

CRIB WARS - RULES

All standard cribbage rules and regulations apply to this game. If any circumstances arise during the playing of the game that causes a conflict or disagreement, the CRIB WARS rules stand.

Only when playing with three teams of two shall the crib come from the two other teams, your discard and your partners discard goes on the bottom of the deck. All players must cut the deck to see who deals first, the person with the lowest card deals.

When counting during the pegging part of the game, if you match or have a run that totals 31 you count all the points including the two points for the 31 at the same time, if you match or have a run and did not end with 31 you count only those points first, then if you get the go you count one point separate from your other points. All cards must be placed on table turned up to be counted.

If a player would get two points in cribbage because of a penalty, then all other opponents will count two points except the offender. If they want the points.

MUGGERS ALLEY

Muggers Alley consists of the first 121 points on the game board (end of regular cribbage game). Any player or players who neglects to tally all their own points, may have the missed points stolen by the opponent in the game who says "muggins" first. If the accusing player can prove the missing points by recounting the hand, they may choose to keep the points or give them back. At the time of "muggins" being called.

RED SKIPS

Any player or team that pegs or lands on the first red box in either of the three locations, will slide immediately to the second red box in that slide.

BLUE PENALTY BOXES

Any player who pegs into the penalty box, or their hand count, or crib count lands them there, they must fold their hand and crib and their partner's hand and crib at once. If two people or teams are playing, the team that hit the penalty box goes back twenty holes, and your opponents go ahead twenty holes. Then the other player or team will finish pegging and counting their hands and crib.

When three players or three teams are playing, the first player or team to hit the penalty box will sit out for three consecutive hands. The player(s) in the penalty box is responsible for moving their own peg. If they miss moving their peg they must stay in the box for one extra hand. If a second player or team hits the penalty box while a team or player is already in the penalty box, the two player rules apply. The player or team already in the penalty box, advances one peg hole.

At no time can an award of twenty points land you in a PENALTY BOX or TIME TRAP. If the awarded count does land a player in a penalty box or a time trap, the player skips to the first hole past the penalty box or time trap. There are three penalty boxes on the game board.

BLUE TIME TRAPS

Any player or team that lands in a blue Time Trap must follow the blue path. If your hand count lands you in the Trap Area, your crib count would continue down the blue path. There are four time traps in the game. ****HINT**** If a player is within two holes from time trap or penalty box lead a five to them it may cause them to count 15 for 2 and put them into the time trap or penalty box.

GREEN ADVANCES

Any player or team that lands in either of the two GREEN Advance areas must follow the GREEN short cuts.