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## **Introduction**

Cribbage is one of the best two player card games, although you can also play with four players (partnerships). MVP Cribbage is a challenging computer version of this classic card game. Nine opponents await you, providing various skill levels. You can even play against a friend if you have a network or modem.

## **How to Start**

To start a new game of MVP Cribbage, choose the Game menu, then choose New. You will be prompted to choose your opponent. Their skill levels are listed at the top of the dialog. The first hand will then be dealt.

## **Rules**

**Players** - Two, or four as partners.

**Cards** - A deck of 52 cards, The cards rank as follows: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A (low).

**Board** - Cribbage is played on a board. The board consists of two rows of 30 pegs for each player. Each player uses two pegs. The scores are marked by placing the rear peg the corresponding number of holes ahead of the front peg. A game consists of the pegs traveling twice around the board (121 points). The game can also be played once around (61 points).

**Cut for Deal** - Each player cuts a card for first deal. The player drawing the lowest card deals first.

**Objective** - To be the first player to score 121 points.

**Deal** - For two players, each receive six cards. With four players, each receive five cards.

**Crib** - Each player selects two cards to place in the dealer's crib. The crib is an extra hand that the dealer scores after all other hands are scored. The crib always consists of four cards. (Note: With four players, each player only selects one card for the crib).

**Starter** - Once the cards have been placed in the crib, the nondealer cuts the deck and the dealer flips the top card. This is called the starter. If the starter is the Jack, the dealer pegs two points.

**Play** - The nondealer begins play by placing one of his cards face up on the table. He announces the point value (ex. "10"). The dealer then places one of his cards, announcing the new total (ex. if dealer played a four, then he would say "14"). This continues until a player is unable to play without exceeding a score of 31. The player must then say "GO". The other player must then play all the cards that he can, without exceeding 31. If the count reaches an exact "31", then the player scores 2 points. Otherwise, one point is scored for the "Go". The count begins at zero again and the above mentioned process continues until all of the cards have been played. The player playing the last card scores two points if the count ends at exactly 31, or one point otherwise.

**Scoring During Play** - The following points are awarded during the play of the hand.

*Fifteen*

Two points are awarded for making the count 15.

*Pairs*

Two points are awarded for playing an equally ranked card.

*Pair Royal*

Six points are awarded for playing the third equally ranked card.

*Double Pair Royal*

Twelve points are awarded for playing the fourth equally ranked card in a row.

*Runs*

For making a sequence of consecutive cards of at least three, you score the number of cards in that given sequence. The sequence does not have to be in order. (ex. You would score 4 points for playing the 5 in the following: 3, 4, 6, 5).

**Scoring the Hands** - At the end of play, the hands are scored in the following order: nondealer's hand, dealer's hand, dealer's crib. The hand consists of the four cards plus the starter.

*Fifteen*

Two points are awarded each and every combination totaling fifteen. (ex. 2, 2, 3, 10 would score 4 points, 2 for using the 2, 3, and 10, and 2 for using the other 2, 3, and 10).

*Pairs*

Two points are awarded for having a pair of equally ranked cards.

*Pair Royal*

Six points are awarded for three equally ranked cards.

*Double Pair Royal*

Twelve points are awarded for four equally ranked cards.

### *Runs*

For having a sequence of consecutive cards of at least three, you score the number of cards in that given sequence. If you have 4, 4, 5, 6, you will score 6 points for runs because you are able to make two runs of 4, 5, 6.

### *Flush*

Four cards in the hand of the same suit scores 4 points, or 5 points if the starter is the same suit. In the crib, you score 5 points if all five cards are of the same suit, zero points otherwise.

### *His Nobs*

One point is scored if the hand contains the Jack of the same suit as the starter.

**Game** - The game continues until the first player reaches 121 points. If the losing player does not reach 91, he is skunked and loses two games. If he does not reach 61, he is double-skunked and loses four games.

# Main Menu

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## Meet the Beginners



**Hannah Li** - Hannah is learning how to play cribbage. She is originally from Thailand and goes back to visit her family, occasionally. She has two daughters and a son, and she is a great mom - when her family can keep her away from the computer long enough. But, that's what happens when you want to achieve the sought-after expert status.



**Tex Mex** - Now, here is a bad ol' boy from deep, down in Texas. I'd tell you his age, but I'd be a very unhappy camper. Tex does engage in some rather unscrupulous behaviors. For example: he hunts kittens and puppies, and even small deer. When he's not entertaining himself in the above mentioned quests, you can find him playing MVP Cribbage, where he is trying to reach intermediate status.



**I. M. A. Genius** - Ignathious Michael Alexander Genius is here, or I. M. A. Genius, for short. He is from a little town called Germantown, Tennessee. It is located just outside of Memphis. Genius feels strongly that his nickname suits him, especially his playing style during a challenging game of MVP Cribbage. Just try for yourself and see if he is a true genius at heart.

## Terms

**Count Out** - To score the game-winning point before the play is finished.

**Crib** - The extra hand that belongs to the dealer.

**Cut** - Divide the deck in two and place the bottom cards on top.

**Deal** - To distribute an amount of cards to the players.

**Flush** - A sequence of cards all of the same suit.

**Go** - The inability to play a card.

**Hand** - The cards that were originally dealt to a player.

**His Heels** - A jack turned over as the starter.

**His Nobs** - A jack of the same suit as the starter.

**Peg** - To score.

**Skunk** - To win the game before your opponent reaches 91 points. A Double-Skunk is attained if you win the game before your opponent scores 61 points.

**Starter** - The card turned up by the dealer, prior to play.

## **Exit (Game Menu)**

To exit MVP Cribbage. If a game is in progress, you will be prompted to save the game before exiting.

