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F.O.B. Grand Rapids, Mich.

Wm. F. Drueke & Sons
Grand Rapids, 4, Mich.



How To Play
Cribbage



Wm. F. Drueke & Sons
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CRIBBAGE

TWO HAND

A full deck of 52 cards should be used, King being high, Queen—Jack—10—9 etc., etc., to Ace, which is always low.

Cut for deal; low card dealing.

Each player may shuffle the pack, dealer shuffling last, the deck being cut by dea'ers' opponent (Pone). Deal six cards each.

THREE HAND

Deal five cards each and one card in the crib, and each player discards one card in the crib.

FOUR HAND

Deal five cards each and each player discards one card in the crib.

THE CRIB

After cards have been dealt, each player discards two cards from his hand, placing them face down on table, these cards forming "The Crib." The "Crib" belongs to the dealer and is not used until the hands have been played out. The dealer scores any points contained in the crib, combined with the "Starter."

THE STARTER

Pone then cuts deck whereupon dealer turns up top card of the lower portion of deck and places this card face up on the reunited deck. This turned up card is called the Starter, and is not used during the play of the hands. It is counted, however, with each hand and the "Crib" on the final count. If Starter (S) is a Jack (called His Nobs) dealer immediately scores two points providing these points be scored before dealer plays a card. Otherwise dealer cannot score them.

OBJECT OF GAME

Players attempt to form various counting combinations, as pairs, triplets, fours, sequences and fifteens. Combinations can be formed by the card played, or in the hands and crib in conjunction with the starter.

METHOD OF PLAY

Pone plays any card from his hand—placing it face up on table in front of him, at the same time announcing the numerical (pip) value of same. All face cards except Aces are valued as tens and all other cards according to number of spots. Aces being ones. Dealer then plays a card, placing same immediately in front of him, and announces the value which is the sum of his card and the one already played by Pone, the game proceeding in this manner the value of each

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card being added to all cards previously played. The total sum of all cards must not exceed 31. If a player has no unplayed card which will play within the sum of 31 he announces "Go." This entitles opponent to play and to continue to play until he reaches 31 or can play no further, so stating if it is impossible for him to proceed.

THE "GO"

The player who most nearly approaches 31 scores one point. If he makes 31 exactly he scores two points. If the last card can be played makes 15, the player scores three points.

(Explanation:) He gets two for making the 15 and one for the last card for the "Go."

When 31 has been reached or a "Go" has been declared and pegged on the score board, each player turns the cards face down that have been played then begins to play again, leaving the cards face up in order to determine runs. A card can never be played that will make the total to exceed 31. The players must play alternately except when one player has called a "Go" and the others can still play one or more cards.

POINTS OF PLAY

Fifteen—If a player plays a card, making the numerical value of the cards played exactly fifteen, he scores two points, announcing, "Fifteen-two."

Pairs—If either plays a card which makes a pair (ie is of same denomination as last card played, as two fours or two jacks) he scores two points.

Triplets, Threes or Pairs Royal—If, after a pair has been made another card of the same denomination is immediately played (if no 31 or pegged go intervenes) the player of the third card scores six points for three pairs. (Thus Queen hearts, Queen clubs and Queen spades. The Queen hearts and Queen clubs are one pair; Queen hearts and Queen spades another, and Queen clubs and Queen spades the third.)

Four, Double Pairs or Double Pairs Royal—If, after a pair royal has been made, the fourth card of the same denomination is immediately played (if no 31 or pegged go intervenes,) the player of such fourth card scores twelve points for six pairs. (Thus, the four twos—2 hearts and 2 diamonds are one pair, 2 hearts and 2 clubs a second, 2 hearts and 2 spades a third, 2 diamonds and 2 clubs a fourth, 2 diamonds and 2 spades a fifth, 2 clubs and 2 spades as a sixth.)

If player overlooks a point his opponent is entitled to take it if he sees it.

Sequence or Runs—When three or more cards, all in numerical sequence, are played, the player of the last card counts one point for each card in the sequence, even though they are not played in numerical rotation. Ace being low, Queen, King, Ace would not be considered a sequence.

