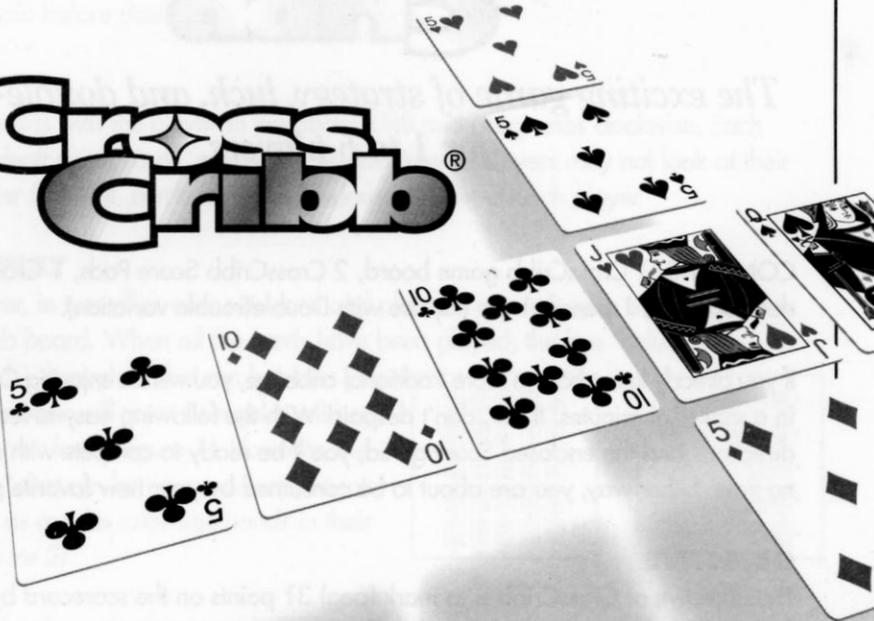


Cross Cribb®



OFFICIAL RULES OF PLAY



The exciting game of strategy, luck, and double-cross for 1 to 6 players.

CONTENTS: 1 CrossCribb game board, 2 CrossCribb Score Pads, 1 CrossCribb deck of cards, 1 pencil, 1 die (for use with DoubleTrouble variation).

If you already know how to score traditional cribbage, you will be enjoying CrossCribb in a matter of minutes. If not, don't despair! With the following easy-to-learn directions and the enclosed Scoring Aid, you'll be ready to compete with anyone in no time. Either way, you are about to be consumed by your new favorite game!

OBJECTIVE

The objective of CrossCribb is to mark (peg) 31 points on the scorecard by building higher total cribbage scoring hands before your opponent.

Use your cards to build five high-scoring cribbage hands on the playing board. The catch is that your opponent is also building cribbage hands perpendicular to yours. Your goal is to create the best-scoring cribbage hands possible in your five columns, while simultaneously minimizing or "blocking" your opponent's scoring opportunities in their rows. It takes teamwork, anticipation, skill—and the luck of the draw to succeed at CrossCribb!

*Because the 4-player version is the most popular way to play CrossCribb, read the 4-player directions first. After you read and understand the 4-player version, learning other player versions and game variations is easy.

SETUP FOR FOUR PLAYERS

Determine two teams of two players. Team members sit across from each other with the CrossCribb board between them. At this time, determine a score keeper and decide which team will be diamonds and which will be circles. Enter team names on score pad.

Determining the Deal:

Each player draws a card from the CrossCribb deck. Low card deals. In case of a tie, all players draw again.

The Shuffle:

Cards should be shuffled by the player to the dealer's left. It is the dealer's option to shuffle again before dealing.

The Deal:

The deal starts with the player to the dealer's left and progresses clockwise. Each player is dealt seven cards, one at a time, face down. Players may not look at their cards. After the deal, cards remain face down in front of each player.

