

Traditional games



Cribbage



Suitable for
2+ players
Aged 3 and over



Cribbage Board
9 pegs (3 green, 3 blue, 3 red)

What's in the Box?
Pack of playing cards
Cotton storage bag

Setting Up

Unfold the board and lay it flat. Shuffle the cards.

CARDS: Each face card represents 10, the ace represents 1 and each other card its index value. Face cards and tens are called 'tenth' cards.

Each player receives 6 cards, dealt 1 at a time. From their 6 cards, each player selects 2 cards and places them face down near the dealer. This is called the 'Crib'. The 4 remaining cards will be used during play. The non-dealer now cuts the rest of the pack and the dealer turns over the top card of the lower portion. This card is the 'start card'. If it's a Jack, the dealer pegs 2 points.

CRIBBAGE BOARD: The Cribbage Board is used to keep score during play. Each player uses 2 pegs which are placed in the game holes to begin with. Scores are marked by jumping one peg ahead of the other by a corresponding number of holes. The pegs travel along an outer row of holes and back along an inner row.

Play the game once around for 61 or twice for 121 points.

How To Play

The non-dealer plays any card and announces its value, placing the card face-up. The dealer then plays a card and announces the value of these two cards combined. Players then take alternate turns (keeping their own played cards in a pile in front of them as they will be used later), with the new total being announced each time. This continues until a player is unable to play without taking the total over 31. This player then says 'Go'. The other player plays additional cards if they can, without taking the total over 31. This player then 'pegs for the Go' to keep score. Play begins again at zero and the player who called 'Go' begins the next play. Again, the total must not exceed 31. If the player makes exactly 31, they peg 2. At less than 31, they peg 1. Continue until each player has played all 4 cards.

'The Show'

Now, the 'start card' is used. Each player collects their 4 cards into their hand again. The hands are now played off the start card. The dealer now uses the crib to play off the start card to peg extra points. Play now starts again. All cards are collected, shuffled and 6 cards dealt. The non-dealer has the crib this time. The crib alternates between players in each series of plays.

Scoring

Other points are scored in addition to the 'Go's':

Fifteen: for a total of 15, peg 2

Pairs: pair cards of the same rank, peg 2. (Face cards must also match, i.e. Queen with Queen, not King with Queen). 3rd matching card, peg 6 and 4th matching card, peg 12.

Runs: play a card in sequence of rank with two or more cards played before. Peg the number of cards in the run. The cards do not need to be played in sequential order to score. (i.e. 4,5,6 or 4,6,5)

Flush: 4 cards of the same suit (excluding crib and starter), score 4. If the starter is also of the same suit, score 5. If the crib and starter are of the same suit, score 5.

His nobs: A jack in hand in the same suit as the starter card, peg 1. The jack scored as the starter by the dealer is called 'his heels'.

Muggins: If a player overlooks a score in play or show, the other player can call 'muggins' and take the score for themselves.

The Winner

When a player's peg reaches the game hole (121 or 61 points), they win the game. If the other player has not reached the halfway point, they are 'lurched' and lose a double game..

ARE YOU a PLAY EXPERT?

Take a photo and share it with us using **#littleplayexpert** or **#bigplayexpert** and be part of our growing network of play experts! Thousands of people every day are showing us that they are truly expert at play and playing in so many different ways - are you?



42 likes

Literally jumping for joy! I think we are seriously #bigplayexpert s! #nevertocoold #foreveryoung



107 likes

@theplayexperts our niece and daughter enjoying a game at a family wedding.



94 likes

loving the hi tower challenge @theplayexperts - harder than it looks!



51 likes

The concentration on their faces! #littleplayexpert @theplayexperts

Not Just Traditional GAMES...

You may or may not be aware that we design and make many different kinds of garden games and play equipment. Big Game Hunters has been designing and creating games for children and families since 1997 - so by now we really do know what we are doing. Here are just a few that are great for the whole family as well as just the kids...

The Parachute Game



Wooden Skittles



Whacky Ranch Playhouse



Up 4 It

The logo to look out for...

There are many more products we have created - just look out for our Big Game Hunters logo or flower emblem to be sure you have an official product. The brand is not just a logo, it is the whole family of ideas, service and quality that are behind every product. We are not a huge corporate and do not claim to be - we are proud of who we are and what we create so look out for our brand knowing that each product carrying our logo has a special standard we aim to maintain for years and years to come...



Warning! Not suitable for children under 36 months. Contains small parts. Choking hazard.

CE Please retain for future reference

+441865 392439
 sales@biggamehunters.co.uk
 biggamehunters.co.uk
 @thePlayExperts

Garden Games Limited
 Chadwick Farm • Garford
 Oxfordshire • OX13 5PD • England

