



Pocket Play™

Cribbage

OBJECT

To make either 61 points or 121 points, depending what has been decided before the game starts.

GAME PREPARATION

The Cribbage board keeps score of the points. Two metal pins per player keep track of the player's score while the third metal pin is used to record the number of games won. Cribbage is played by two using a 52 card deck. The ace is the lowest value, counting as one point. All other cards count as their face value. Jack, Queen, King count as ten points each.

At the start of the game, each player positions two pegs of their color into starting block "A" or "B". A player's score is pegged immediately as it occurs using the two pegs alternately: the front peg marks the player's latest score, while the rear peg marks the previous score. Points are made in three ways - by the play of the hand, in the count of the hand, and in the count of the crib which belongs to the dealer. Play alternates between players one card at a time, pegging points immediately as they are earned and then resuming play to make additional points through the combinations contained in their hand.

TO START

The dealer deals 6 cards to each player. Each player discards two cards face down, forming a 4-card crib. The crib is set aside until the end of the hand, when it will count for the dealer. Dealer turns over the top card of the deck and places it face up on top of the deck. This card is the "starter" and is used at the end of the hand when both players count their score. If the starter card is a Jack, the dealer immediately pegs 2 holes.

The 'Pone', or non-dealer, starts the play by taking a card from their own hand and placing it face up in front of themselves, calling out its value. Alternating turns, the Dealer then takes a card from their hand and places it face up in front of themselves, calling out the combined value of the two cards. If the card makes a pair, or a total of 15, that player scores 2 points, advancing their rear peg 2 holes beyond their forward peg. Play continues. The third card played may make a run of three cards (regardless of suit). Three points are scored. (See SCORING POINTS). Play continues. When a card is played which brings the total to exactly 31, the player who achieved this pegs 2 points.

Manufactured and distributed by:

Family Games America FGA Inc. Montreal, Quebec, Canada www.familygamesamerica.com

Under license from Shoptaugh Games © 2000

If a player is unable to put down a card without exceeding 31, the player calls "GO" and the opponent plays if possible. The last player to put down a card scores 1 point 'for go', or two points if that last card brings the score to 31 exactly.

SCORING POINTS DURING PLAY

Jack as the Starter card.....	2 points
Pair.....	2 points
Three of a Kind.....	6 points
Four of a kind.....	12 points
Run of three or more.....	1 point for each card
Running count totaling 15.....	2 points
For Go.....	1 point
31.....	2 points

COUNTING THE HAND AFTER PLAY

After the last card is played, the hands are counted using the starter card as if it were the fifth card in each hand. The Pone is always the first to 'meld' after each hand. In counting the hands, combinations of the five cards are scored in every possible way, but only the highest combination can be scored. I.e. 3 of a kind cannot also be scored as 3 pairs, nor can a run of four be scored as two runs of three. The Dealer counts their own hand, then tallies the crib, using the starter card as if it were the fifth card in the crib. The Dealer cannot combine the crib and their hand to make combinations.

For each combination of cards totaling 15.....	2 points
Pair.....	2 points
3 of a kind	6 points
4 of a kind.....	12 points
Runs.....(one point for each card in the run)	
Double 3 card run (2 different runs of three plus a pair).....	8 points
Double 4 card run (2 different runs of four plus a pair).....	10 points
Triple 3 card run (3 different runs of 3 cards plus 3 of a kind).....	15 points
Quadruple 3 card run (4 different runs of 3 plus 2 pairs).....	16 points
Four card flush (all in hand of the same suit).....	4 points
Five card flush (same as 4 but add starter card).....	5 points
Jack of the same starter's suit.....	1 point

Play continues until 61 or 121 points are achieved.

For additional information on Cribbage, please search the web

Manufactured and distributed by:

Family Games America FGA Inc. Montreal, Quebec, Canada www.familygamesamerica.com

Under license from Shoptaugh Games © 2000