



## SHIPMATES DICE GAMES USA & Great Britain

Dice of various types have been used by man for gambling and game playing for at least 3500 years. They have been found in archeological sites in all parts of the world.

There are several reasons for the timeless popularity of dice. One is that they are so simple and small and can be carried easily. This is a major attraction for sailors and people on the move. They can be brought out for a quick game or used to while away long winter evenings or journeys.

However, the most compelling attraction of dice is the chance element they introduce to a game. Chance introduces risk. To gain most one must often risk most. The successful weighing of odds and practice of judgment is entertaining, exciting and satisfying.

In this set there are 3 special dice and a printed cloth for the game of Crown & Anchor. There are 6 standard spot dice for the other games. The tubular container can be used as a dice cup for shaking and throwing.

### CROWN & ANCHOR

This is a fast moving game and is ideal for a large group of players. The playing cloth and each of the dice are marked in the same way ie: six faces on the dice and six squares on the cloth each marked with one of the following:- crown, anchor, spade, club, diamond and heart.

One player is nominated as the banker and he invites bets from the other players. The players put their tokens down on the cloth, on the square or squares they think will win. The banker rolls the three dice and pays out as follows:-

- A symbol on one die pays evens
- A pair pays twice
- Three of a kind pays three times
- The banker takes all the tokens on losing squares.

As the odds are always in the bankers favour, it is sensible to limit the number of rounds in which each player can be banker. Make sure everyone has a turn at the bank.

**Now for some games using ordinary dice:-**

### DROP DEAD

A game for any number of players. You need 5 dice and a score card.

To Play:

Each player in his turn throws the dice several times, adding up the score of the total of the numbers thrown each time. A 2 or 5 scores zero, and the die is removed, ie: In his first throw a player throws 3,2,4,6,5, - his score is 13. Two dice must be removed and three dice only thrown the second time.

This goes on until the player has only one die left and this shows a 2 or a 5. He has then "dropped dead". His total score is noted and play moves on. It is possible for a player to "drop dead" on the first throw - 2,5,5,2,2. The winner is the person who has the highest score in a set number of turns or within a predetermined time period.

### YANKEE GRAB

A game for 3 or 4 players, using 3 dice.

To Play:

Each player in turn throws the 3 dice. The die showing the highest number is left on the table and the remaining 2 dice are thrown again. Of these, the die showing the highest number is left on the table. The numbers of the dice on the table are added together and this total is multiplied by the number shown on the last die when it is thrown for the third and last time. The score is noted and the next player has his three throws.

The player with the highest score in each round wins. It is usual to play ten rounds, the winner being the player who wins the most rounds.

### "5000"

A game for any number of players using 6 dice.

The object of the game is to accumulate a total of 5000 points. The dice score as follows:-

Any 5 scores	50 points	Three 5s	score	500 points
Any 1 scores	100 points	Three 6s	score	600 points
Three 2s scores	200 points	Three 1s	score	1000 points
Three 3s scores	300 points	3 pairs	score	500 points
Straight 1 to 6 scores	1500 points			
6 of a kind =	instant win 5000 points			

To Play:

The first player throws all 6 dice. The dice which score are set to one side, and remaining dice can be thrown again. Scoring dice are again put to one side. This can be repeated as many times as is necessary. A player does not have to put aside all scoring dice if he does not wish. In each turn a player must score at least 350. This is called the "BASE SCORE". After the base score is reached the player has the option to "STICK" or continue throwing. If he sticks the points scored in that turn are written down and play passes to the next player. With each throw of the dice at least one die must score and increase the point count of that turn or the whole score for that turn is lost, and play passes to the next player. If all 6 dice score and have been placed to one side, all six may be thrown again. One can continue as long as the score is improved with each throw.

When a player has stuck or lost his turn, the dice pass to the next player, who must either score "base" or at least 50 points more than the previous player's score for that turn, whichever is the greatest. Failure to do this means that the score for that turn is lost.

### ROTATION

A game for any number of player's using 2 dice.

The possible combinations of two dice are:- 2,3,4,5,6,7,8,9,10,11,12.

There are 11 rounds in this game, one for each combination. In the first round, each player must try to score a total of 2. If he succeeds, 2 is added to his score. If he fails he gets nothing. In the second round players try to score a total of 3, etc. For example, if in round 7, where the object is to score a total of 8, a player throws a 5 and 3, 8 points are added to his score. The person with the highest score after the 11th round is the winner.

GAMBLING - The dictionary defines Gambling as the playing of games of chance for money. This may be so, but it does not