



Shut the box

1 player and +

2 min/ player

Reasoned chance

19th century

England

Here is the traditional game of English bars where the challenge is often to pay for the round.

This reasoned game of chance is also known in France under the name of « Trac » ou « Ferme la boîte ». In the aristocratic English milieu he bore the name of « Loptinh ». The sailors having won with them in their crossings, this game is now found, with some variations, in many country.

Material

2 dices with 6 sides, 9 ou 12 doors to close (depending on the model), a dice track .

Game's goal

Try to make the minimum points by closing the maximum of doors.

Progress

- **In the beginning**

All the doors are open, with their visible number.

- **Progress**

The player rolls both dice on the track and chooses to close the doors according to the result of the dice.

For example, with 3 and 4, we can close: box 3 and box 4 (or only one of them if one is already closed) or box 7 (3 + 4).

The player rolls the dice, as long as he has closed one or more boxes with the previous roll (even if he only uses one of the two dice).

For example, with a double 5, we can only close box 5. Another example, with a 5 and a 4 dice, and boxes 5 and 9 already closed, we can close only box 4.

When boxes 7, 8, 9 are closed, only one dice is thrown.

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- **End of the game**

The game stops when you can not close any boxes with your last roll of dice.

The player then adds the points of the boxes not closed to know his score and it's the turn of another player. The one with the lowest score wins, the one with the highest score pay for the round !

Variants

- **French version**

The points are calculated by reading the remaining digits from the left to right.

Example : 147 points if there are 1 - 4- 7 boxes open.

- **Another version**

Inspired by the French version, the points are counted upside down according to the previous method.

Example : 932 points, if there are 2 - 3 – 9

- **variant by score**

It is also possible to set a score at the beginning of the game. For example, the first one to reach 100 points loses the game.