GAME PLAY

Each player, in turn, flips over one card and places it onto an open square of the CrossCribb board. When all the cards have been played, the five "columns" (numbered 1 through 5) that run between you and your partner will count as regular cribbage hands in your favor (figure 1). However, the five "rows" that run between your opponents will count as regular cribbage hands in their favor! (figure 2).

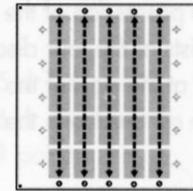


Figure 1

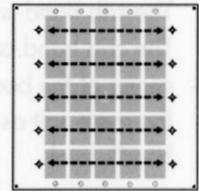


Figure 2

If you are familiar with playing and counting cribbage hands, you're ready to start play. If you're unfamiliar with cribbage, see "How to Count Hands" on page 5.

Starting Play:

Following the deal, the player to the dealer's right cuts the deck and the dealer turns up the top card from the lower half of the deck. This card is the Cut Card and is positioned face up in the center of the CrossCribb board. Note: during the cut do not expose the bottom card of the top portion of the cut deck to any player.

If the Cut Card drawn by the dealer is a jack, the dealer's team immediately scores two points toward the team's total for this round of play. As in Cribbage, this is called His Heels, and the scorer marks "2" in the indicated place on the scorecard (figure 3).

Crib			
Total			
Score	●	◆	

Figure 3

Now the play begins! Each player turns up the top card of their pile without revealing it to the other players. The player left of the dealer starts the round by placing his card face up onto one of the open squares on the CrossCribb board.

The game progresses clockwise to the next player, and each player strategically places their card to yield the best scoring or blocking opportunity. Soon, cribbage hands will start to develop both horizontally and vertically. You're not allowed to signal or discuss play with your teammate during the round.

The center column and center row can score an additional point if a jack of the same suit as the Cut Card is played in that column or row (figure 4). As in cribbage, this is called His Knobs, and one point is added to the total of the hand occupying that row or column during scoring.

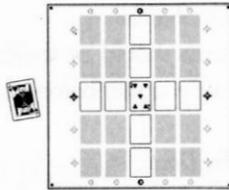


Figure 4

The Dealer's Crib:

At any point during the round of play, each player must select and discard one card, face down, to the dealer's crib. When you have made your discard to the crib, immediately turn up and play the next card from your hand, if any remain. If you wait until all but the last of your cards have been played, it must go into the crib.

The crib hand is the possession of the dealer and is kept face down until it is scored. The crib hand consists of the four discards and the Cut Card that was placed in the center of the board at the start of the round. Like traditional cribbage, if a jack of the same suit as the cut card is in the crib, His Knobs (1 point) is added to the crib hand's total.

When all cards have been played, the round is complete and scoring of the hands commences.

SCORING

After the playing board is filled, each team totals their respective points for the five hands. The team with the highest total score marks (pegs) the difference between their score and their opponent's score.

Counting starts with the non-dealing team (represented here as the diamond team). Count across the hand in row 1 and write the score in the corresponding position on the score pad as shown in figure 5.

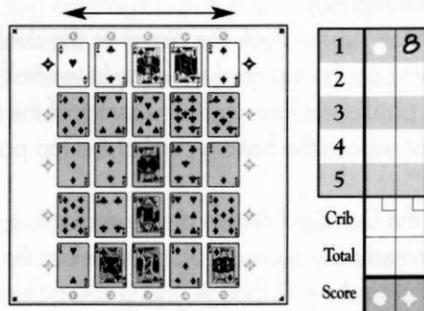


Figure 5

Continue counting each hand in rows 2 through 5, and then total all five hands, plus any points for His Heels or His Knobs, to arrive at a score for this round. The dealer's team (represented here as the circle team) follows the same procedure to total their five hands, and then adds the score from the crib hand (figure 6).