## **New (Game Menu)**

Begins a new game of MVP Cribbage. You will be prompted to choose a partner (if you are utilizing team play) and your opponents. There are three distinct skill levels: the first column of players are ranked as beginners, the second column as intermediate players, and the third column as experts. The experts will play the most challenging game.

## **Open (Game Menu)**

Plays a game of MVP Cribbage that you previously have saved to disk. The rule options will be displayed to show you what the rules are. This dialog is read only. You play with the rules that were set when the game was saved, not the current rule options.

## Change Rules



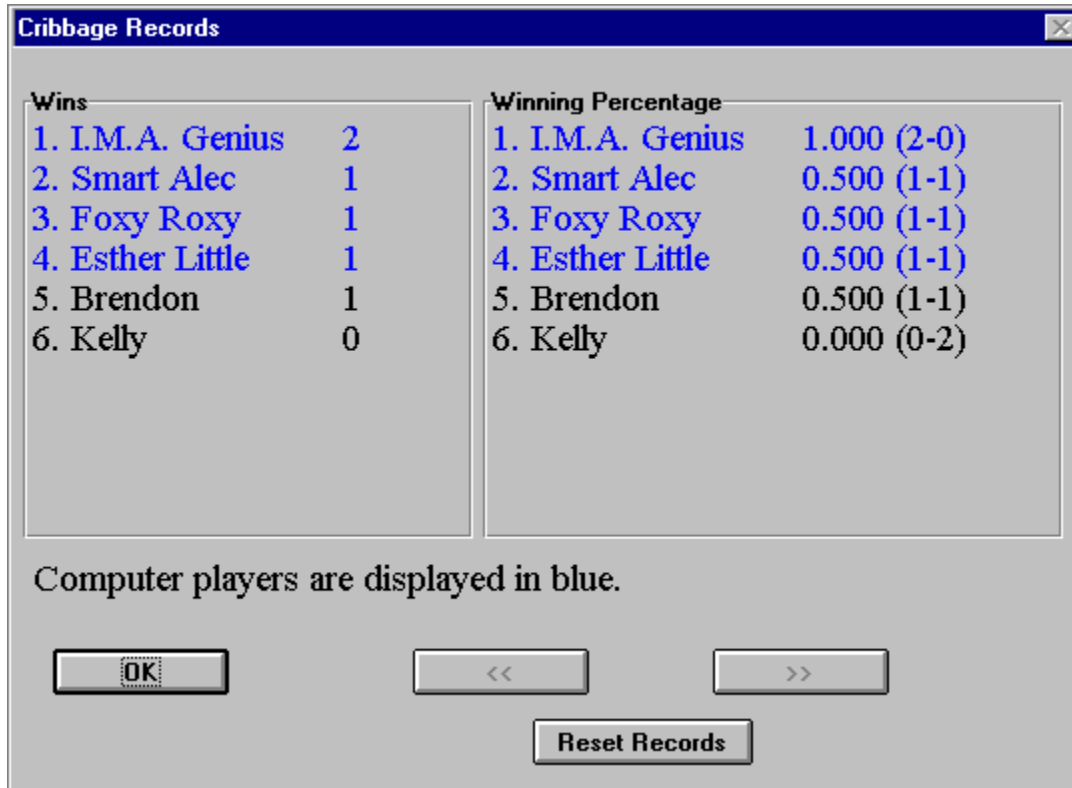
**Team Play** - When this option is set, there are two partnerships (teams), each with two players. When the option is not set, two players compete against one another.

**Score** - You must decide the length of the game by selecting the winning point total. The choices are 61 points or 121 points.

**First Deal** - There are two choices available for the first deal. The first choice is **Always Cut**. Before every game, the players will cut for the first deal. The player cutting the lowest card get to deal first. The second option is **Loser**. The players will cut for first deal for the first game. Then for all following games, the loser will always get the first deal.

**Scoring** - Many options are available for scoring during both pegging and showing of the hand. With **Automatic** scoring, the computer will always peg the points and count the hands. There are never any mistakes. With **Manual** scoring, each player must peg their own points and score their own hands. No players may claim any missed points. **Muggins (during showing only)** works the same as manual, except you can claim any points an opponent missed while scoring their hand. **Muggins (during pegging and showing)** also allows you to claim any points your opponent misses while pegging. This is true muggins, but requires a lot more clicking.

## Records



This is the location that records your wins and losses, as well as that of your opponent's. Also, your winning percentage is calculated and is ranked along with your opponent's. The computer players are shown in blue. You can reset all records by clicking the mouse on the "Reset Records" button.

## **Animation (Options Menu)**

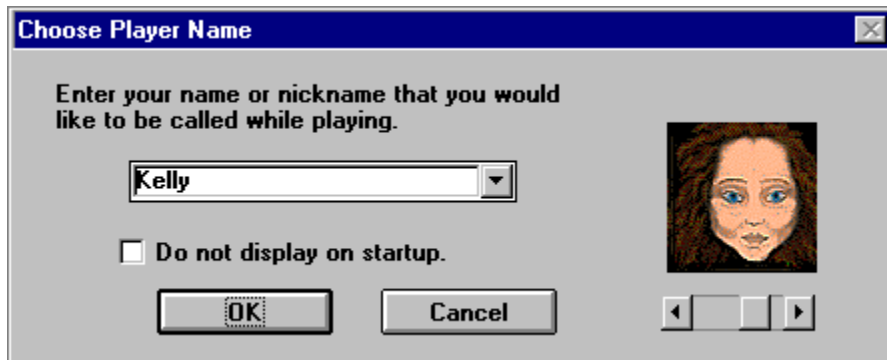
You may choose the speed of the card animation. You can choose between Normal and Fast.



