

Crown and Anchor Rules

This is a fast paced game in which any number of players can play against a “dealer”.

A special wheel (Crown & Anchor) is used. The wheel has a total of 36 prize slots, each marked with a combination of three of the following symbols: crown, anchor, heart, spade, diamond, and club.

These symbols also appear on the layout placed in front of the dealer.

Each player puts a wager on one or more of the symbols on the dealer’s board.

The dealer then spins the wheel, and pays out the result of the spin.

Details below...

Example: Player puts a coin on “Anchor”

If there are no anchors in the winning space they lose their coin.

If there is 1 anchor in the winning space they get their coin back and another coin.

If there are 2 anchors in the winning space they get their coin back and another 2 coins.

If there are 3 anchors in the winning space they get their coin back and another 3 coins.

Players can put a wager on more than one symbol, which can get confusing. The “dealer” should always focus on the board, not the player. Players will keep track of where they place their bets.

