



BE FIRST TO FINISH

A Game of Strategic Card Combos



Cribbage is a classic game that has been loved by many and continues to be passed down from generation to generation.

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6+

2-4 Players

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Requirements/Setup

Cribbage can be played with 2, 3, or 4 players (singles or 2 pairs). A standard 52-card deck with cards ranking from King (high) to Ace (low). No Jokers will be needed for this game. The face cards have a value of 10, while the other cards are tallied according to their number (Ace counting for 1). The playing board is placed in the middle of all the players. Each hole counts as 1 point pegged. All players start at the same end of the board with 2 pegs in the starting blocks, moving their pegs in leap-frog fashion along the path that leads to 121 points for the win.

The Deal: Cut the deck for the deal. The player with the lowest card is the dealer. The dealer deals clockwise beginning with the player on the left and to themselves last.

Two-Player Cribbage—Each player is dealt 6 cards and then chooses 2 cards to place facedown in the crib. Each player pegs his/her own line. Each player holds a hand of 4 cards.

Three-Player Cribbage—Each player is dealt 5 cards and 1 card is placed in the crib. Each player then chooses 1 card to place facedown in the crib. Each player pegs his/her own line. Each player holds a hand of 4 cards.

Four-Player Cribbage—Each player is dealt 5 cards and then chooses 1 card to place facedown in the crib. Each player pegs his/her own line. Each player holds a hand of 4 cards.

Four-Player Partner Cribbage—Each player is dealt 5 cards and then chooses 1 card to place facedown in the crib. Players on a team sit alternate and peg their points as a team on one line. Each player holds a hand of 4 cards.

The Crib: The separate hand of four cards that consists of the cards

each player throws (and any dealt to the crib) belong to the dealer, called **the crib**. It is not to be seen or used until all the hands have been played out and counted. The crib will count for the dealer (non-dealers should try to throw cards that are unlikely to make valuable combinations, but must balance against keeping a good hand for themselves). After counting his/her hand, the dealer scores any points contained in the crib combined with the start card. The deal progresses to the player to the left and they score the crib on the next hand.

Starting the Game

After the cards are placed into the crib, the player to the right of the dealer cuts the remaining stack. The dealer turns the top card of the bottom pile faceup, combines the two piles, and places the card drawn faceup on top of the stack (you cannot cut the deck so that only the bottom card remains). This card is called the **start card** and is not used during round play. It is counted in the show with each hand and the crib after round play is completed. Note: if the start card is a Jack, then the dealer automatically pegs two holes as “**two for his heels**.” The player to the left of the dealer starts the round.

Playing the Hand in Rounds

Play consists of (1) playing out the cards each player holds, scoring along the way, and then (2) scoring each player’s hand once the hands are exhausted. The first player chooses a card from his/her hand, places it faceup on the table in front of him/her, and announces the numerical value at the same time. The next player selects a card from his/her hand, places it in front of him/her, and announces the value—the sum of his/her card and the one played by the first player. The game proceeds in this manner with the value of each card being added to all cards previously played in a round. (If a King is played following a 3, announce “**13**.” If an 8 is played next, announce “**21**,” taking the sum of all cards played in that round.) Playing alternates until the sum of all cards totals 31 or when no player can play without exceeding 31 is called a **round**. If a player has no card in his/her hand that will play within the sum of 31, then he/she announces “**go**.” This enables the other players to continue to play until one reaches 31 or can play no further without exceeding 31. A new round to 31 begins with the player to the left of the one who scores the go points.

The “Go”: The player who comes closest to 31 scores 1 point “**for go**.” If any player has 31, then he/she scores 2 points. If the last card that is played totals 15, then the player scores 3 points—2 points for scoring 15 and 1 point for having the last card.

When either 31 is reached or a “**go**” is declared and pegged on the scoreboard, each player turns the cards facedown that have been played or the next round is played as a separate row. Play continues in rounds until all of the hand cards have been played. The last card played scores 1 peg. If the last card totals 31, then 2 points are pegged. **Scoring Points During Round Play:** If a player plays a card making the

sum of the cards played exactly 15, then he/she announces “**15 for 2**” and advances 2 pegs on the board.

