



Two Players Cribbage Game Rules

Thank you for your purchase of this quality Cribbage Board! We are certain your friends and family will have years of enjoyment with it. Regal Games™, located near Chicago, IL. has been in the business of bringing families together at game time for over 75 years. If you have any problems, questions or concerns with or about the game, please go to <http://www.regal.toys> and click on CONTACT. We'd love to hear from you!

Equipment: Cribbage Game Board and Pegs, Standard 52 card deck of cards.

Overview:

Cribbage is a game played with between two and four players. Two players is the most common and these rules will reflect that version. The game is played with a standard deck of 52 cards. Face cards are worth ten and aces are always low. All four suits are considered equal.

Keeping Score with the Board (Pegging):

Players record their first score by placing a peg in the hole corresponding to that score. Subsequent scores are recorded by advancing the rear peg over the front peg by "leapfrogging" the number of holes consistent with the score to be recorded.

The Deal and the Crib:

After the cards have been shuffled, each player cuts the deck. The player that cuts the low card deals first. Aces are always the lowest card. In the event of a tie, re-cut.

The dealer deals 6 cards to both players. Each player must select four cards to keep, and two cards to send to "the crib". The dealer gets the crib and the points in it, so if you are the dealer try to keep four good cards in your hand and two good ones in the crib. If you are not the dealer (the pone) you still want to have four good cards in your hand, but you do not want to give the dealer anything too good. Once both players have discarded to the crib the hands are played.

Playing the hand, and Scoring during Play

The pone cuts the deck and the dealer turns over the top card. This top card becomes the "cut card". If the cut card is a Jack, the dealer is awarded and pegs 2 points for "his heels". The cut card and the rest of the deck are placed to the side.

When this is completed the pone chooses a card from their hand to play. The card is laid down and the pone announces the numeric value of the card. The dealer then lays down a card and announces the numeric value of the total of both cards. Play continues until both players are out of cards. As you are playing the hand, points may be scored for the following (record points on the board by pegging).

1. **Pair, three-of a kind, four-of a kind:** If a player follows another player's card with a card of the same value that player gets 2 points. If on the next play a third card of the value creates a three-of-a-kind, the player is awarded 6 points. A further card (four-of-a-kind) is awarded 12 points.
2. **Runs:** A run of 3 or more cards score one point per card. The run does not have to be in order. For example, if the cards 4-3-5 are played, the player that played the 5 scores 3 points for the run. The other player could then play a 6 for example and score 4 points for a four-card run.
3. **Fifteen:** If a person plays a card that raises the count to exactly 15, they score 2 points.
4. **Thirty-One:** Bringing the count to 31 exactly also scores 2 points. If neither player can play a card that keeps the count at 31 or under, the count is reset and the last person that played receives one point. The person that must pass because they cannot keep the count at 31 or under says "GO" when this happens.

Scoring the Hand and the Crib:

After each player has played all four cards, it is time to score the hands. The non-dealer's hand is scored first, then the dealer's hand and finally the dealer's crib. The scoring rules are similar as before except the cut card is included with every player's hand and crib. Each hand will have 5 cards for scoring purposes. Each hand is the original 4 cards plus the same cut card turned over when the hand started.

1. **Pair:** A pair scores 2 points. Three-of-a-kind scores 6. Four-of-a-kind scores 12.
2. **Run:** A run of three or more cards scores 1 point per card. Note, if you had the following cards 2-2-3-4 you would have two runs of 3 (2-3-4, 2-3-4), and a pair (2 points) for 8 points total.
3. **Fifteen:** A combination of two or more cards that add up to 15 exactly scores 2 points.
4. **Flush:** A four-card flush in the hand (not in the crib and not including the cut card) scores 4 points. A five-card flush including the cut card, in the hand or crib, scores 5.
5. **His Nobs:** A Jack of the same suit as the cut card scores 1 point.

The Winner:

The first person to reach 121 points (the last hole on the board) wins. The game immediately ends as soon as the first player hits 121 and no other points are counted. If the losing player fails to score 91 points they are "Skunked". If they have less than 61 points, they have been "Double Skunked".

These are the basic rules. We encourage you to research the game online for strategy, tips and rule variations. Most importantly, **HAVE FUN!**