

Tricky Cribby

Peg the rank of the card you choose and collect the tile where you land. Play until all of the tiles in three colors are taken. Winner is the player or team with majorities in two of those colors.

Players: 2 or 4 (in two teams).

Time: 20-30 minutes.

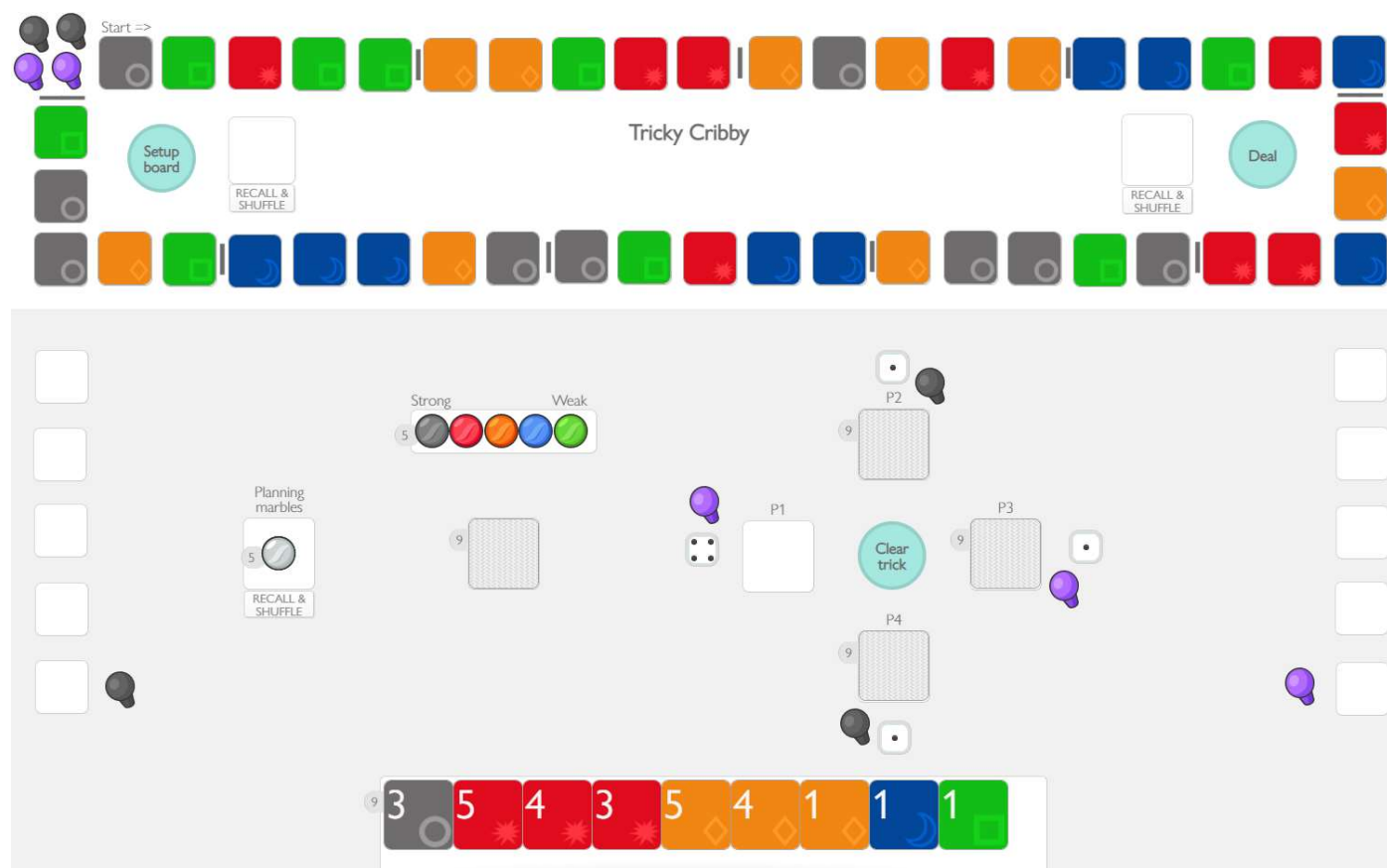
Components: 45 numbered cards (1-9 in 5 colors). 45 tiles (9 each in 5 colors). Markers in 5 colors to show suit strength. 4 pawns (2 in each of 2 player colors).

Optional: 4 dice to mark the cards in a trick from strongest to weakest. 4 neutral planning pawns.

Setup: The 5 markers are placed in a line to determine starting suit strength.

Shuffle the 45 tiles. Place them face-up in a continuous loop in the center of the table.

Shuffle the 45 cards. Deal 9 cards to each player. The remaining 9 cards form a draw pile.



Game Play:

The card at the top of the draw pile is turned face-up.

The first player selects a card from their hand and plays it in front of themselves. The player to their left does the same. Play follows clockwise around the table.

The played card of the highest strength color wins. If two cards are the same color, the higher number wins.

If dice are being used, cards are marked from weakest (1) to strongest (4). This shows the turn order for the second phase. The player who played the weakest card selects one of the five available cards; the four cards played on the trick, or the face-up card on top of the draw pile.

The player moves their pawn clockwise around the loop as many spaces as the value of the card they chose. They take the color tile that they land on and place it in front of themselves. They flip over the card they chose to show that it is no longer available.

