

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."
For a shorter game, as a variation you may play to 61 points.

GAME SETUP

Two-player game: 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: 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: May be played individually, or as two teams with opposite players as partners and pegging the same track. 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 faced down together near the dealer. The Crib belongs to the dealer and is not used until the hand has been played. The crib will be counted later as part of the dealer's score. The remaining card deck is placed facedown next to the board.

The Starter

The player to the left of the dealer cuts the remaining cards (removes part of the deck). The dealer turns up the top card of the lower portion and places it face up on top of the whole deck, this faceup card is the Starter. The Starter is not used while the hand is played, however it is used later during scoring of hands. If the Starter is a Jack (called His Heels), the dealer immediately scores 2 points. 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 running total of all cards played. 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 or all players other than the player who played the last card have said "Go".

Scoring During Play

The goal during play is to score points by pegging. Point are scored by forming these combinations:

- If the cards reach the count of 15, that player scores two points.
- Completing a pair of the last two cards played scores 2 points.
- Completes 3 of a kind with last three cards played scores 6 points.
- Competing 4 of a kind with the last four cards played scores 12 points.
- Any player who completes a run (cards in a sequence) of three or more of the last cards played scores one point for each card in the run. A run is a continuous sequence by rank (not suit). Runs do not have to be played in order.

Any player who reaches exactly 31 points scores 2 points. If no player reaches 31, the last card played before all other players say "Go" scores one point. Play then continues with the player to the left. Play continues until all cards are played.

Scoring of Hands

Following card play, each player in turn, starting with the player to the left of the dealer, scores points for his or her hand, *which includes 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). As an example, a hand of 7,7,8,8 would score four 15s for a total of eight points from 15s just from those combinations (and not including the points for the pairs).
- Pairs are scored as they are during play.
- Runs are scored as they are during play.
- Example combinations:
 - *Double Run*: If a run includes a pair, it is called a double run. For example, a double run of four (5,6,7,8,8) scores 10 points: 8 for the double run (4 points for 5,6,7,8 and another 4 points for 5,6,7, and the second 8) plus 2 for the pair of 8's.
 - *Triple Run*: A triple run, such as 4,4,4,5,6, scores 3 runs of three and 3 pairs, for a total score of 15.
 - *Quadruple Run*: 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 of 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 (aka His Nobs) scores one point.

HOW TO WIN

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

VARIATIONS

The "skunk" rule:

If a losing player or team fails to reach 91 points, the winner scores a double game, known as a "skunk". If the losing player or team doesn't reach 61 points, the winner scores a quadruple game, known as a "double skunk."

Muggins:

In Muggins, uncounted points by a player may be claimed by an opponent. If a player misses any points in their scoring, an opponent can announce "Muggins" and claim those points for themselves. For example, at the end of scoring their hand, when a player announces the total score aloud of their hand, plus their crib if they are the dealer, if they missed any points, an opponent may claim "Muggins". When announcing Muggins, which points were missed must be explained, and if agreed, the opponent may then score those missed points. This applies to scoring hands, pegging during play and when the dealer fails to claim His Heels.