

CREDITS

Traditional rules adapted by
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LICENSING



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SOURCE

These rules were developed as part of the *Games of the Galaxy* project: www.gamesofthegalaxy.com

Crown & Spike Rules Link: www.gamesofthegalaxy.com/crown-and-spike



INTRODUCTION

Crown & Spike is a chance-based betting game that emerged among early hyperspace freighter crews and independent starship captains during the expansion of the Outer Rim Trade Routes.

Its roots can be traced back to long hyperspace hauls, where crews needed simple entertainment to break the monotony of drift time. Much like the ancient maritime sailors of the Core Worlds' oceans once played dice games to pass long voyages, spacers in deep space adapted the concept, using etched dice and improvised betting boards.

Over time, the game spread from cargo holds and galley tables to the bustling streets and docking bays of major ports — from Nar Shaddaa's Shadowport alleys to the industrial freight yards of Corellia and the outer concourses of Coruscant. Wherever freighters refueled or waited for clearance, Crown & Spike boards would appear on crates or hover pallets, drawing in bored deckhands and opportunistic gamblers alike.

In many ports, Crown & Spike has grown beyond a simple pastime to a fixture in street level gambling operations and even in more upscale casinos. Some sectors host semi-legal tournaments, while others see quick, high-stakes games settled in minutes beside shipping containers or in cantina back booths. A popular component of the game is the pursuit of progressive betting streaks called a "Smuggler's Run" where players press their luck across multiple rolls for potentially enormous payouts.

RULES FOR CROWN & SPIKE

Crown & Spike is a board-based dice gambling design with odds that favour the house over time.

SETUP

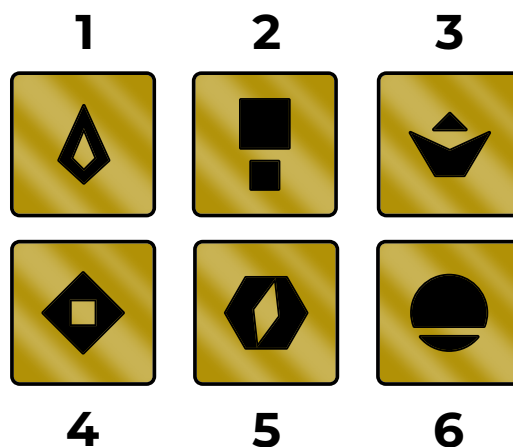
1. Crown & Spike Board

A board or mat marked with the six symbols of a Corellian Spike dice. The Spike (1), Flask (2), Compass (4) and Sun (6) are green, while the Crown (3) and Eye (5) are depicted in red.



2. Three Spike Dice

Three Corellian Spike dice, marked with the Spike (1), Flask (2), Crown (3), Compass (4), Eye (5) and Sun (6).



2. Roll the Dice

The Dealer rolls all three Spike dice at once.

3. Determine Winnings

If any of the symbols on the dice match a symbol bet on by a Player, that Player **retrieves their original stake** and **receives a payout** in winnings.

The size of the payout depends on how many times the symbol appears:

One symbol match: Pays **1 to 1** (you win an amount equal to your bet).

Two symbol match: Pays **2 to 1** (you win an amount equal to double your bet).

Three symbol match: Pays **3 to 1** (you win an amount equal to three times your bet).

Winnings are paid out from the Dealer's bankroll.

If there no matching symbols the player is **bust**; the **Dealer** collects the player's bets.

Double or Nothing

If a player is feeling lucky, they can choose to go **Double or Nothing**. The dice are rolled again: if they come up with at least one symbol matching to the one they have just won, their winnings are doubled. If none of the dice match, they lose their stake and the whole payout..

GAME VARIANTS

Red Call Bets

Many Crown & Spike boards also assign colours to different symbols, with the values of **Crown (3)** and **Eye (5)** painted in red. This allows for Red Eye Bets.

A **Red/Blue Chance cube** is rolled alongside the three Crown and Spike dice.

If a player matches a **red symbol** and a **red colour** with the Spike and Chance cubes, the red symbols pay out at an increased rate:

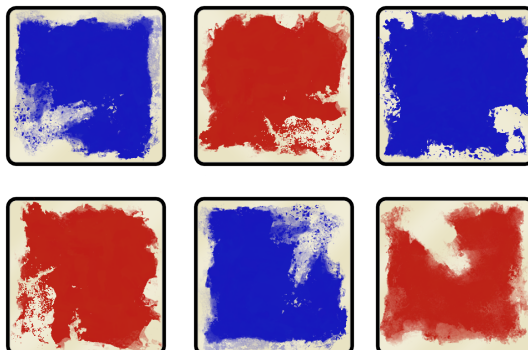
1 match: 3:1 instead of **1:1**

2 matches: 4:1 instead of **2:1**

3 matches: 5:1 instead of **3:1**

3. A Red/Blue Chance Cube (Optional)

A red/blue chance cube may be used with coloured symbols on the mat for calling bets (see Variants).



4. Dealer's Bankroll

A Spike & Crown dealer must have an adequate bank to be able to pay out on player's bets.

5. Crown Prize Pot (Optional)

The dealer may run a prize pot for successfully completing a run of progressive bets (see Variants).

GAMEPLAY

In a game of Crown & Spike, the game is typically run by a Dealer for a group of players. A round of Crown & Spike unfolds in the following steps:

(Optional) Ante

If the dealer is running a player-funded Crown Pot (see below), players will pay a set ante into the pot at the beginning of the round.

1. Place Bets

All of the players place their bets on one or more symbols on the layout (similar to a roulette table). They can spread their bets however they wish across the six symbols, however they may only place one bet on a single symbol.

Smuggler's Run

Crown & Anchor also allows for betting runs. If a player wins an initial bet, they may 'let it ride' - instead of cashing out, their total winnings become their new bet in the next round. If you win again, you repeat, stacking up each round's winnings into a bigger bet.

Many dealers and casino's offer a Bank Bonus for succesful betting runs, and a Crown Ransom for a full 'Smuggler's Run':

3 consecutive wins → 2x extra bonus.

4 consecutive wins → 3x bonus.

5 consecutive wins → a successful Smuggler's Run which wins the Crown Ransom, a large jackpot payout (sometimes a fixed prize or pooled pot).

The **Crown Pot** may be funded in the following ways:

- As an independent sum set by the Dealer.
- A percentage of the player's losses set aside on each round to grow the pot.
- An ante paid each round by the players in order to keep playing.