

HOW TO PLAY! ZOMBIE CRIBBAGE



ZOMBIE CRIBBAGE RULES

These are the standard rules for six-card cribbage with two players.

OBJECT

Score points by playing cards from your hand to make scoring combinations, which allow your zombies to move forward on the scoring track. Be the first player to move one of your zombies across the finish line.

SET UP

- Each player takes two zombies of the same color and puts them behind the start line on the scoring track.
- Remove the joker cards from the deck.
- Cut the cards. Whoever has the lowest card deals first. (Aces are low.)

1

PLAYING A HAND

DEALING THE HAND

- Deal six cards to each player.
- Each player looks at his or her cards and then chooses two cards to discard face-down into a special pile called “the crib.” The crib belongs to the dealer, who will use the crib cards later when scoring.
- **If you are not the dealer:** Avoid discarding cards that will give the dealer a lot of points, such as pairs, cards that add up to 5 or 15, or runs like 6, 7 or 8, 9. **If you are the dealer:** You may choose to discard such cards into the crib (since you will earn them back later during “the show”) and keep cards that are better for “the play” (often lower-value cards) in your hand.
- **If you are not the dealer:** Cut the remaining cards and flip faceup the card to which you cut. This card is “the starter.” If the starter is a jack, the dealer immediately scores

2

2 points and moves his zombie forward on the scoring track, advancing two holes. (see **SCORING**, page 8). Now, play your first card.

THE PLAY

Starting with the non-dealer, each player takes turns playing one card from their hand, faceup onto the table. Keep the cards that you play in a pile of your own in front of you. Say the total value of all cards played by both players as you play each one. (Aces are worth 1. Jacks, queens, and kings are each worth 10. Other cards are worth the number shown on the card.) For example, if the non-dealer leads with a 4, he says “Four”; if the next player then plays a queen, she says “Fourteen,” and so on.

- If you cannot play a card without making the total value of all cards played go over 31, you must pass by saying, “Go.” Your opponent may continue playing cards from his hand as long as he does not put the total over 31.

3

- As you play the cards down and say the total aloud, you score points and can move your zombies forward on the scoring track for any of the following actions:
 - » Playing the card that makes the total hit exactly 15. This scores 2 points.
 - » Playing the card that makes the total hit exactly 31. This scores 2 points.
 - » Playing the last card prior to the total hitting 31 and having your opponent unable to play because the total would be over 31. This scores 1 point.
 - » Playing a card that makes a consecutive “run” of cards. This scores the number of cards that are in the run. A run must be three or more sequential cards, which may be played in any order (for example, 7, 9, 6, 8 scores 4 points). A player can score for a run of three cards, and the next player can then score for a run of four cards, and so on.

4

- » Playing a card that makes a pair with the card played directly before it. This scores 2 points.
- » Playing a card that makes three-of-a-kind with the two cards played before it. This scores 6 points.
- » Playing a card that makes four-of-a-kind with the three cards played before it. This scores 12 points.
- You may score in multiple ways for each card you play. For example if you lead with a 4 and your opponents puts down a 6, saying “Ten” aloud, you can play a 5 and say “Fifteen scoring 5 points”—that’s 3 points for the run and 2 points for hitting a total of 15.
- When both players cannot play cards, because the total is 31 or because neither can play without the total going over 31, then the last player who played a card scores 1 point. Then the count is reset to zero, and the player who did not score the point for the last

5



HOW TO PLAY! ZOMBIE CRIBBAGE (CONTINUED)

card leads for a new round. Rounds continue until both players are out of cards, which concludes the first part of the hand.

THE SHOW

The second part of a hand is called “the show.” Spread your cards out in front of you faceup. Using your four cards plus the starter card, make as many scoring combinations as you can. The dealer plays last.

- You score points for any of the following:
 - » A combination of cards that adds up to exactly 15. This scores 2 points.
 - » A run of cards. This scores the number of points that are in the run. If you have a run of four cards, you do not count the run of three cards that is a subset of the first run. You may have two different runs of three cards or of four cards if at least one card is different in each run. A card can score in multiple ways.

6

- » A pair. This scores 2 points.
- » Three-of-a-kind. This scores 6 points.
- » Four-of-a-kind. This scores 12 points.
- » Jack of the same suit as the starter card. This scores 1 point.
- » A flush of four cards (not including the starter card) in the same suit. This scores 4 points. If the starter card is also that same suit, score 1 additional point.

- You can also score points if your opponent overlooks any scoring combinations in his own hand. After your opponent’s “show” is complete, you may call out any missed points and add them to your score.
- **If you are the dealer:** After you score your hand, take the four “crib” cards and score them for yourself, according to these same scoring rules above.

ENDING A HAND

- Collect all the cards and pass them to the

7

new dealer, who shuffles and deals to begin a new hand.

SCORING

- When you start scoring, count the first hole over the start line as number one.
- When you score, always take your trailing zombie and jump it ahead of your leading zombie by the number of holes that you are scoring.
- Any time you score more than 60 points, you win the game, even if the round is not finished.

ZOMBIE CRIBBAGE VARIATIONS

You may decide to play the special Zombie Cribbage variations. You can play just the “Lowdown Zombies” variation or combine it with either “Reveal Your Zombies” or “Zombies, Run!” or both.

“LOWDOWN ZOMBIES”

- Leave the two jokers in the deck.

8

- Jokers count as zero.
 - » During play, a joker played after a 15 or 31 will also score the points for 15 or 31 and will steal the point for last card.
 - » During the show, you may use them to make runs (for example, joker, ace, 2), or additional combinations of 15 (for example, 7, 8, joker).

“REVEAL YOUR ZOMBIES”

- Playing a joker forces the other player to reveal his cards and play with his cards faceup until the next deal.

“ZOMBIES, RUN!”

- Any time a player plays a joker during the play, he may choose to end the hand immediately. If so, the player marks any points he scored in playing his joker, both players throw in their cards, and then the player who is not the dealer becomes the dealer.

9

