

Some Dice Games

Inn and Inn

Two or three players, 4 dice. Each player rolls the dice. Two pairs is an Inn and Inn, 1 pair is an Inn, and no pairs is an Out. The player who rolls the highest Inn and Inn, or Inn, wins the stake. Four of a kind is no more valuable than 2 pairs. [Editors Note: We usually allow 3 rolls per turn, and any number of players.]

Passage

Two players, 3 dice. The player rolls continually until he rolls a pair. If the sum of the pair is under 10 he loses, if the sum of the pair is equal to or over 10 he wins. Bystanders bet on the outcome of the game. Variation: The total of all three dice are added together.

Newmarket, aka Yankee-grab

Any number of players, 3 dice. Each player makes three throws. After each throw, he sets aside the highest die, and throws the remaining dice or die. His score is the total of the three dice. The highest scoring player wins the stake.

Going to Boston

Any number of players, 3 dice. Similar to Newmarket, except that the score from each round is tallied, and the player who first reaches 100 points wins the stake. There are 2 ways to win bonus points: Throw three of a kind with 3 dice, and they score 30 points, no matter what the face value. Set one die aside and continue as usual. Throw two of a kind with 2 dice, and they score 15 points, no matter what the face value. Set one die aside and continue as usual.

Ship, Captain and Crew, aka 6,5,4

Any number of players, 5 dice. Each player makes three throws. The player must throw and set aside a 6, 5 and 4, in that order. The remaining dice show his score. If he gets the 6,5,4 in less than 3 throws, he may re-throw both of the remaining dice (not just one of them) until he uses all three of his throws. The highest scoring player wins the stakes. Variation: If the first player of the round gets his 6,5,4 in less than three throws, he can choose that the other players must beat his score in that same number of throws, i.e. “beat 8 points in two throws.”

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Sources of Game Rules:

Inn and Inn and Passage are from “The Compleat Gamester” by Richard Seymour, fifth edition 1734. First edition by Charles Cotton, 1674.

Several modern sources say that Newmarket/Yankee-grab and Going to Boston are eighteenth century games. I haven't seen period sources but I like the games so I included them here. Rules for Newmarket/Yankee-grab are from “Sharps and Flats” by John Nevil Maskelyne, 1894. Rules for Going to Boston are from “A Brief Discourse on Eighteenth Century Games” by M. Richard Tully, 2002.

The eighteenth century game Raffles is similar to (or maybe the same as) Ship, Captain and Crew. The rules I give here are from “World's Best Dice Games” by Gil Jacobs, 1981.

[Courtesy of Le Voyager Trading Company. 10/2014]