## **Automouse (Options Menu)**

This feature automatically moves the cursor for you. The cursor is moved to the first valid card that you can play. Note: This is not a hint. It also moves to the OK button in dialog boxes. This option may be toggled by choosing the menu option.

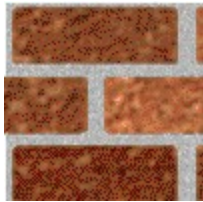
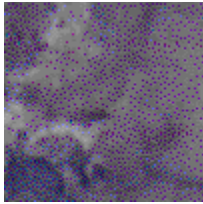
## Change Player (Options Menu)



The player must enter his/her name and choose a portrait. To do this, press on the arrow button and see the three possible portraits. When you have made your selection, simply have it displayed in the box and select OK. Note: There is the option of not having this box appear each time the game is started. To select this function, click on the "Do not display" sentence on this screen. Also, if you wish to exit this screen, simply click on the cancel key.

## Background (Options Menu)

MVP Cribbage allows you the opportunity to play a challenging game of cribbage on three different textured backgrounds. Simply select Texture and then choose from wood, marble, and brick.

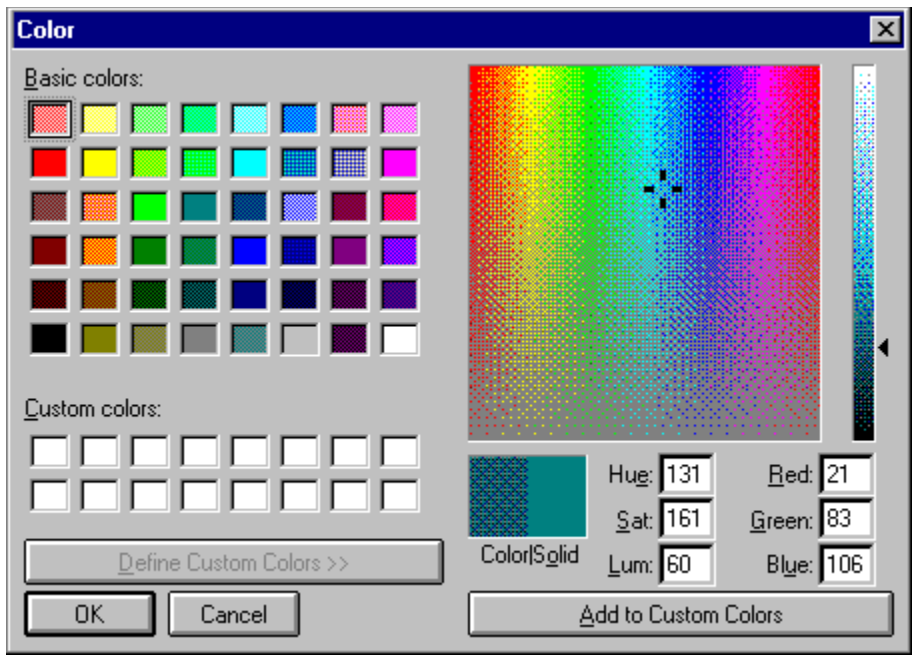


Wood

Marble

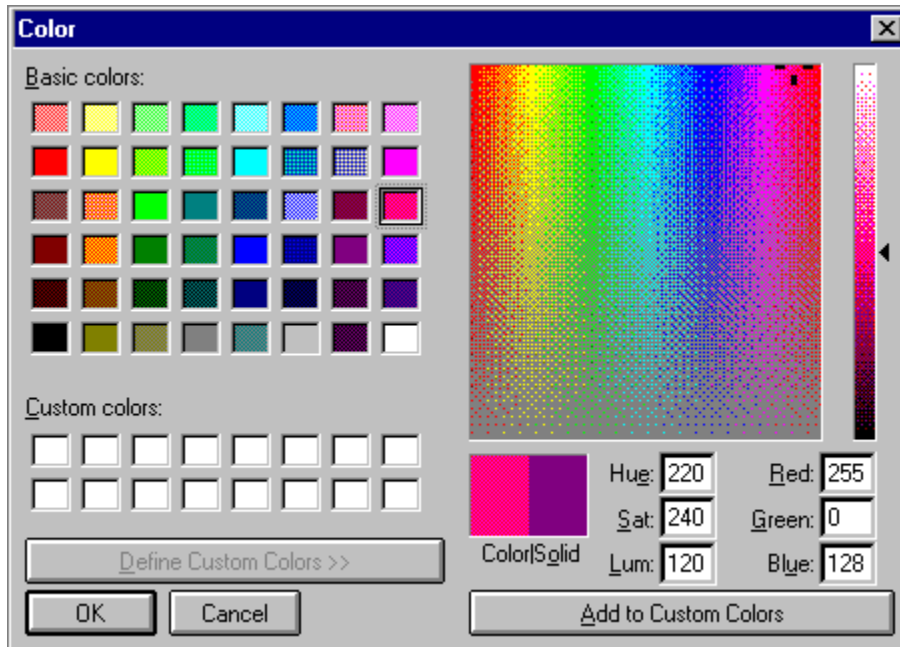
Brick

Likewise, you are able to choose any color from the Window's System Palette. To select this option, select Color and then pick the color that you want the background to become. That's it! It's that easy. But, be careful. You may need to set the [text color](#) to visualize some of the background colors that you choose.



