

# CRIBBAGE GAME



FOR 2 TO 4 PLAYERS | AGES 8 AND UP

## RULES

### NOTE:

There are several variations on how to play cribbage.

### OBJECT:

Be the first player to reach 121 points. Players score points in several ways, but the primary way is by grouping cards so that their totals add up to 15 and 31.

### CONTENTS:

Cribbage Board, deck of cards, nine pegs

### SET UP (2 PLAYER INSTRUCTIONS):

Players take the two matching color pegs and place them in the starting positions at the top of the track. Shuffle the cards and cut to see which player gets the lowest card. This player will deal for the first round. The dealer of each round automatically moves one of their pegs 3 spaces to balance out the disadvantage of going second.

### DEALING/THE CRIB:

Deal six cards to each player. After looking at their cards, each player puts two cards, face down, to form the crib. The crib is a second hand for the dealer. At the end of the round he gets the points in the crib. The rest of the cards become the draw deck.

One of the draw cards is placed, face up, on top of the deck. If the starter card is a Jack, the dealer scores two points (“for his heels”) and moves one of his pegs two spaces.

### MOVING YOUR PEGS:

Pegs are moved in a walking formation—move one peg when you make your first score and the other on your next score and so on.

### PLAYING:

The non-dealer starts by playing a card from their hand face-up calling out its point value. Cards are worth their face value, royalty cards are worth 10 points and aces are one point.

Play continues clockwise with each player putting down a card and adding its value to the previous total. If a player plays a card that makes a total of 15, that player moves their peg two spaces on the board. Play continues until there’s a play that would put the total either at or over 31.

If a card brings the total to exactly 31, that player moves two spaces.

If a player cannot play a card without going over 31 they say “Go” and the next player takes their turn by playing a card or saying “Go” and so on until a total of 31 is reached.

If neither player can play a card without going over 31, the last player to play a card moves one space.

Either way, the count goes back to zero. Cards that have been played are turned over and a new round begins using the unplayed cards. The player who did not score last in the previous round starts. This round continues just like the first – Until a player counts 31 or until neither player can play without going over 31. The last player scores two points for making 31 and one point if it is his last card. If either player has cards left another round is played.

## SCORING DURING PLAY

**PAIR:** If you lay down the same card value as the card just played by your opponent, you move two spaces.

**PAIR ROYAL:** If the other player lays down a third of the same value he moves six spaces.

**DOUBLE PAIR ROYAL:** If you can lay down the fourth card of that value, you move 12 spaces.

**RUNS:** A run of three cards between the two players in any order (i.e.: 6, 4, 5) scores three spaces for the player who lays down the last card. If the fourth card adds to the sequence, that player moves four spaces and so on up to six.

15: When a combination of cards adds up to 15, that player moves two spaces.

31: Playing a card that brings the total to 31 moves two spaces.

**LAST CARD PLAYED** in a round scores one space.

Play continues until there are no more cards left. If one player runs out of cards the other player keeps playing and scoring for for any combinations he or she can make until no more moves can be made (going over 31).

## SCORING DURING THE SHOW

At the end of the round players look at the four cards that they started out with along the turned up card that they now share. The non-dealer starts this phase of the game.

Scoring for 15, **PAIRS AND RUNS** move the same as above.

**FLUSH:** Four or five cards of the same suit score one space for each card. A four-point flush can come from the cards in your hand only and the turned up card can be used only in a five-point flush.

**“ONE FOR HIS KNOBS”:** A jack of the same suit as the turned up card scores one space.

**SCORING THE CRIB:** The dealer counts up the score of the cards in the crib along with the turned up card and moves accordingly.

**WINNING:** The first player to reach the last space on the board with one of his pegs (exact count not necessary) wins the game.