



Cribbage Solitaire for Windows Shareware Edition

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How to Play

To start Cribbage Solitaire or *CribSol*, just select "Start a New Game" from the "Games" menu or click on the card deck in the upper left corner of the game window. This will deal out the crib and show you the first card you can play.

You move the cards to your crib hands by clicking the mouse where you want to place the card.

You play Cribbage Solitaire by building four cribbage hands one row at a time until four hands of four cards have been built. Then the crib hand and the "cut" card are shown and the score is tallied. You win the CribSol by breaking 180 points over 5 rounds.

If you are not familiar with the actual card game of Cribbage, then click here on [Tell me about Cribbage](#) for a brief description.

CribSol Scoring

- 1) Pairs count two points. Three of a kind count six points since it actually makes up three pairs, while similarly four of a kind count twelve.
- 2) Any combination of cards adding up to fifteen count two points. For example, seven plus eight add up to fifteen, as do a king plus a five, or a four plus a five plus a six.
- 3) Runs of three or more cards count one point per card.
- 4) A flush is where the four cards in your hand are all of the same suit and is worth four points. If the cut card is also of the same suit then it is worth an additional point. However, the crib hand can only count a flush if the suit of the cut card also matches.
- 5) A Jack in your hand which is of the same suit as the cut card is worth one point. If the cut card is a Jack then it is worth two points toward the rounds total.

The "Game" Menu

"Start a New Game"

Starts a new game.

"Undo last move"

Undoes the last move by removing the card you just played and returns it to the top of the deck so you can replay it.

"View High Scores"

Displays the five highest CribSol scores

"Quit"

Exits the program

"About CribSol"

Displays the program "About" information screen.

The "Options" Menu

"Play Regular Game"

You must construct one full row at a time before you can start laying cards on the next row.

"Play by 'Relaxed' Rules"

Allows you to play the cards on any row.

"Use Larger Cards"

This is good if you have a small monitor. Makes the cards a little larger and a little easier to see.

"Use Alternate Colors"

Selects a gray and blue color scheme for CribSol.

"Reset High Scores"

The menu choice resets all the high scores for CribSol.

The "Help" Menu

Displays this help file.

Shareware Registration

This program is shareware.

How to register this program.

For \$10 (Yes! That's only ten dollars.) you will receive a disk with the registered editions of Cribbage Solitaire and Poker Solitaire; plus other great shareware programs. Payable in either US or Canadian funds. Money Orders or Checks please.

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The Game of Cribbage

According to:

The Universal Encyclopedia, a comprehensive reference book, Volume II , 1919 The John C. Winston Company, Limited.

Cribbage (Krib' aj), a favorite English game at cards played with the whole pack. It may be played by two, three, or four persons; and when by two, five, or six cards may be dealt to each. Five-card cribbage played by two persons is the most scientific game.

Sixty-one points make the game; there are no tricks, and no trumps, the object being to make *pairs*, *fifteens*, *sequences*, or the *go*, or prevent the adversary from doing the same. Court cards and tens count ten each, and all the rest count for the number of 'pips' upon them.

Every *pair*, that is, every couple of cards of the same value belonging to different suits (two aces, two fours, two kings, etc.), counts two; and when there are three or four similar cards, as many pairs are counted as there are different combinations of the cards taken two at a time. Every combination of cards, the united pips of which make up fifteen, counts two. A sequence consists of three or more cards of any suit following one another in rank, and counts one for each card. When the player whose turn it is to play cannot play a card without going beyond thirty-one, the other player scores one for having been the nearest to thirty-one. This is called scoring one for 'the go'. The remaining cards after thirty-one, or the next point to it, is made are thrown up, and each player's cards are counted. When all the cards in a hand, either with or without the turn-up card, are of one suit, or when all the cards in the crib, with the turn-up card, are of one suit, it is called a *flush*, and counts one for each card. When the turn-up card is a knave the dealer scores two ('two for his heels'). When a knave of the same suit with the turn-up card is found in the hand of either player, the player in whose hand it is scores one ('one for his nob').

Cribsol Instructions

