

8+  
years



2-4  
Players

# CRIBBAGE

## Instructions

### Objective:

Be the first player (or team) to reach 121 points. Points are scored by forming card combinations during play and by counting hands at the end of each round.

### Contents:

Folding cribbage board, 9 coloured pegs, 1 deck of playing cards.

### Setup:

1. Each player takes two pegs of the same colour and places them at the starting position.
2. Shuffle the cards and cut; the player with the lowest card becomes the first dealer.
3. To offset the disadvantage of dealing, the dealer moves one peg forward 3 spaces at the start.

### The Deal:

- 2 Players: Each player is dealt 6 cards. Each discards 2 cards into the Crib.
- 3 Players: Each player is dealt 5 cards. Each discards 1 card into the Crib.
- 4 Players (Teams, 2 vs 2): Partners sit opposite each other. Each player is dealt 5 cards, discards 1 into the Crib. The team shares one score track.

After discarding, the dealer cuts the deck and turns over the Starter Card.

If the Starter Card is a Jack, the dealer scores 2 points ("For His Heels").

### Pegging (Play of the Cards):

The non-dealer plays the first card, announcing the running total.

Players alternate laying cards without exceeding a total of 31.

Card values: Ace = 1, Number cards = face value, Face cards = 10.

### Scoring During Pegging:

- 15: Total exactly 15 → 2 points.
- 31: Total exactly 31 → 2 points.
- Pairs: Pair (2 of a kind) → 2 points; Three of a kind → 6 points; Four of a kind → 12 points.
- Runs: A sequence of 3 or more consecutive ranks (any order) → points equal to run length.
- Last Card: Last playable card before reset → 1 point.

- If no one can play without exceeding 31, the count resets to 0 and play continues with remaining cards.

## Counting Hands:

- Fifteens: Each combination totaling 15 → 2 points.
- Pairs: Each pair → 2 points.
- Runs: Points equal to length of run.
- Flush: 4 cards in hand of the same suit → 4 points; 5 cards (hand + Starter) of the same suit → 5 points.
- One for His Nobs: A Jack in hand matching the Starter's suit → 1 point.

Finally, the dealer counts the Crib using the same scoring rules.

## Peg Movement:

Use the walking peg method: leapfrog one peg over the other with each new score to show progress.

## Winning:

The first player or team to reach 121 points wins the game. (Exact count is not required.)

**WARNING:** FOR SAFETY REASONS, REMOVE ALL TAGS, LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS TOY TO YOUR CHILD.

 **WARNING:**  
CHOKING HAZARD - SMALL PARTS.  
NOT FOR CHILDREN UNDER 3 YEARS.

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