As mentioned above, if a player plays a card which brings the round total to exactly 31, he/she announces “**31 for 2**” and advances 2 pegs on the board. A new round to 31 begins with the player to the left or the next player with cards still in his/her hand.

Pairs and Sets: Playing 2, 3, or 4 cards in succession during a round forming pairs, triplets, or fours entitles the player of the card completing a pair, triplet, or four of a kind to score.

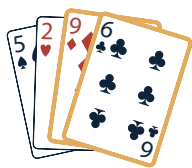
Players advance their pegs as follows:

- Pair: announce “**pair for 2**” and score 2 pegs.
- Three of a kind: announce “**pair royal for 6**” and score 6 pegs (for the 3 combinations of pairs).
- Four of a kind: announce “**double pair royal for 12**” and score 12 pegs (for the 6 combinations of pairs).

Sequence or Runs: If any player plays a card completing a sequence of 3, 4, or 5 during a round, he/she will call out “**run for 3**,” “**run for 4**,” or “**run for 5**.” When 3 or more cards, all in numerical sequences, are played, the player pegs 1 point for each card in the sequence.

Sequences or runs do not need to be played in numerical order. For example: 9-7-6-8 would peg 4 points when the 8 is played and 6-7-8-9 would peg 3 as the 8 is played and then 4 as the 9 is played. Ace is always low and is counted as 1 in sequence with 2 but not in sequence above a King. For example: Ace-2-3 scores 3 while Queen-King-Ace is not considered a sequence. If a sum of 15 is achieved in a sequence (4-6-5 or Ace-2-3-4-5), then “**2 for 15**” is added to the sequence to peg 5 or 7 points.

The Show Scoring: After all the players’ hands are exhausted in the rounds, the player to the left of the dealer shows his hand to score. Points are scored using the start card (flipped over from the cut) and the four cards in the player’s hand.



All combinations of cards with a sum of 15 scores 2 points.



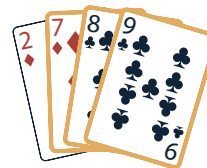
Four of a kind (double pair royal) scores 12 points.



Three of a kind (pair royal) scores 6 points (3 pairs can be formed from the cards).



If a Jack in the hand matches the suit of the start card, score “1 for his nobs.”



Any sequence of 3 cards or more scores a point for each card, with Aces as 1 and not above King. A 7-8-9 would peg 3 for the run of 3 cards.



All 4 cards in hand of the same suit scores 4 for a flush. If the start card is the same suit, the flush scores 5, but 3 hand cards and the start card cannot make a flush.



Example Show Scoring: Start card is a Queen. Hand: 7-7-8-9. The run 7-8-9 scores 3, the run using the other 7 scores 3 for 7-8-9, the pair of 7s scores 2, the 7-8 scores 2 for 15, and the other 7-8 scores 2 for 15. The Queen start card is of no help, and the hand pegs 12. Using two pegs, the trailing peg leaps the forward peg and advances 12 holes. On the next score, the trailing peg now leaps the forward peg to accumulate points.

Scoring goes clockwise as each player scores and pegs his/her hand. The dealer counts last. After the dealer pegs his/her hand, the crib is then scored and pegged with the same values, except a flush can only be scored for all 5 cards of the same suit. Near the end of the game, this order is important to establish the winner.

Muggins (Optional): If a player fails to count all points in a hand and pegs, another player can call “muggins” and claim the points missed. This must be agreed on before the game.

Ending Play

Each game ends when the first player reaches 121 points or more, pegging the finish hole. That player is the winner.

If any player does not pass 90 points, he/she has been “skunked”, and “double skunked” if they do not pass 60 points. For match play, skunks are marked with a peg.

A single game can determine the winner, but matches to 5 or 10 games are typically played. Matches can be won by being the first player to win 5 or 10 games, using pegs to mark games won.