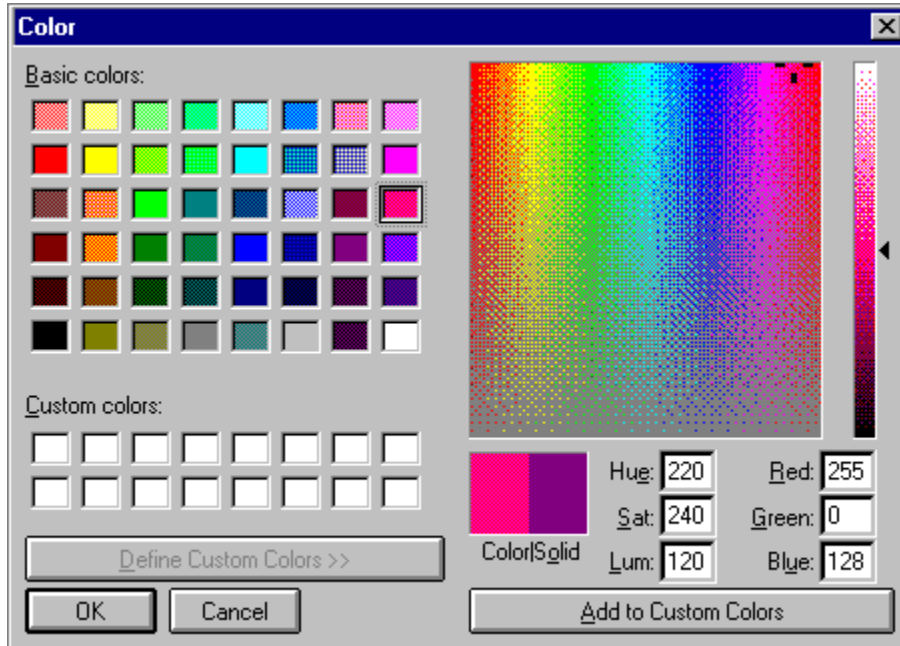
## Text Color (Options Menu)

MVP Cribbage allows you to choose the color of the text during your game of cribbage. You may choose the text color by selecting Text Color from the Options Menu. Note: Not all colors will show up good on all backgrounds.



## Count Color (Option Menu)

MVP Cribbage allows you to choose the color of the count during your game of cribbage. The count is the total point value of the cards played so far. By using a different color than the Text Color, you will find it easier to distinguish this value from the player scores. You may choose the count color by selecting Count Color from the Options Menu. Note: Not all colors will show up good on all backgrounds.

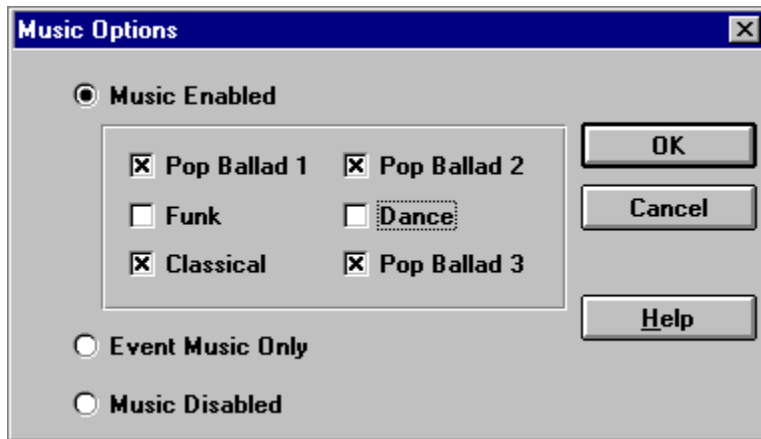


## Card Back (Options Menu)



There are sixteen different card backs that come with MVP Cribbage. To choose the card back of your dreams, simply select the desired card back and press the OK button. Nothing to it.

## Music (Options Menu)



There are a number of original music scores that come with MVP Cribbage. To select these, click on the Options Menu and select Music. If you would like to listen to music throughout the game, then select Music Enabled by clicking on it. If you would rather listen to music only after winning or losing a game, then select Event Music Only by clicking on it. Also, if you find some music that you prefer, you may select from one to six categories by selecting those buttons. When you are finished making your selections, press the OK button.



## **Sound Effects (Options Menu)**

Sound effects are played whenever either player peps. There is a unique sound for each of the players (or teams). You can enable or disable the sound effects by choosing the Sound Effects item in the Options menu. A check will be displayed next to the menu item when sound effects are enabled.

## **Save (Game Menu)**

This entitles the player to continue the game he/she is in the process of playing by saving it onto a disk.

## **Close (Game Menu)**

Ends a game immediately. You will be prompted to save the game. Choose yes to save the game to a file, no to quit without saving, or cancel to return to the game. After closing, you will return to the title screen.

## **Meet the Players**

[Beginner](#)

[Intermediate](#)

[Expert](#)

## Meet the Intermediates



**Smart Alec** - Alec has always been a bright boy. He taught his cat, Felix, to sit up and beg for his supper. He has recently begun playing MVP Cribbage and has found the game of cribbage truly stimulating. Alex is looking for an opponent that is as dedicated as he. Since Alec has lived to be sixteen (and sometimes people wonder how he has survived that long) he desperately needs others who can stimulate him on an intellectual basis. Will you be his next victim?



**Tiny Tim** - Now here's a swell guy from Memphis, Tennessee. Tim has found a love even stronger than that of his musical talent playing the viola: playing the game MVP Cribbage. Now, it is quite obvious why Tim isn't that tiny, it's because he needs to be strong to carry his viola in one hand and his computer in the other. Consequently, Tim has reached intermediate status at MVP Cribbage.



