

Game Manual

- 1) The game starts with requesting what kind of game you would like to play. You may play with either two or three players. Unchecking the “AI versus Human” box will have the AI play against itself. Enter your name, and start the game.
- 2) The game starts off with the discard. Click on the card that you think will be least valuable. It is removed from your hand and inserted into the crib.
- 3) Next we enter into pegging. If you are going first, the first card you play doesn't mean much, but subsequent cards you should try to play off the AI's cards to form the combos of pegging. Click on the card you wish to play, note that it may not exceed a total of 31 when played on the table. If you have no playable cards, you are informed and simply click anywhere to continue.
- 4) The Show is tallied for you, according to the rules on the next page. Click to continue.
- 5) The Crib is tallied the same as a hand, and its points are given to the dealer. Click to continue.
- 6) The hand starts over. This continues until the score of any player reaches 121.

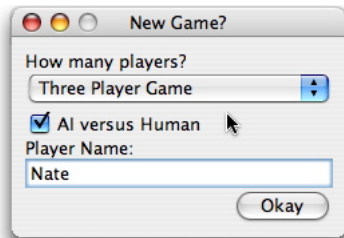


Figure 1:
New Game Window

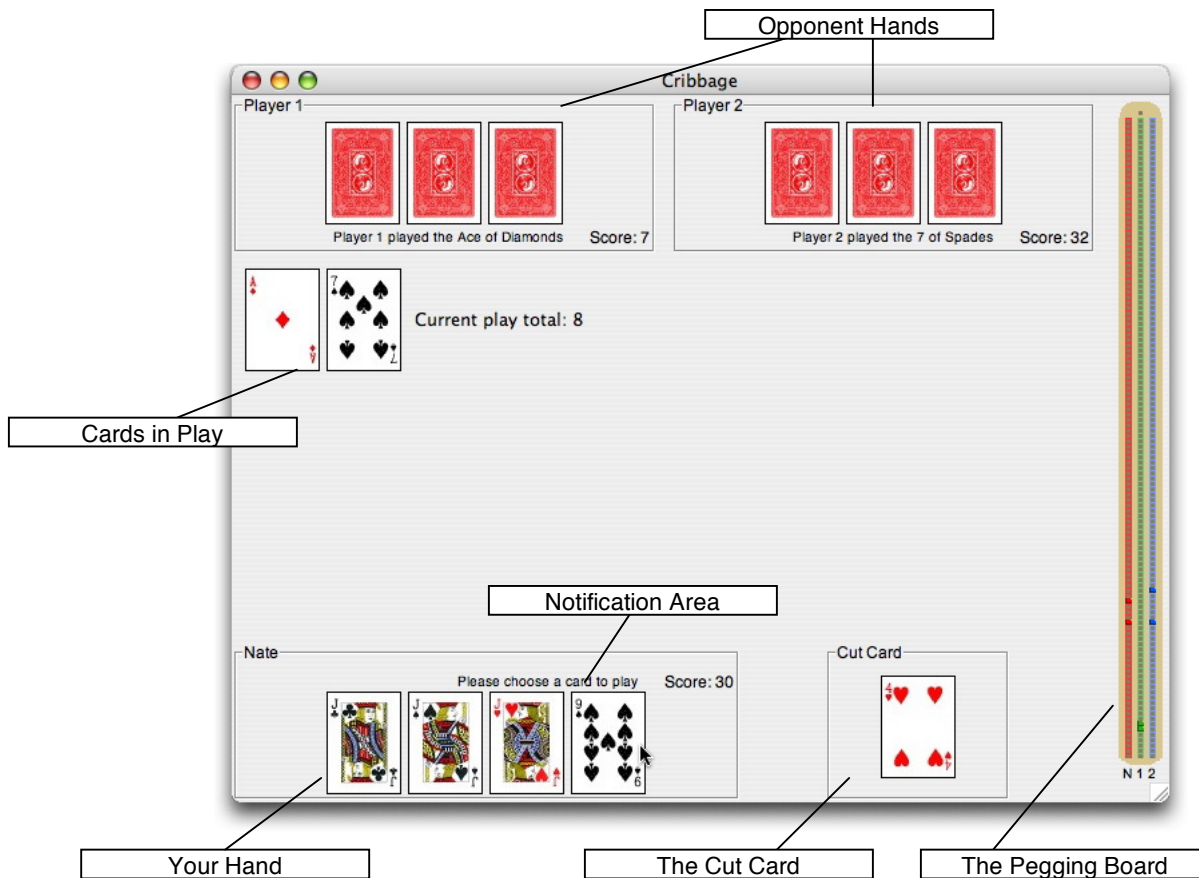


Figure 2:
Playing Window

Scoring During Pegging

A player who makes any of the following scores during pegging scores them immediately.

15

If you play a card which brings the total to 15 you peg 2 claiming *Fifteen two*.

31

As mentioned above, if you play a card which brings the total to exactly 31 you peg 2.

Pair

If you play a card of the same rank as the previous card (e.g. a king after a king) you peg 2 for a pair.

Note that (for example) a 10 and a queen do NOT make a pair even though they are both worth 10 points.

Pair Royal

If immediately after a pair a third card of the same rank is played, the player of the third card scores 6 for *pair royal*.

Double Pair Royal

Four cards of the same rank, played in immediate succession. The player of the fourth card scores 12.

Run

A *run* or *sequence* is a set of 3 or more cards of consecutive ranks (irrespective of suit) - such as 9-10-jack or 2-3-4-5. Note that ace is low so, for example, ace-king-queen is not a run. The player of a card which completes a run scores for the run; the score is equal to the number of cards in the run. The cards do not have to be played in order, but no other cards must intervene.

Last Card

If no player manages to make the total exactly 31, whoever played the last card pegs 1.

Scoring During The Show

Players now retrieve the cards that they put down during the play and score for combinations of cards held in hand. The cut card also counts as part of the hand when scoring combinations.

15

Any combination of cards adding up to 15 pips scores 2 points. For example king, jack, five, five would score 10 points altogether: 8 points for four fifteens, since the king and the jack can each be paired with either of the fives, plus 2 more points for the pair of fives. You would say "*Fifteen two, fifteen four, fifteen six, fifteen eight and a pair makes ten*".

Pair

A pair of cards of the same rank score 2 points. Three cards of the same rank contain 3 different pairs and thus score a total of 6 points for *pair royal*. Four of a kind contain 6 pairs and so score 12 points.

Run

Three cards of consecutive rank (irrespective of suit), such as ace-2-3, score 3 points for a run. A hand such as 6-7-7-8 contains two runs of 3 (as well as two fifteens and a pair) and so would score 12 altogether. A run of four cards, such as 9-10-J-Q scores 4 points (this is slightly illogical - you might expect it to score 6 because it contains two runs of 3, but it doesn't. The runs of 3 within it don't count - you just get 4), and a run of five cards scores 5.

Flush

If all four cards of the hand are the same suit, 4 points are scored for flush. If the start card is the same suit as well, the flush is worth 5 points. There is no score for having 3 hand cards and the start all the same suit. Note also that there is no score for flush during the play - it only counts in the show.

One For His Nob

If the hand contains the jack of the same suit as the start card, you peg *One for his nob*.

Nineteen

It is impossible to score nineteen in hand or in box. If you think you have, then you should either stop playing or stop drinking. *Nineteen* is proverbially used as a term to indicate a worthless hand.