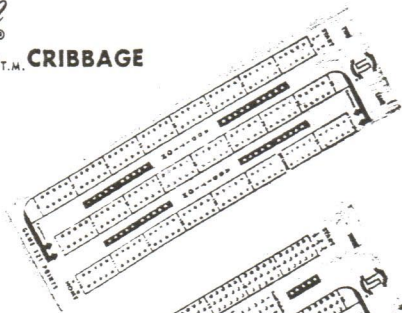


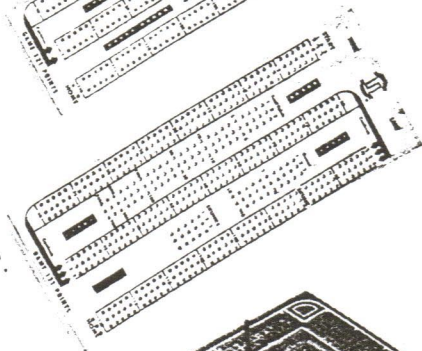
Pleasantime

ONCE AROUND™ CRIBBAGE

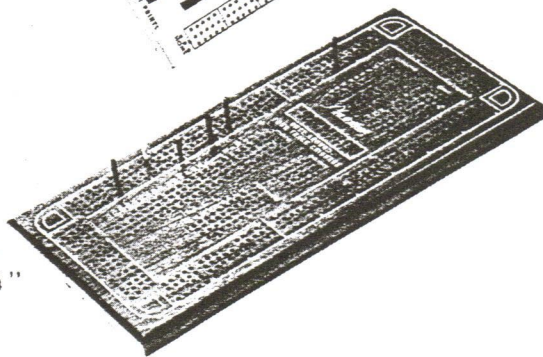
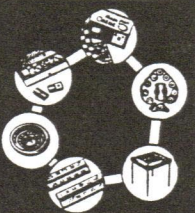
No. 715 - Two-Lane,
measures 4"x 13"x 3/4"



No. 720 - Three-Lane,
measures 5 1/4"x 13"x 3/4"



No. 730 -
Four Lane Solid
Walnut, measures
7 1/8"x 15 1/2"x 3/4"

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CRAFTED GAME CLASSICS™

Pacific Game Company
12830 Raymer St.
North Hollywood, Calif., U.S.A.

Basic Rules of Cribbage

Cribbage is one of the most interesting and exciting of all Card Games. It was invented over three hundred years ago by Sir John Suckling; based upon a game of his day, NOD-DY. Because of its fast pace and simplicity, it is played today throughout the world.

At first glance, the rules and procedures of Cribbage may seem difficult, because it differs from all other Card Games. Actually, it is not difficult to learn and after a practice game or two, its count and combinations become easy to remember.

Scoring starts at the 1st hole and ends in the game hole as marked; if 61 points is the game, each player goes around the board once and if 121 points is the game, the players go around twice. Two pegs are used to score, the 2nd peg being always advanced ahead of the other marker to indicate the number of points won. In this way the advanced peg shows the total score at all times and the distance between the two pegs shows the last score made.

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OBJECT

The object of the game is to hold and to play cards in combinations that score points; cards that count to 15, runs, pairs, sequences and other combinations described later.

TWO HANDED CRIBBAGE

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. Deal six cards each and each player discards two cards in the crib.

THREE HANDED CRIBBAGE

Deal five cards each and one card in the crib, and each player discards one card in the crib. Each player pegs his own line.

FOUR HANDED CRIBBAGE

Deal five cards to each player. Each player discards one in the Crib. The two opposite players are partners. Partners peg the same line.

FIVE HANDED CRIBBAGE

Deal five cards to four players. The dealer deals himself four cards. The other four players discard one in the Crib. The first man out is the winner and collects from the other four. The score is usually kept on a two and three player board, as each player must peg his own line.

SIX HANDED CRIBBAGE

Six handed Cribbage is played with three partners. Each alternate player is a partner. Just two people can peg. Five cards are dealt to the first four players. The dealer and the one to his right receive only four cards. The players dealt 5 cards, discard one in the Crib.

THE CRIB

After cards have been dealt, each player discards into the crib, as explained above. These cards are placed face down on the table, 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.

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 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 61, this is called a "Lurch" and is considered as two games won.

EXAMPLE OF COUNTING

Below are listed some of the possible cribbage hands which can be made.

Hand	Score	Hand	Score
1-1-2-2-3	16	5-5-N-J-J	21
1-2-3-3-3	15	2-6-7-7-8	16
1-4-4-4-10	12	6-7-8-9-9	16
2-3-4-4-4	17	3-3-6-6-6	20
2-3-3-3-4	17	3-3-3-6-6	18
3-3-4-4-5	20	3-3-6-6-9	14
3-6-6-6-6	24	5-5-5-N-J	23
4-4-5-6-6	24	4-5-6-Q-K*	14
4-5-6-6-6	21	1-4-4-N-4	13
5-5-5-5-10	28	5-5-10-N-Q	18
5-5-10-J-Q	17	4-4-7-7-7	14
6-6-9-9-9	20	5-5-5-4-6	23
1-1-6-7-8	13	5-N-5-5-5	29

N—His Nobs, or Jack of Trump

*—All of Same Suit

19, 25, 26, and 27 are impossible hands

29 is best possible hand

HOW TO USE ONCE AROUND T.M. BOARDS

TWO TRACK

NO. 715 — For two hand or four handed (partners)

THREE TRACK

NO. 720 — For two, three, or six hand (partners)

FOUR TRACK

NO. 730 — For two, three, or four hand and six hand (partners)

The additional holes are provided to simplify keeping count of various additional points and make a more interesting game.

CORNERS - Each player marks with a peg as he wins the corners, first player to pass the corner wins that corner.

GAMES - Each player keeps track of the number of games he wins with his peg.

POINTS - Each player marks total number of points won at the end of each game, and this total can be carried forward for a number of games to find out total points won by each player.

SKUNKS - This is to keep track of the number of times you "Skunk" your opponent, or beat him before he passes the 90th hole.

DOUBLE SKUNK - This is won if the winner is out before other player passes the 60th hole - this equals two "Skunks."

HIGH HAND - This is to mark the amount of your high hand, and by using your own pegs, it allows the player to find out who held the largest hand of an evening's play.

Cribbage game is 121 points. To complete your game you must peg out of the track and back into the starting hole.