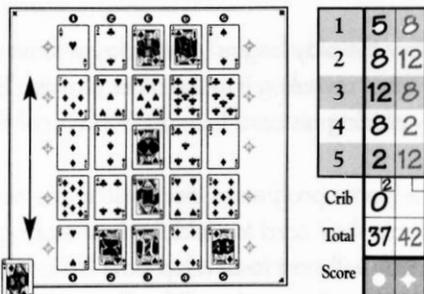


Figure 6

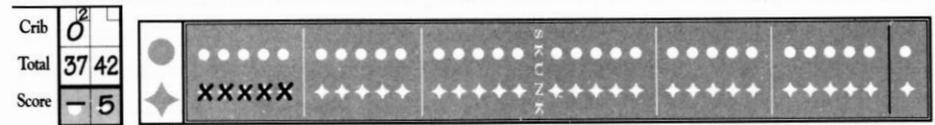


Figure 7

Whichever team has the highest total point score wins this round and advances the team's peg an amount equal to the difference between the two scores, as shown in figure 7.

WINNING THE GAME

Following counting and pegging, a new round commences by rotating the deal clockwise. Continue playing rounds until one team wins, or "goes out" by pegging at least 31 points before the opposition.

- Win - To win by 15 or less points
- Skunk* - To win by 16 or more points
- Double Skunk* - To win by 31 points

*When keeping track of total games won, count a skunk as 2 games and a Double Skunk as 3 games.

HOW TO COUNT HANDS

The Rank of Cards:

The ace counts 1, the two 2, the three 3, and so on up to the ten. The king, queen, and jack also count 10. For purpose of scoring a sequence, the cards rank in their natural order—king, queen, jack, ten, down to ace, or the reverse.

Counting the Hands:

Each round of play consists of five separate hands for each team, plus one additional hand (the crib) for the team that dealt. Each hand is comprised of five cards. Points are obtained as follows:

- FIFTEEN:** Each combination of cards totaling 152 points
- PAIR:** Each pair of cards of the same rank.....2 points
- RUN:** Each combination of three or more cards in a sequence counts 1 point for each card in the sequence (ex. 5-6-7=3 points)
- FLUSH:** Four or five cards of the same suit count 1 point for each card in the sequence (ex. ♠ ♠ ♠ ♠ ♣ = 4 points). The crib must have 5 cards of the same suit to count a flush.
- HIS KNOBS:** Jack of the same suit as the Cut Card played in the same row or column as the Cut Card1 point
- HIS HEELS:** Jack as the Cut Card; dealer receives 2 points

The combination of all of the previous scoring methods determines the total count for each hand. Following are three examples.

1. A hand of  would score 12 points as follows:
 4 points for two combinations of 15; the 8 paired with each 7
 6 points for two runs of three; the 6 and 8 paired with each 7
 2 points for a pair; the pair of 7s
 The 3 does not contribute to the scoring in this hand.

2. A hand of  would score 6 points as follows:
 2 points for one combination of 15; the sum of 2+4+9
 4 points for the 4 card flush; the 2♣, 4♣, J♣, and 9♣
 The King does not contribute to the scoring in this hand.

3. A hand of  would score 20 total points as follows:
 8 points for four combinations of 15; the 5 paired with each King
 12 points for each pair of Kings; 6 pairs total

Certain basic formulations should be learned to facilitate counting. The scoring formulations are as follows with examples:

Fifteen (total of two or more cards=15) (ex. 3, 5, 7).....	2
Pair (ex. Q, Q).....	2
Three of a kind (ex. 3, 3, 3).....	6
Four of a kind (ex. 4, 4, 4, 4).....	12
Runs of three or more cards (ex. 3, 4, 5).....	1 for each card
Double three-card run, including pairs (ex. 5, 5, 6, 7).....	8
Double four-card run, including pairs (ex. A, A, 2, 3, 4).....	10
Triple run, including pairs (ex. A, A, A, 2, 3).....	15
Quadruple run, including pairs (ex. 5, 5, 6, 6, 7).....	16
Flush, four cards of a suit (except in crib) (ex. 2♥, 4♥, J♥, 8♥).....	4
Flush, five cards of a suit (ex. 2♥, 4♥, J♥, 8♥, K♥).....	5
Jack as the Cut Card (His Heels).....	2 to dealer
Jack of the same suit as Cut Card (His Knobs)	1
(His Knobs can only be received in row/column #3 or the crib)	

Muggins (optional):

Each player must count his/her hand (and crib) aloud and announce the total. At the completion of the announcement, should he/she have overlooked any scoring combination, his/her opponent may say "Muggins" and then score the points overlooked for themselves.