**Hiroshi Chang** - is an eighteen year-old originally from Hiroshima, Japan, but now resides in Mankato, Minnesota. Hiroshi has an abundant amount of talent for the sport of - you guessed it - water polo. When he's not in the pool, or hitting the books, you can now find him in front of his computer playing MVP Cribbage. His coach is always talking about it. Everyday at practice, Hiroshi's coach is saying, "Leave that computer alone and stop playing that game. MVP Cribbage is too addicting! Practice, practice, practice!!!" Hiroshi has yet to decide which hobby he wants to perform on a professional level. But, between you and me, I vote for MVP Cribbage.

## Meet the Experts



**Foxy Roxy** - is a twenty-six year-old bombshell from San Diego, California. You can find her hanging out on the beach, shopping at the mall, or going cruising around town in her cherry red convertible. Roxy has just recently reached expert status in MVP Cribbage and, likewise, has found the expert level quite stimulating. She hopes that one day she might be an Ambassador to the United Nations; but some goals may just be too far out of reach.



**Esther Little** - Esther Little is a perky old lady from Boston, Massachusetts. She has many grandkids and even a few great-grandkids. She is so old that I am not even able to count that high, using all of my fingers and toes. But, just between you and me, I think that she was a witness to the invention of the wheel. When Esther isn't running after all those children that keep coming and visiting her, or stuck in that Boston traffic, you can find her at home, sitting with an afghan on one knee and her laptop on the other, refreshing herself with a game of MVP Cribbage. Esther feels that you're never too old to try something new!



**Bobby Smith** - This little boy has just recently begun playing on the computer. He is not quite familiar with how everything works, but he has found that he enjoys playing MVP Cribbage - a game his daddy taught him how to play. Bobby is able to strengthen his ability to play the game, as well as make his daddy proud. This is quite an accomplishment for a seven year-old from Tulsa, Oklahoma. If you don't believe me, you can ask his dad.

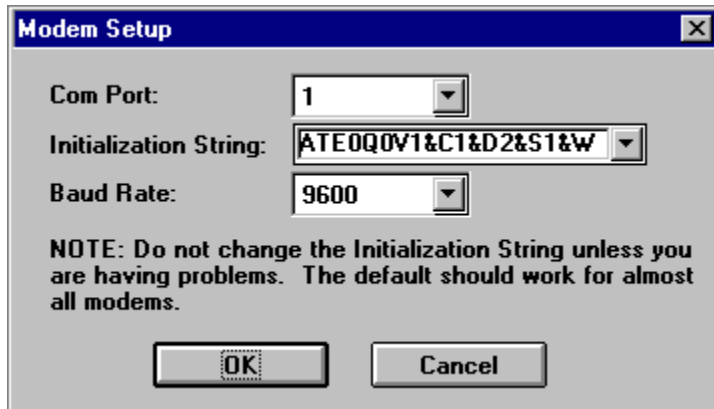
## **Listen NETBIOS (Multiplayer Menu)**

Allows a remote player to connect to you over a NETBIOS network. You will be notified when a player establishes a connection. The player connecting to you chooses the rules, the opponents, and seating arrangements of the game to be played.



## Listen Modem (Multiplayer Menu)

Allows a remote player to connect to you over a modem. Fill in the appropriate modem information. You will be notified when a connection is established. The player connecting to you chooses the rules, the opponents, and the seating arrangements of the game to be played.



The image shows a Windows-style dialog box titled "Modem Setup". It contains three dropdown menus: "Com Port" set to "1", "Initialization String" set to "ATE0Q0V1&C1&D2&S1&W", and "Baud Rate" set to "9600". Below these is a note: "NOTE: Do not change the Initialization String unless you are having problems. The default should work for almost all modems." At the bottom are "OK" and "Cancel" buttons.

Com Port:	1
Initialization String:	ATE0Q0V1&C1&D2&S1&W
Baud Rate:	9600

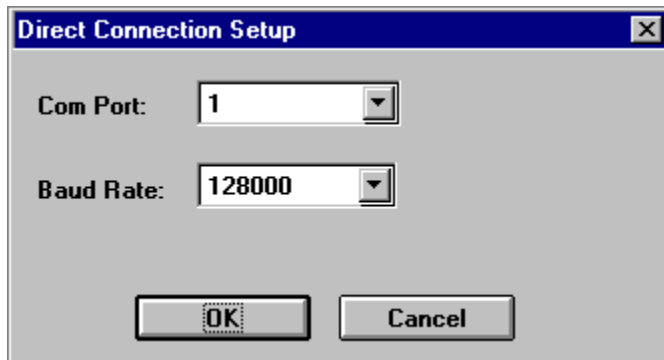
**NOTE: Do not change the Initialization String unless you are having problems. The default should work for almost all modems.**

OK Cancel



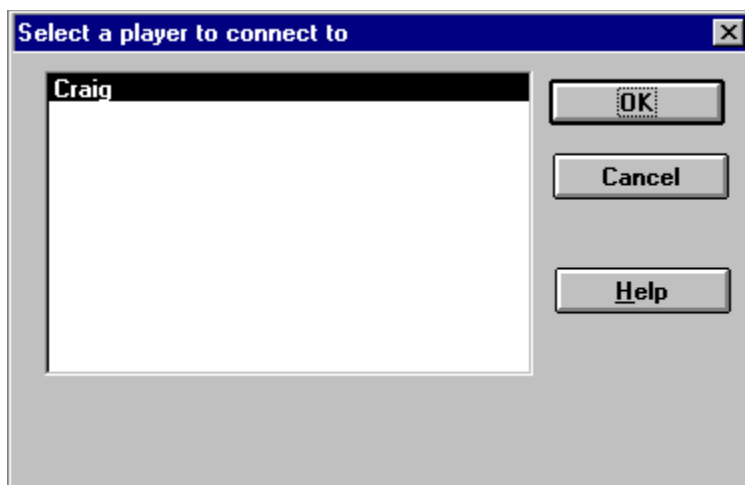
## Listen Direct Connection (Multiplayer Menu)

Allows a remote player to connect to you over a null modem cable. You will need to specify the port where the null modem cable is located, as well as the baud rate. You should be able to leave the baud rate at the default setting of 128,000. You will be notified when a connection is established. The player connecting to you chooses the rules, the opponents, and the seating arrangements of the game to be played.