Optional: The player may use the neutral pawns to mark their options while considering their move.

The player who played the second weakest card selects next, as above.

The count always begins from the front pawn, as in Cribbage. The extra pawn provides a reference point from which to count. After a player's turn has been resolved, the rear pawn may be moved to the same space as the front pawn, if desired.

Play continues for the remaining two cards. The player who played the strongest card will go last, but will use both remaining cards. Thus, the winning team will take 3 tiles, and the other team will take 2.

The marker of the color of the card that won the trick is moved to the end of the line (becomes the lowest strength).

The card at the top of the draw pile is turned face-up.

The winner of the trick (played the highest card) starts a new hand.

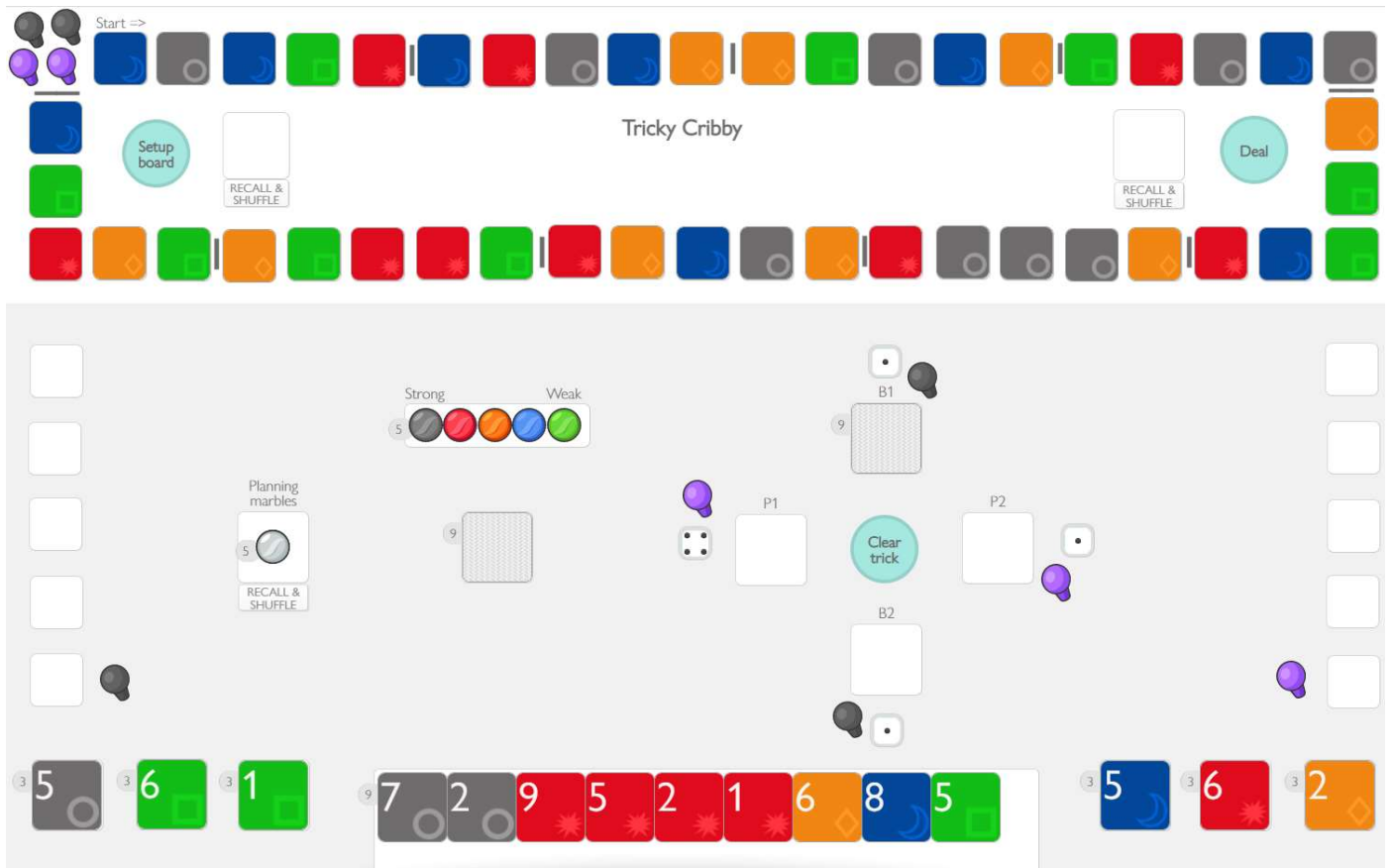
End of the game:

When all 9 tiles for 3 colors have been taken, the game ends immediately. The team who has the majority (at least 5 tiles) in two of those colors wins the game.

Two players:

In a two-player game, each player plays two cards so that there are still five cards available to choose from.

Deal 9 cards to each player as usual. Then deal 3 stacks of 3 cards to each player: the first two cards face down, and the last card face up. Players may play the face-up cards at the top of their stacks during their turn as if they were cards from their hand. Once a card from the top of a stack has been played, the next card in the stack is turned face-up so that it is available. Cards from the hand and from the three piles may be played in any combination; both from the hand, both from the piles, or one of each.



Designed by:

Carol LaGrow (2022) with thanks to the *Tricky* series of games by Daniel Kenel.