CRIBBAGE

An **intervening Card or Duplicate** "breaks" the sequence thus, 5-4-3-3. The 5-4-3 is a sequence of three cards, but the second 3 is not a sequence.

Note: Pairs, triplets, fours and sequences may be formed by the opponents playing alternately, and also by cards played from one hand (within the limit of 31) after the other player has declared a "go."

SCORING

The cribbage board is placed horizontally between the players and each should start from the same end pegging down the outside edge and up the inside to Home. Two pegs for each player should be used. Each hole counts one point and when the second count is made instead of counting with the peg first used, the second peg should be used. After this the holes should be pegged by moving the rear peg ahead of the other. GAME consists of 61 or 121 points. If the winner reaches 61 before his opponent gets 31, or 121 before the opponent gets 91, this is called a "Lurch" and is considered as two games won.

CRIBBAGE SCORING TABLE

5 .. 5 .. N .. J .. J — 21	1 .. 1 .. 2 .. 2 .. 3 — 16
2 .. 6 .. 7 .. 7 .. 8 — 16	1 .. 2 .. 3 .. 3 .. 3 — 15
6 .. 7 .. 8 .. 9 .. 9 — 16	1 .. 4 .. 4 .. 4 .. 10 — 12
3 .. 3 .. 6 .. 6 .. 6 — 20	2 .. 3 .. 4 .. 4 .. 4 — 17
3 .. 3 .. 3 .. 4 .. 5 — 21	2 .. 2 .. 3 .. 3 .. 4 — 16
1 .. 1 .. 7 .. 7 .. 8 — 12	2 .. 3 .. 3 .. 3 .. 4 — 17
3 .. 3 .. 3 .. 6 .. 6 — 18	3 .. 3 .. 4 .. 4 .. 5 — 20
3 .. 3 .. 9 .. 9 .. 9 — 14	3 .. 4 .. 4 .. 4 .. 5 — 17
5 .. 5 .. 5 .. N .. J — 23	3 .. 4 .. 4 .. 5 .. 5 — 16
5 .. 5 .. 5 .. 10 .. 10 — 22	3 .. 6 .. 6 .. 6 .. 6 — 24
1 .. 4 .. 4 .. N .. 4 — 13	4 .. 4 .. 5 .. 6 .. 6 — 24
5 .. 5 .. 10 .. N .. Q — 18	4 .. 5 .. 5 .. 6 .. 6 — 24
3 .. 3 .. 3 .. 3 .. 9 — 24	4 .. 5 .. 6 .. 6 .. 6 — 21
4 .. 4 .. 4 .. 4 .. 7 — 24	5 .. N .. 5 .. 5 .. 5s — 29
1 .. 7 .. 7 .. 7 .. 7 — 24	5 .. 5 .. 5 .. 5 .. 10 — 28
4 .. 4 .. 4 .. 7 .. 7 — 20	5 .. 5 .. 10 .. J .. Q — 17
4 .. 4 .. 7 .. 7 .. 7 — 14	6 .. 6 .. 9 .. 9 .. 9 — 20
3 .. 3 .. 4 .. 5 .. 5 — 20	6 .. 9 .. 9 .. 9 .. 9 — 20
1 .. 1 .. 6 .. 7 .. 7 — 12	6 .. 6 .. 7 .. 7 .. 8 — 20
2 .. 6 .. 6 .. 7 .. 7 — 12	7 .. 7 .. 7 .. 8 .. 9 — 21
7 .. 7 .. 7 .. 1 .. 1 — 20	7 .. 7 .. 7 .. 8 .. 8 — 20
3 .. 4 .. 4 .. 4 .. 4 — 20	7 .. 8 .. 8 .. 8 .. 8 — 20
5 .. 5 .. 5 .. 5 .. 6 — 20	7 .. 7 .. 8 .. 8 .. 9 — 24
1 .. 1 .. 6 .. 7 .. 8 — 13	7 .. 8 .. 8 .. 9 .. 9 — 20

(N—Nobs)

(S—Starter)