CrossCribb PLAYER VARIATIONS

CrossCribb FOR 2 PLAYERS:

The rules are the same as the 4-player game except for the following: One player sits facing the circle columns while the other faces the diamond rows. Each player is dealt 14 cards instead of 7 cards. During play each player will discard 2 cards into the crib instead of 1 card.

CrossCribb FOR 3 PLAYERS:

In this version, two players (referred to as "the team") play against one player (referred to as "the individual"). Choose a score keeper and draw cards to determine who will play as an individual (low card is the individual). Team members sit across from each other and the individual sits between them on either side of the board.

Determining the Deal: 3-Player Version:

The individual and one team member each draw a card from the CrossCribb deck. Low card deals. In case of a tie both players draw again.

The Deal: 3-Player Version:

The deal starts to the player left of dealer and progresses clockwise. Each member of the team is dealt 7 cards one at a time and the individual is dealt 14 cards two at a time. After the deal cards remain face down in front of each player.

Starting Play: 3-Player Version:

Following the deal, the opponent to the dealer's right cuts the deck and the dealer turns over the Cut Card.

Each player looks at their top card without revealing it. The opponent left of the dealer starts play by placing the top card face up on the CrossCribb board. Play progresses clockwise. The individual will play once between each of the others' turns (team member 1, individual, team member 2, individual, team member 1, individual, etc.).

Note: The individual will have 2 cards to discard to the crib and each of the team members will have 1.

Scoring: 3-Player Version:

Scoring is the same as the 4-player version.

The deal progresses clockwise, always to an opponent. (Team member 1, individual, team member 2, individual, team member 1, individual, etc.).

CrossCribb FOR 5 PLAYERS:

Each player competes individually by occupying one row and one column that will count in the individual's favor, while attempting to sabotage the other player's rows and columns. In this version, there is no dealer's crib. Assign each player a row and corresponding column (ie. same number).

Cut for deal. Low card holder deals each player 6 cards face down. The player to the left of the dealer starts the game by placing one card on the playing board. Play continues clockwise around the board until all players have placed their cards. The catch to this version is that each player has one extra card, the "cover card," that must be played on top of another placed card. The cover card can be played at any time during the round. If the cover card is saved until last, it must be played on top of another card even if there are still open areas available.

Scoring for the 5-Player Version:

Each player totals their two hands and the scorekeeper records the totals on the score pad according to their respective row/column (figure 8).

The deal progresses clockwise. Play continues until one player reaches 121 points.

	Player's Initials		2-Hand Total (per round)				Running Total									
1	TN	15	8	23	10	33	14	47	●	◆	●	◆	●	◆	●	◆
2	SB	8	12	20	16	36	7	43								
3	JR	14	8	22	6	28	22	50								
4	MY	11	2	13	14	27	10	37								
5	LE	6	12	18	7	25	18	43								

CrossCribb FOR 6 PLAYERS:

The rules are the same as the 4-player game except for the following: Two teams of three players are selected. Players sit with opposing players on either side of them.

Each player is dealt 4 cards instead of 7 cards. The crib is not used in the 6-player version.

CrossCribb SOLITAIRE:

The object of CrossCribb Solitaire is to score the highest combination of ten hands using all the rows and columns on the CrossCribb board. Deal yourself 25 cards face down. Play your first card face up anywhere on the CrossCribb board. Continue until the board is full, count your hands and total them. Try to beat your previous high score.