## Connect NETBIOS (Multiplayer Menu)

This allows you to connect to a player on a NETBIOS network. You can connect to 1 to 3 additional players. The remote player must have already done a Listen NETBIOS from the Multiplayer Menu. Choose the name of the player from the list and click OK. The connection will be established. Place the player in the appropriate seat. You are always SOUTH, so you can select either WEST, NORTH, or EAST. Note that this setting does not apply unless you are playing teams. In that case, NORTH would be your partner. You can then choose the rules for the game to be played. You can then choose the rules for the game to be played.



## Connect Modem (Multiplayer Menu)

This allows you to connect to a remote player using your modem. The remote player must have previously selected Listen Modem from the Multiplayer Menu. Add their name, number, and modem information into your directory. Select the player from that list to connect to, and click on the OK button. The connection will be established. Place the player in the appropriate seat. You are always SOUTH, so you can select either WEST, NORTH, or EAST. Note that this setting does not apply unless you are playing teams. In that case, NORTH would be your partner. You can then choose the rules for the game to be played. You can then choose the rules for the game to be played.

Name	Number	Com Port	Initialization String	Baud Rate	Dial Type
Brendon	555-1212	1	ATE0Q0V1&C1&D2&S1&W0	9600	Tone

User:

Modem Number:

Com Port:

Initialization String:

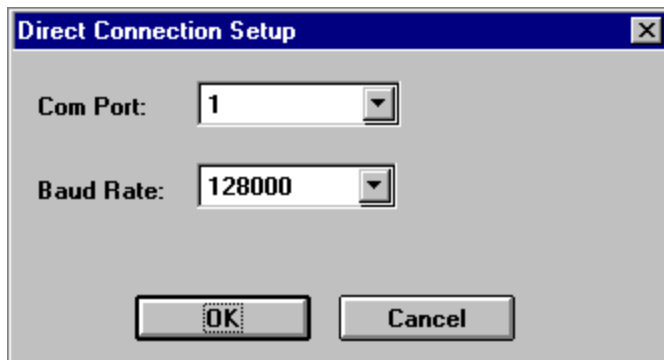
Baud Rate:

Dial Type:

**NOTE: Do not change the Initialization String unless you are having problems. The default should work for almost all modems.**

## Connect Direct Connection (Multiplayer Menu)

This allows you to connect to a remote player using a null modem cable. You will need to specify the port where the null modem cable is located, as well as the baud rate. You should be able to leave the baud rate at the default setting of 128,000. The connection will be established. Place the player in the appropriate seat. You are always SOUTH, so you can select either WEST, NORTH, or EAST. Note that this setting does not apply unless you are playing teams. In that case, NORTH would be your partner. You can then choose the rules for the game to be played. You can then choose the rules for the game to be played.



## **Chat (Multiplayer Menu)**

This allows public communication at anytime. Choose chat from the Multiplayer Menu to display the chat dialog box. Enter the text that you want to send and click on the send button. The message will be displayed on all of the player's screens.

## Rules (View Menu)

Choosing this menu item during a game allows you the ability to view the rule settings. You cannot change any rules during the play of a game.



**Team Play** - When this option is set, there are two partnerships (teams), each with two players. When the option is not set, two players compete against one another.

**Score** - You must decide the length of the game by selecting the winning point total. The choices are 61 points or 121 points.

**First Deal** - There are two choices available for the first deal. The first choice is **Always Cut**. Before every game, the players will cut for the first deal. The player cutting the lowest card get to deal first. The second option is **Loser**. The players will cut for first deal for the first game. Then for all following games, the loser will always get the first deal.

**Scoring** - Many options are available for scoring during both pegging and showing of the hand. With **Automatic** scoring, the computer will always peg the points and count the hands. There are never any mistakes. With **Manual** scoring, each player must peg their own points and score their own hands. No players may claim any missed points. **Muggins (during showing only)** works the same as manual, except you can claim any points an opponent missed while scoring their hand. **Muggins (during pegging and showing)** also allows you to claim any points your opponent misses while pegging. This is true muggins, but requires a

lot more clicking.

## **Display Size (Options Menu)**

Choosing this menu item allows you to set the display area used by the game. Choose from one of the following options: 640x480, 800x600, or 1024x768.

Note: Your Windows display setting must be at least this large or you will not be able to see the entire play area.



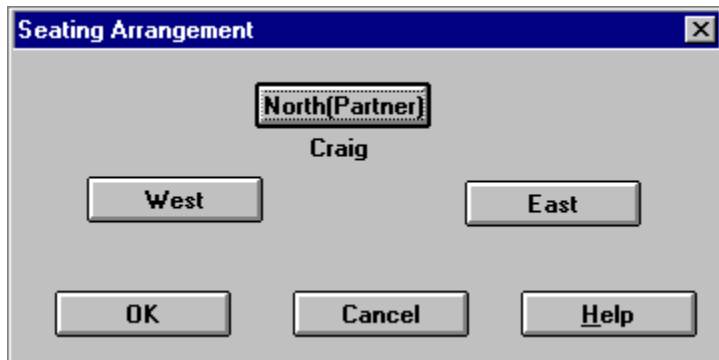
## Card Fronts (Options Menu)

There are two different card fronts that come with MVP Cribbage. To choose the desired card front, simply select the card front and press the OK button.



