

# Cribbage Help Index

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## Cribbage Game Menu

The Game Menu includes commands that enable you to control how the system notifies you of events in the game as well as how hard the computer tries to out play you.

### Configure

This options display a configuration box to allow you to customise the game

### Easy

The system will not try to win at all and will miss every opportunity to score other than those presented by lady luck.

### Hard

The system will try reasonable hard to beat you but with limited ability.

### Harder

The system will try it's level best to beat you and lady luck has nothing to do with it !.

## Configure

The configuration box allows the user to customise the game

### Cannot go Messages

Causes the computer to display a message if :

1. You or the computer have no cards left to play.
2. You or the computer can't play without exceeding 31.

### Go Arrow

Causes an arrow to be displayed to the right of the players cards when ever the computer is waiting for a response.

### Single Click Select

This option allows the player to select cards using a single click of the mouse.

### Explain Scores

Causes a breakdown of how the score is made up to be displayed, showing how many points were scored for pairs and how many for runs etc. etc.

### Sort Hand

Will display the Players hand sorted from the lowest to the highest card.

### Hand At Bottom

Causes the players hand to be displayed at the bottom of the screen and the computers at the top.

### Pause Duration

This allows the player to set how long the computer will pause (in seconds), while scores are being displayed, during running out . If it is set to zero scores will still be displayed but you will have to be very quick to catch them.

## Cribbage Terms

Box

Doubles

Double Clicks

Flushes

His Heels

His Nob

Lady Luck

Last card

Lurch

Pegging

Running Out

Runs

Multi Runs

15

31

GO Arrow

Thumbs Up

Single Click

Stop Sign

## How to Play

Playing this game of Cribbage should be very easy, all you need to do is click the mouse's left button.

### Throwing to box

The computer always throws it's 2 cards to the box first. The box will be face down next to your face up cards if you are its owner, or face down next to the computers face down cards if the computer owns the box. You simple double-click (or single click) the mouse over the card you wish to throw to the box. The mouse will change to a thumbs up to indicate all is well. When you have selected 2 cards the top card is turned over and play begins. The player not owning the box must lay down the first card. An arrow may, if enabled, appear to the right of your cards to show the computer is waiting for you to play.

### Running Out

When running out again you simple move the cursor onto the card you wish to play. If this is a valid card the thumbs up cursor will be shown. If this card is invalid the stop sign cursor is shown, if you still play the card a warning message is displayed. When all cards have been used up both players hands and the box are turned face up and the computer calculates and displays the scores. These are then transferred to the crib board and a new hand is dealt. If a player wins the game by completing 2 circuits of the board he will be duly notified.

## Cribbage The Game

In the game of cribbage both players are dealt 6 cards from the shuffled pack. Both players choose 2 cards to throw to the box which is placed face down adjacent to its owners cards. The top card is then turned over. Starting with the player who doesn't own the box the cards are run out into the centre with the object of scoring points (pegging). All forms of cribbage scoring are valid at this point with the exception of flushes. If the total face value of cards run out is equal to 31 or neither player can go without exceeding that value, the last player to go scores 1 point for last card or 2 points for 31 if the total was 31. The cards are removed and play starts again at 0.

Once all the cards have been played the hands are scored with the owner of the box scoring his hand and the box. The totals are then updated on the playing board. The hand is now over and a new hand is dealt.

This process continues until one player has been around the board twice (scored 121 points) that player is then the winner.

## **Box**

The box is a pool of 4 cards made up of 2 cards thrown from each players hand. Each player takes turns to own the box and it's score is added to that players total.

## **Doubles**

A double is 2 or more cards of the same face value.

2 cards scores 2 points.

3 cards scores 6 points.

4 cards scores 12 points.



## **Double Click**

A double click is pressing the mouse's left button twice in quick succession (The interval between clicks can be defined by the user). This is used to select cards to play and can be enabled or disabled from within the configure option of the Game Menu.

## **Flush**

4 cards of the same suit in the hand scoring 4 points or

4 cards in the hand plus the top card, if all are of the same suit, scoring 5 points.

## **His Heels**

A bonus for the dealer, scoring 2 points, occurs when a Jack is turned up as the top card.

**His Nob**

Having a Jack in your hand of the same suit as the top card. Scores 1 point.

## **Lady Luck**

Something I never have going for me !. Maybe you will ?.

## **Last Card**

The player of the last valid card, which did not equal or exceed 31 scores 1 point in addition to any other score they may have made.

**Lurch**

A terrible insult for any serious player. It means basically that you were not even on the same lap as your opponent when your opponent won the game.

## **Pegging**

The process of moving pegs up and down the playing board in relation to points scored.



## **Running Out**

Each player taking turns to lay a card into the centre area until all cards have been played.

## **Runs**

A run is a sequence of 3 or more consecutively numbered cards of any suit. The cards need not be played in their run order. Scoring 1 point per card in the run.

## **Multi Runs**

A multi run is a sequence of 3 or more consecutively numbered cards of any suit with one or more cards of the run appearing more than once. Scoring 1 point per card in the run multiplied by the number of duplicated cards.

**15**

Any unique combination of cards adding up to 15. Scoring 2 points.

## **31**

The maximum value allowed when running out.

The player laying the card that reached 31 scores 2 points.

## Go Arrow



This indicates that the computer is waiting for you to take your go. It can be enabled and disabled from within the configure option of the Game Menu.

## Thumbs Up



This indicates that the current card is valid to play (not necessarily wise though!).

## **Single Click**

A single click is pressing the mouse's left button once. This is used to select cards to play and can be enabled or disabled from within the configure option of the Game Menu.



## Stop Sign



This indicates that the current card is invalid and a warning message will be displayed if it is played.

