INSTRUCTIONS

on *How to Play*

Cribbage

CRIBBAGE may be played by 2, 3, or 4 persons.

A full deck of 52 Playing Cards is used. Each card a counting value. King, Queen, Jack and 10, each count 10. All other cards, their face value. King is high, and Ace, with a value of 1, is low.

In a two-hand game, players cut for deal, lowest card winning. Thereafter, at the start of each new game, the loser of the previous game deals.

Six cards are dealt to each player, one at a time. After the deal, each player discards 2 cards from his hand and places them face down on the table. These 4 cards form the "Crib," and nothing is done with these cards until after the hands are played.

After the Crib is formed, the opponent (Pone) cuts the deck and the dealer takes the top card and places it face up on the deck. This card is the "Starter." It has no significance until after the hands are played, unless it is a Jack, in which case the dealer scores 2 points immediately for "His Heels," the card being known by this name. After the deal and the turning up of the "Starter," nothing more is done with the pack.

After the "Starter" has been turned up, pone plays any card he wishes, face up on the table on his side of the Cribbage board and announces its value. Dealer then plays any card, places same on his side of the board, and announces the combined sum of pone's card and his own. This continues alternately until 31 points is reached or the nearest possible score to 31. Neither player may play a card if it makes the sum greater than 31.

Whenever either player is unable to lay down a card without passing 31, he says "Go," and his opponent must then play, if he can do so without going over 31. The player laying down the last card possible, below 31, scores 1 Point for "last card." If the "last card" makes the sum exactly 31, he scores 2 points. After every "last card" has been scored, the players turn down the cards they have already played and the one whose next turn it is, begins play with his remaining cards, exactly as at the beginning of the hand. This continues until all cards are played, 1 point being scored for "last card" each time the nearest possible number to 31 is reached, even if the opponent has no more cards and cannot play. 2 points are scored if the "last card" makes exactly 31.

If a player plays a card which makes the sum exactly 15, he scores 2 Points.

If a player plays a card which makes a pair with the opponent's preceding card, he scores 2 Points, providing no "31" or "last card" has been played.

If a player plays a card which makes 3 of a kind (as 5, 5, 5) in succession, he scores 6 points, and if a player makes 4 of a kind in succession, he scores 12 points, providing no "31" or "last card" has been played.

If a player plays a card making 3 or more cards which can be arranged in numerical order, he scores 1 point for each card. The cards do not have to be played in order. For example: 6, 4, 5 is considered a "run," because they can be arranged to run in succession.

After the hands have been played, pone counts his hand and Pegs whatever points he scores. The dealer then counts his hand, pegs his score and then counts and pegs the "Crib." In both hands and in the "Crib," the "Starter" is used as though it were the fifth card in the hand.

THREE-HAND CRIBBAGE is subject to the same rules as Two-hand Cribbage. Five cards are dealt to each player and one card to "Crib," to which each player adds one card from his hand, leaving four cards in each hand and in the "Crib."

Dealer's left hand adversary cuts for "Starter." Play and scoring proceeds around table to the left. Dealer scores his hand last.

FOUR-HAND CRIBBAGE is subject to the same rules as Two-hand Cribbage. Deal and procedure of play is as in Three-hand Cribbage. Players sitting opposite, are partners, against the other two players.

Before play, one player from each side is selected to manage the score and the board is placed between them. The other two players are not allowed to touch the board or Pegs.

Have Fun!