VARIATIONS OF PLAY

CrossCribb 20:20

In this variation, each player may examine all cards in their hand immediately after the deal and during play. Each player must discard one card into the crib before play and before the cut card is determined. After the crib is set aside, continue play in the same manner as regular CrossCribb.

You'll soon understand why they say hindsight is 20:20!

CrossCribb DoubleTrouble

This variation uses a six-sided die, and in so doing adds an interesting twist.

DoubleTrouble can be applied to CrossCribb or CrossCribb 20:20. The number on the die will double the score of the corresponding row and column for that round. Immediately after the deal, the dealer rolls the die to determine which row and column will be doubled. If a six appears on the die, the crib will be doubled for that round of play.

Soon you will see the importance of playing defense and how one of your opponents rows can quickly become "DoubleTrouble" for you.

CrossPoker (another solitaire game)

Deal yourself twenty-five cards face down. Play one card at a time, face up, on the CrossCribb playing board. Count each row and column as a Poker hand, with scoring as follows:

Straight flush:.....	30
Four of a kind:.....	16
Straight:.....	12
Full house:.....	10
Three of a kind:.....	6
Flush:.....	5
Two Pairs:.....	3
One Pair:.....	1

The object is to try to best your previous high score.

CrossCribb STRATEGY
Make Every Card Count.

Try to make sure every card you lay down is working toward bettering one of your own rows and blocking one of your opponents columns. In the examples below, you are playing columns (O), your opponent is playing rows (◇).

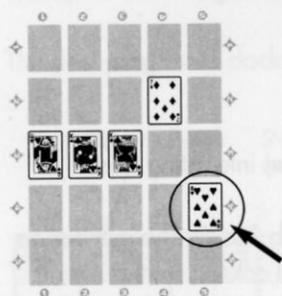


Figure 1: This play appears to be safe because the card is laid in neutral territory, however, this play is allowing your opponent to seize two plays in a row while you essentially passed on yours.

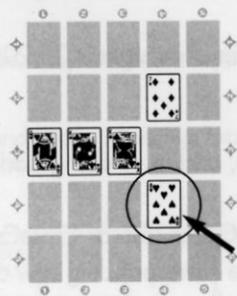


Figure 2: This play is clearly better because you just obtained 2 points for the 15 count and you're also setting yourself up for a potential run.

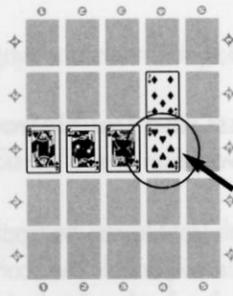


Figure 3: This is your optimal play because you have bettered your hand, as noted by figure 2, and you are lessening your opponent's opportunity to get a double run in their row by blocking.

Go for Big Hands:

When there is only one space left in a hand that has high scoring potential, it's good strategy to try to complete the hand before your opponent blocks it. One way to do this is to send a non-scoring card to the crib if you have not already done so. You are then allowed to immediately turn over another card, in hopes of completing the hand.

Pay Attention to Your Crib Card and the Cut Card:

Take note of the cut card when discarding to the crib. For example, if the cut card is a 7, you would want to discard an 8 toward your own crib, but not toward your opponent's crib.

Mind Your Fives, Sevens, and Eights.

The 5 is the most valuable card. The chance of scoring a 15 with two cards is four times greater with the 5 than any other card. This is because it can be combined with the sixteen 10-count cards.

The largest hand possible, the "Perfect Hand," is comprised of four 5s and His Knobs.

Quadruple runs built around fives, sevens, and eights are the most common high scoring hands.

Whenever you play one of these three cards you should take extra consideration to make sure you're allowing yourself the most opportunity to build off them, at the same time limiting your opponent's opportunities.

ENJOY CrossCribb!

If any of the listed components are missing from your game, contact Maynard's at:

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