# KINGS CRIBBAGE
## THE KING OF ALL CRIBBAGE GAMES

## OBJECT

- Outscore your opponent by making or extending Crib Hands with the tiles.
  (The concept of the game is similar to using tiles to create words in a word game.)
- A Crib Hand is a row of 2 to 5 tiles that combine to form cribbage points (runs, pairs and/or fifteens).

## START

- Low draw plays first. (Keep score with a pen and paper.)
- Without peeking, all players draw 5 tiles from the bag and place them on their tile holder.
- The first person to play forms a Crib Hand using 2,3,4 or 5 of their tiles, then positions them in a straight line, next to each other, anywhere on the board.
- Each turn is complete once a player records their score and replenishes their tile stock to 5.
- All plays after the first must merge with the tiles already on the board to create or extend Crib Hands.
  (See box cover photo and examples for details.)

## RULES

1. No play (Crib Hand) may exceed 5 tiles. (See example 6.)
2. Played tiles must be in a straight line.
3. Diagonal playing or scoring is never allowed.
4. Every tile played must contribute points toward a Crib Hand.
5. Runs do not need to be in sequence. (see examples)
6. All plays, after the first, must consist of 1 to 5 tiles.
7. Face tiles are valued at 10 when making "fifteens".
8. Aces are valued at 1 when making "fifteens" or "runs".
9. 6's can be turned around and played as 9's or vice versa, but once they are on the board their value is set..
10. If no play is possible, player misses a turn and can exchange from 1 to 5 of their tiles with those in the bag.

## END GAME

When no tiles are left in the bag, the game ends immediately if one player runs out of tiles or no play is possible by any player. Leftover tiles are deducted from each player's score at face value. (Face tiles = 10, Aces = 1)

## HOW TO SCORE
### (same as cribbage)

**FIFTEENS**        **POINTS**

Tiles which total 15 (ex. 6 + 9 = 15 ) . . 2

**RUNS**

Run of 3 (ex. 4 3 5) . . . . . . . . . . . 3
Run of 4 (ex. 4 3 5 6) . . . . . . . . . 4
Run of 5 (ex. 4 3 5 6 7) . . . . . . 5

**PAIRS**

2 points per pair
3 of a kind (ex. 8 8 8) . . . . . . . . . . 6
4 of a kind (ex. 8 8 8 8) . . . . . . . 12
5 of a kind (ex. 8 8 8 8 8) . . . . . . 20

## 10 POINT BONUS

- First player to start.
- Play all 5 of your tiles in one turn.
- Create or extend a Crib Hand so that all 5 tiles are the same color.
  (ex. 2 3 J J 5 or 7 8 7 6 8)
  Note: Same rules apply vertically.

## OPTIONAL RULES

### SERVANT

The player with the lowest score after each round is called the "Servant" and he or she must keep score for the other players. This rule creates additional amusement as it becomes a status symbol not to become the Servant.
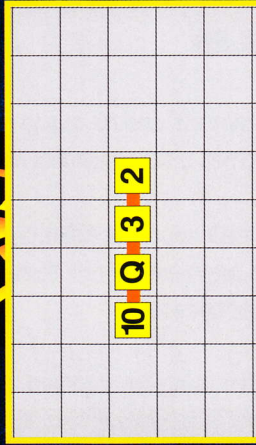
### JOKER

The first player to shout "Joker" if they spot points unclaimed by their opponent (after their score is recorded), may claim those points. Should the shouter yell out before the points are recorded or if there are no missed points, the shouter becomes the Joker and 5 points are deducted from his or her score.

### SOLITAIRE

Separate the dark and light tiles then play them against each other using the standard rules.
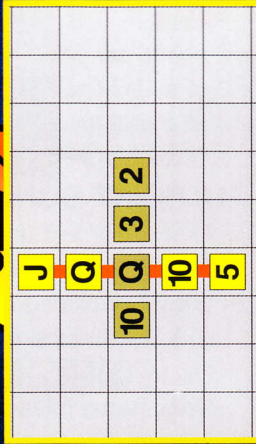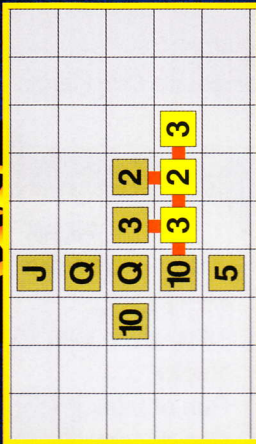
**1**

The Queen and I will play an example game for you. My first play can be anywhere on the board that I choose.

