

# Shut the Box

## History

Although its history is a vague one, Shut the Box is said to have been invented in 12<sup>th</sup> Century France. Legend has it that Shut the Box was a cherished game among sailors and fishermen off the coast of Normandy some 200 years ago. It could be played for high stakes as a way to unwind after a hard day at sea, and a sailor could spend a good bit of his money during just one game. Another account states that Shut the Box was played by 19<sup>th</sup> Century fur trappers of the Hudson Bay Company. Today, Shut the Box is still played for stakes and is a favorite pub game in England. It is even said to be popular in Zambia! The game has several names including Canoga, Tric-Trac, and Batten Down the Hatches. The rules and equipment vary from one locale to the next, but no matter where it is played, at sea or on land, in Zambia or a pub in England, the universal appeal of Shut the Box will hone your basic math skills while keeping you entertained for hours.

## Instructions

**Number of Players:** 1+ - This game can be played individually or played competitively.

**Object of the Game:** Each player takes turns rolling their two dice and cover as many numbers as possible in a continuous roll. If a player covers all 10 numbers in a continuous roll, they have "Shut the Box". This is no easy task, so count your lucky stars if this happens to you. If playing competitively, the object of the game is to achieve the lowest possible total during a playing session.

**Play:** All 10 numbers should be flipped up at the start of each turn. Each player takes turns and throws the dice into the box section of the game for an individual rolling session. As the dice are rolled, cover the numbers (turn the number down) and continue to roll the dice until you cannot cover anymore numbers. That player's turn is complete and then scores (below) their turn.

### How to cover a number

1. Roll the two dice.
2. The total of the dice can "cover" a single number.
3. The total of the dice can be divided in two parts.

*For Example: If the dice roll yields a 5 & 4, then the total of 9 can be divided into 8-1, 7-2, 6-3, or 5-4.*

**Scoring:** At the end of a player's continuous roll stops, add the uncovered numbers together and keep score. The player with the lowest score at the end of the playing session wins the game. You can set a certain number of rounds or play for a period of time.