

Cribbage Instructions

For 2 to 4 Players

AGES 6 to Adult

OBJECT:

Be first to reach 121 points by counting combinations of cards during play, in hands and in the "Crib."

GAME SETUP:

Two-player game: Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 6 cards to each player. Each player looks at their hand and must then choose 2 cards to discard to the Crib.

Three-player game: Each player picks a color and places 2 pegs in the starting positions of 3 separate tracks. The dealer deals 5 cards to each player and one card to the Crib. Each player must then choose one card to discard to the Crib.

Four-player game: Opposite players are partners, and peg the same track. Each player picks a color and places 2 pegs in the starting positions on their tracks. The dealer deals 5 cards to each player. Each player must then choose one card to discard to the Crib.

The Crib

All cards discarded to the Crib are placed facedown together near the dealer. The Crib belongs to the dealer and is not used until the hand has been played. The remaining card deck is placed facedown next to the board.

The Starter

The player to the left of the dealer cuts the the remaining cards (removes part of the deck). The dealer turns up the top card of the lower portion and places it faceup on top of the whole deck. This faceup card is the Starter, and is not used while the hand is played. If the Starter is a Jack (called His Nobs), the dealer immediately scores 2 points (moves his or her peg ahead 2 holes on the track). This must be done before the dealer plays a card, or the 2 points cannot be scored.

Point Values of Cards

All face cards are worth 10 points; all other cards are worth their face values. Aces are worth 1 point.

HOW TO PLAY:

The player to the left of the dealer plays a card by placing it in front of him or her and announcing its point value. Play continues clockwise, the next player playing a card and announcing the value of his or her card plus the value of the previous player's card. As each player plays a card, he or she announces the running total. The running total must never go over 31 points. If a player cannot play a card without going over 31, he or she says, "Go," instead of playing a card. The next player plays a card, if possible, or says, "Go," and so on, until a total of 31 are reached, then the count starts at zero again until all possible cards are played.

Scoring During Play

Keep score by jumping the pegs over one another the number of holes (points) you scored.

Scoring fifteens, pairs, triplets, fours and runs: A player scores points and pegs holes for reaching 15, and playing the last card in a pair, 3 of a kind, 4 of a kind. A player also scores for playing the last card in a run (3 or more cards in numerical sequence). NOTE: A run does not necessarily have to be in order: for example, a run can be 7, 8, 9 or 8, 7, 9. Ace is always low.

- If the cards reach the count of 15, that player scores two points.
- Any player who completes a pair scores 2 points.
- Any player who completes 3 of a kind scores 6 points.
- Any player who completes 4 of a kind scores 12 points.
- Any player who completes a run scores one point for each card in the run.

Any player who reaches exactly 31 points scores 2 points. If no player reaches 31, the player closest to 31 scores 1 point. The last card played scores one point, unless it reaches exactly 31; then it scores 2 points. All cards must be played. Any player with leftover cards after the hand is completed must play them and score for them, if possible.

Scoring of Hands

Now each player in turn, starting with the player to the left of the dealer, scores points for his or her hand, including the Starter card. The dealer does this last, first scoring his hand including the Starter, then scoring the Crib in the same manner, again including the Starter.

Each player, in turn, makes as many scoring combinations as possible:

- Combinations of cards that add up to 15 score two points for each combination (i.e., any face card plus 5).
- Pairs are scored as they are during play.
- Runs are pegged as they are during play, with extra points for double, triple and quadruple runs. Double, triple and quadruple runs: If a run includes a pair, it counts a double run, plus a pair. For example, a double run of four (5,6,7,8,8) scores 10: 8 for the double run (4 points for 5,6,7,8 and another 4 points for 5,6,7, second 8) plus 2 for the pair of 8's. By the same rule, a triple run, such as 4,4,4,5,6, scores 3 runs of three and 3 pairs, for a total score of 15; a quadruple run, such as 6,6,7,7,8, scores 4 runs of three plus 2 pairs, for a total score of 16.
- A flush (4 cards of the same suit) scores 4 points.
- Five cards of the same suit scores 5 points.
- A Jack of the same suit as the Starter scores one point.

HOW TO WIN:

The first player or team to travel along their path plus one extra point (121 points) wins