

DRAGONFLY *Escape*

Cribbage Rules

Objective

Score 121 points before your opponent by forming scoring combinations of cards during play and when counting hands.

Players keep score by moving pegs along the cribbage board.

Setup

Cribbage is played with a standard 52-card deck and a cribbage board.

1. Each player selects two pegs of the same color.
2. Both pegs start at the beginning of the track.
3. Each player is dealt 6 cards.
4. Each player discards 2 cards face down into the crib, which belongs to the dealer.
5. The remaining 4 cards form each player's hand.

After each round, the deal alternates.

A full game is played by traveling around the board twice (121 points).

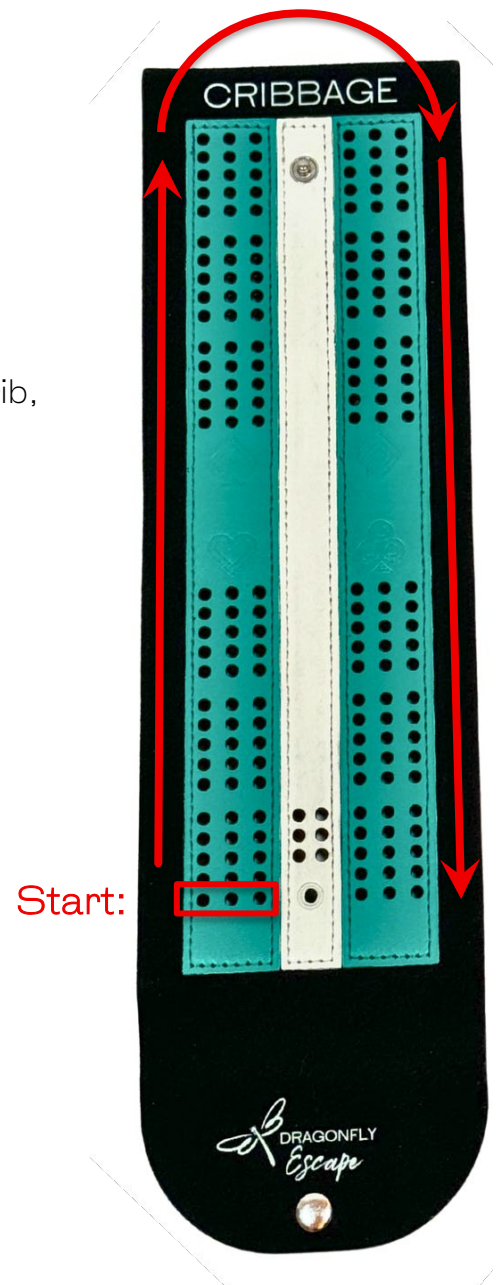
Using the Pegs

Cribbage scoring is tracked using two pegs per player.

When points are scored:

- Move the rear peg ahead of the front peg by the number of points scored.
- Players alternate pegs as they score.

This “leapfrog” method always shows both the current score and the previous score.



The Starter Card

After players discard to the crib:

- The non-dealer cuts the deck.
- The dealer reveals the top card, called the Starter.

The Starter card is used when scoring all hands and the crib.

“His Heels” – If the Starter card is a Jack, the dealer immediately scores 2 points.

The Play (Pegging)

Beginning with the **non-dealer**, players take turns playing one card at a time.

Players announce the **running total** of the card values.

Card values:

- Ace = 1
- Number cards = face value
- Face cards = 10

The running total **cannot exceed 31**.

Points scored during play are **immediately recorded by moving pegs**.

Pegging Points

Players score points during the play for the following:

Category	Details	Points
15	If the running total equals 15	2
31	If the running total equals 31	2
Pairs	Two cards of the same rank	2
	Three of a kind	6
	Four of a kind	12
Runs	Three or more cards in sequence score points equal to the run length. (Example: 5-6-7 = 3 points)	
	Run of 3	3
	Run of 4	4
	Run of 5	5

Go

If a player cannot play a card without exceeding 31, they say "Go."

The opponent continues playing cards until reaching 31 or also saying Go.

The last player to lay a card scores 1 point, unless the total is exactly 31, which scores 2 points.

The count then resets to zero, and play continues with the remaining cards.

Counting the Hands (The Show)

After all cards are played, players score their hands in this order:

1. Non-dealer's hand
2. Dealer's hand
3. Dealer's crib

Each hand consists of 4 cards plus the Starter card.

Scoring Combinations

Players score points for the following combinations:

Category	Details	Points
15	Any combination of cards totaling 15	2
Pairs	Two cards of the same rank	2
	Three of a kind	6
	Four of a kind	12
Runs	Three or more cards in sequence score points equal to the run length. (Example: 5-6-7 = 3 points)	3
Flush	4 cards of the same suit in hand	4
	5 cards including the Starter (The crib only scores a flush if all 5 cards match.)	5
His Nobs	If a player has a Jack matching the suit of the Starter card	1

Example Hand

Hand: 5♣ 5♦ 6♠ 7♠ Starter: 5♥	Score: <ul style="list-style-type: none">▪ Three 5s = 6 points▪ 3 Run (5-6-7) = points▪ 1 Fifteen = 2 points▪ Total = 17 points
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Winning the Game

Players move pegs as they score points.

The first player to reach 121 points wins the game.

Optional Skunk Rule: If one player reaches 121 before the opponent reaches 90 points, the win is called a skunk.

Additional Game Variations

3 Players

- Each player is dealt **5 cards**
- One card is dealt directly to the crib
- Each player discards **1 card** to the crib

4 Players (Teams)

- Players sit opposite their partner
- Each player is dealt **5 cards**
- Each player discards **1 card** to the crib
- Partners combine their scores