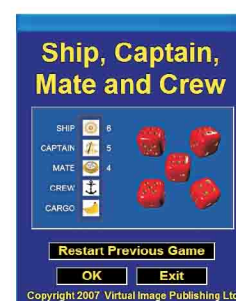


# Ship, Captain, Mate and Crew

## NEW from Virtual Image!!!

**Ship, Captain, Mate and Crew** is a new interactive version of a mathematical dice game



### Summary of the Rules

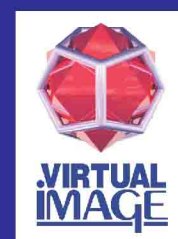
Players take turns to throw five dice. Each player may have up to three throws of the dice. After each throw, the player can keep some of the dice and continue to throw the remaining dice. The player must throw a 6, a 5 and a 4. These represent the ship, the captain and the mate. The other two dice, the profit from the voyage, are their score for the round. There are four rounds and the player with the highest score at the end is the winner. The game is designed for 2 - 4 players or one player against the computer.

**Ship, Captain, Mate and Crew** costs just (ex.VAT):

extended site licence	- £240
unlimited user site licence	- £120
90-119 user licence	- £100
60-89 user licence	- £80
30-59 user licence	- £60
2-29 user licence	- £40
single user licence	- £20

**Additional disks are available for home use by pupils at schools with multiple user licences for £5.88 (inc.VAT) each.**

**Please note that we can only process orders for these disks if they are placed by the school for batches of at least 10.**



(Extended licences include home use by teachers and pupils.)

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