



Instructions

This is a two- to three-player game. The card above serves as the cribbage scorecard. The object of the game is to gain the most points. Games can go to 61 or 121 points.

Needs: 1 standard 52-card deck of playing cards and 4-6 pegs of different colors to punch into the Cribbage Board.

Gameplay: Cut the deck. Low card deals the first hand. After that, players alternate dealing for each turn. The dealer deals six cards to each player. Each player lays away two of their cards, face down, to the “crib.” The crib is used later by the dealer of the hand for combinations once the hand is over.

The non-dealer cuts the deck and turns over the top card of the bottom half of the cut. This is the starter card; if it's a jack, the dealer gets two points. The card is kept for later use for combinations. The non-dealer then lays down a card from their hand. The dealer does the same, keeping the two piles separate. They alternate back and forth until they've gone through all of their playable cards. As they lay down their cards, the players keep a running total of the cumulative sum of all the card values that have been put down. (Cards have their face values except for jacks, queens, and kings, which are worth 10 points, and the aces, which are worth 1 point).

Once a player can no longer put down any cards without exceeding the sum of 31, they say “Go” to their opponent. The opponent gains 1 point. The opponent may then lay down any cards they have that do not make the total exceed 31. If the opponent can lay down cards that bring the total to exactly 31, they get an additional point.

Players then get points (or pegs) according to their combinations over the course of the hand.

Scoring: Scoring is based on runs and pairs. The runs and pairs must happen in sequence between the two players, with no extra cards interfering. The points go to the player who completes the run or pair, not the person who started it.

- Pair (2 pegs), Three of a Kind (6 pegs), Four of a Kind (12 pegs)
- Run of Three (3 pegs), Run of Four (4 pegs), Run of Five (5 pegs), +1 peg for every additional card in the sequence. Note that a run does not have to be in order (e.g. 3-1-2) to count.
- A combination of two or more cards that equals 15 (2 pegs)
- A jack of the same suit as the starter card gets 1 peg

The Cribbage Board:

The cribbage board has three lanes for three players to go to a score of 121. The players start out on the block at the bottom left-hand corner. Each player uses two pegs: one to mark their old total and one to mark the new number after the previous hand has been completely tallied.

Each player stays in one lane as they progress in their totals. First person to the end of the lane wins.