roll the remaining two dice. The highest score on any turn is two sizes (12 points). After 3 rolls, the dice are passed to the next player on the left.

More than 5 players can play at a time. Scoreboard provided for your convenience.

Player 1	Player 2	Player 3	Player 4	Player 5