## Seating (Multiplayer Menu)

This feature allows you to change the seating arrangement when playing in Multiplayer mode. To place a player in a different position, click on the desired position. If there is only one other player, he/she will be placed automatically. If there are multiple players, you will be prompted to choose one to place in the specified seat. Note that seating only applies if you are playing four player cribbage (team play). If you are not playing teams, you may place the player in any seat.



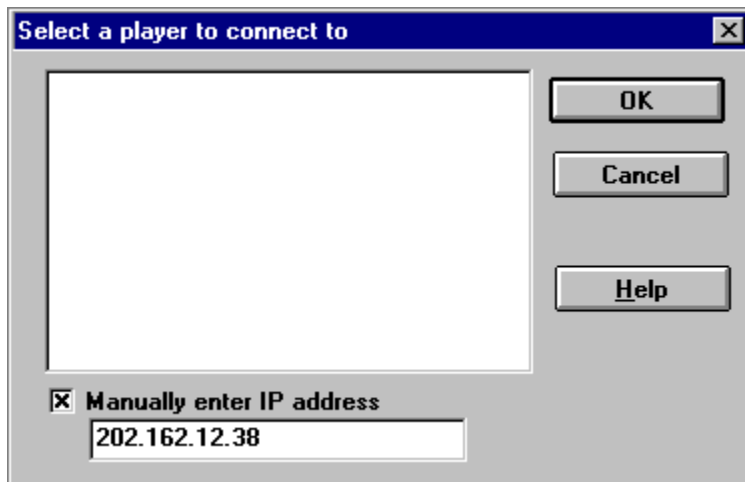
## **Listen TCP/IP (Multiplayer Menu)**

Allows a remote player to connect to you over a TCP/IP network. You will be notified when a player establishes a connection. The player connecting to you chooses the rules, the opponents, and seating arrangements of the game to be played. Note that your IP address is displayed at the bottom of the listen dialog. If you would like to play over the internet, you will need to tell the other player what your IP address is. He will then enter this to connect to you.



## Connect TCP/IP (Multiplayer Menu)

This allows you to connect to a player on a TCP/IP network. You can connect to 1 to 3 additional players. The remote player must have already done a Listen TCP/IP from the Multiplayer Menu. Choose the name of the player from the list and click OK. If you would like to connect to a player over the internet, then you must enter their IP address in the manual entry box at the bottom of the dialog. Your opponent will need to tell you what their IP address is. The connection will be established. Place the player in the appropriate seat. You are always SOUTH, so you can select either WEST, NORTH, or EAST. Note that this setting does not apply unless you are playing teams. In that case, NORTH would be your partner. You can then choose the rules for the game to be played.



## **starter**

The card turned up by the dealer, prior to play.

## **Message Speed (Options Menu)**

This feature allows you to adjust the speed of the message boxes that appear on your screen. This will specify how long a delay will occur after a go, the end of a round, or after a player scores points. The choices are the following: slow, normal, and fast. Use slow if the game pace is going to fast for you, or fast if the pace is too slow.

## **Board (Options Menu)**

MVP Cribbage provides three different boards to select from. The standard board, a spiral board, and a board in the shape of 29. The spiral board and 29 board are continuous, therefore they can only be utilized if you are playing to a score of 121 points. The spiral board cannot be used during team play - due to space limitations.

You can change the board anytime by choosing the appropriate board from the Board submenu in the Options menu. The change will take effect immediately. If a particular board cannot be used in the current situation, it will be grayed out and may not be selected.

## **Win/Lose Screens (Options Menu)**

This feature allows the Win/Lose screens to be disabled or enabled. The menu option will have a check mark next to it if the screens are enabled.



## **Statistics (View Menu)**

View statistics allows you to view a breakdown of the point scoring in the current game. For each player, you will see the total points scored and the average points scored in the following categories: Dealer's hand, dealer's crib, pegging while dealer, non-dealer's hand, pegging while non-dealer.

## Playing MVP Cribbage over the Internet

MVP Cribbage can be played by up to 4 people over an internet connection (although best played with 2 players). One player is the host (which we will refer to as Player A), and needs to issue Multiplayer->Connect->TCP/IP from the menu. All other players (which we will refer to as Player B) need to issue Multiplayer->Listen->TCP/IP.

To establish this connection, Player B will need to let Player A know their IP address. This is listed in the dialog box that is displayed when you issue a Listen->TCP/IP from the Multiplayer menu. Player B can convey their IP address to Player A using some form of Internet chat tool, or by using Internet mail. Player A then chooses Connect->TCP/IP from the Multiplayer menu, and enters Player B's IP address in the edit box at the bottom and clicks OK. When playing two player cribbage, the seating is irrelevant. For four player cribbage, North would be Player A's partner, and East and West would be Player A's opponents.

Once all players are connected, Player A sets up the rules for the game. See [Change Rules](#) for more information. After the rules are set up, Player A must start the game by choosing New from the Game menu. Just play the game as you normally would from this point. You can open public chat at any time by choosing Chat from the Multiplayer menu.

## Troubleshooting

Q. Why does my mouse cursor move automatically? This really annoys me and I keep clicking on the wrong card.

A. Many people find this feature very handy while playing a game. If you prefer to move the cursor on your own, you can change this by choosing the **Automouse** item in the **Options** menu.