10 Q 3 2

|  | Qty. | Pts. |
|---|---|---|
| Fifteens | 2 | 4 |
| Pairs | 0 | 0 |
| Runs | 0 | 0 |
| | Total | 4 |

**2**

My play makes two runs, one pair, and four fifteens. Can you see them?

J Q
10 Q 3 10
5

|  | Qty. | Pts. |
|---|---|---|
| Fifteens | 4 | 8 |
| Pairs | 1 | 2 |
| Runs | 2 | 6 |
| | Total | 16 |

**3**

I have made 3 new Crib Hands with my play and get points for all of them.

J Q
10 Q 3 2
10 3 2 3
5

|  | Qty. | Pts. |
|---|---|---|
| Fifteens | 2 | 4 |
| Pairs | 3 | 6 |
| Runs | 0 | 0 |
| | Total | 10 |

**4**

My top King is the same as placing an 'S' tile at the end of a word in a word game.

J Q
10 Q 3 2
10 3 2 3 K
5 K
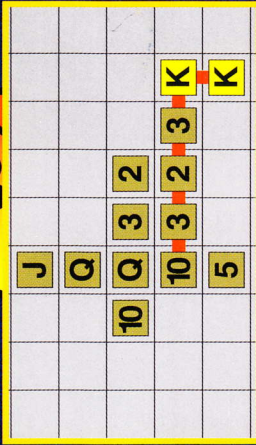
|  | Qty. | Pts. |
|---|---|---|
| Fifteens | 4 | 8 |
| Pairs | 2 | 4 |
| Runs | 0 | 0 |
| | Total | 12 |

**YELLOW** tiles represent the current play   **RED** lines connect the scoring tiles   **BROWN** tiles represent all previous plays

**5**

See how I get more points by extending the existing Crib Hand with the 4, 5 & 6 tiles vertically?

4 J
5 10 Q 3 2
6 10 3 2 3 K
5 K
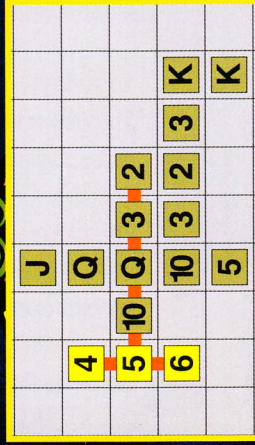
|  | Qty. | Pts. |
|---|---|---|
| Fifteens | 5 | 10 |
| Pairs | 0 | 0 |
| Runs | 1 | 3 |
| | Total | 13 |

**6**

THIS PLAY IS ILLEGAL! The '3' makes a pair vertically, but..

4 J
5 10 Q 3 2 3
6 10 3 2 3 K
5 K

...also extends the horizontal Crib Hand to six tiles. (Five is the maximum.) This play must be removed.

**7**

THIS PLAY IS ALSO ILLEGAL! The play makes a run of three horizontally, but..

4 5 6 J
5 10 Q 3 2
6 10 3 2 3 K
5 K

...the '4' does not relate to the pair of '2's in the vertical direction. This play must be removed.

## Questions & Answers

**Q:** Must all of the tiles in a Crib Hand relate to each other?

**A:** No, but all tiles played must contribute points to the Crib Hand. (ex. 6 6 7 7 is legal but 6 7 7 is illegal, the 6 does not relate to any tiles in the row)

**Q:** When I make a play, do I need to form a new Crib Hand with the tiles that are already on the board?

**A:** Yes, the tiles must interlock like letters in a word game.

**Q:** Can I play or score tiles diagonally?

**A:** No.