Q. I am trying to start a network game using NETBIOS. I know I have NETBIOS set up, but the game keeps telling me it is not installed. What is going on?

A. For some reason, you need to make sure NETBEUI is set as your default protocol in Windows 95. Go to Start, and choose Control Panel from the Settings menu. Open the Networks icon. Then open the properties for your NETBEUI entry. Click on the advanced tab, and make sure there is a check next to the entry that says "Set this protocol to be the default protocol." After rebooting, the problem should be gone.

Q. I lost a game, and my records show that I am 0-2. Why did I get two loses for one game?

A. If you do not pass 90 points before the end of a game, this is considered a skunk, and you lose two games. If you do not exceed 60 points before the end of the game, this is considered a double skunk, and you lose 4 games.

Q. If I display help during a game, the colors go crazy. What's the deal?

A. MVP Cribbage uses its own 256 color palette. When other applications get focus (including Help), they load their own 256 color palette. This causes MVP Cribbage's colors to look strange until it regains focus.

If you are still having problems after reading through the help, you can obtain technical support through the following channels:

GO MVPSOFT on CompuServe, and post a message in message section 17.

Send email to [mvpsoft@compuserve.com](mailto:mvpsoft@compuserve.com)

Post a message in the Web Forum at <http://www.mvpsoft.com>

Fax your problem to (616) 831-7982. Please include either a return fax number or an email address.

Call (616) 831-7981 to speak with a technical support representative. Please do not call the 800 order line, as these personnel are not qualified to answer any technical questions.

## **More MVP Card Games**

If you enjoy playing MVP Cribbage, you'll love to try some of our other card games.

**MVP Spades** - Six virtual opponents challenge you to a hot game of Spades. Wonderful graphics and music provide the atmosphere. Are your card-playing skills up to snuff? Live online and network multiplayer support included so you can play against your friends.

**MVP Euchre** - This is the best Euchre game ever, with the strongest play and the most options. You can even play your friends in multiplayer modem, network, and direct connection modes. Written by the winner of Computer Gaming World's Best Shareware Card Game of 1996.

**MVP Bridge** - If you like to play Bridge or would like to learn, you will love MVP Bridge for Windows. MVP Bridge was selected by Computer Gaming World as shareware card game of the 1994. Features include Rubber, Chicago, and Duplicate play; 13 conventions; your choice to card backs and fronts; multiplayer support for network, modem, and single computer; a complete tutorial to polish your game; and the best user interface of any Bridge game available today.

Download the shareware version of any of these great games today from <http://www.mvpsoft.com>.

## Peg Points

**Peg Points?**

**Pairs**

None     Pair Royal    2

Pair     Double Pair Royal

**Runs**

None     4     6    0

3     5     7

**Count**

None     One for a go    2

31 for 2     Last card for one

15 for 2    0

Total: 4

OK    Help

Since you are using one of the manual scoring methods, you must claim your own points during play. Simply check any of the scores you have made with the card you currently played. For example, if you put down a pair that adds up to 31, check both the Pair and 31 for 2 options. You will see the total points to peg at the bottom right. A message will appear if you enter more points than you deserve.

You must claim your one point for the go after you have played all the cards you can play. If after your opponent says go you have no cards that you can play, this dialog will be displayed. Select your one point for the go and click OK.

## Score Hand

The hand is shown at the top of the dialog, with the starter card on the left. If you are scoring your own hand, you must enter how many points you have for each of the following categories. Points are scored in the following manner.

### *Fifteens*

Two points are awarded each and every combination totaling fifteen. (ex. 2, 2, 3, 10 would score 4 points, 2 for using the 2, 3, and 10, and 2 for using the other 2, 3, and 10).

### *Pairs*

Two points are awarded for having a pair of equally ranked cards.

Six points are awarded for three equally ranked cards.

Twelve points are awarded for four equally ranked cards.

### *Runs*

For having a sequence of consecutive cards of at least three, you score the number of cards in that given sequence. If you have 4, 4, 5, 6, you will score 6 points for runs because you are able to make two runs of 4, 5, 6.

### *Flush*

Four cards in the hand of the same suit scores 4 points, or 5 points if the starter is the same suit. In the crib, you score 5 points if all five cards are of the same suit, zero points otherwise.

### *His Nobs*

One point is scored if the hand contains the Jack of the same suit as the starter.

## Score Hand

The hand is shown at the top of the dialog, with the starter card on the left. If you feel your opponent scored their hand correctly, click on the **Accept** button. If you feel they made a mistake, click on the **Claim** button and enter the number of points you feel they missed. You only get one chance at this. If you enter more points than they missed, you will not be allowed to claim any points for this hand.

Here is a breakdown of how points are scored in each of the categories:

### *Fifteens*

Two points are awarded each and every combination totaling fifteen. (ex. 2, 2, 3, 10 would score 4 points, 2 for using the 2, 3, and 10, and 2 for using the other 2, 3, and 10).

### *Pairs*

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### *His Nobs*

One point is scored if the hand contains the Jack of the same suit as the starter.



## **Claiming Points**

Enter the amount of points you feel your opponent missed. If you feel your opponent did not miss any points, simply leave the edit field empty and click OK. If you enter more points than they missed, you will not get a second chance to enter another amount.

## **Location**

Select a location for the player you just connected to. If you are playing 2 player cribbage, place the player in any seat. This has no effect. When playing team play, North is your partner, East is your left opponent, and West is your right opponent.

## **Obtaining Technical Support**

Before seeking technical support, please read through the help file. If you are still having problems after reading through the help, you can obtain technical support through the following channels:

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