

Noddy

2 players

52 cards

Difficulty: Easy

Duration: Short

Be the first to reach the target score by forming point-scoring combinations during play and in hand.

SETUP

- 2 players with a standard 52-card deck.
- Deal 5 cards each; no crib is used.
- Turn up a starter card from the remaining deck.

SCORING

- Any combination totaling 15 scores 2 points.
- Pairs: 2 points; three of a kind: 6; four of a kind: 12.
- Runs score 1 point per card in the sequence.
- Noddy bonus: 1 point if the starter card is a Jack.

Tip: Play cards that bring the running total to 15 or 31 for easy pegging points.

ON YOUR TURN

- Alternate playing cards to a running total (max 31).
- Score points for reaching 15, 31, pairs, and runs during play.
- After play, score your hand for 15s, pairs, runs, and flushes using the starter.

Noddy is an English card game from the 16th century and the direct ancestor of Cribbage. Players score points for card combinations in hand and during play.

Objective

Be the first player to reach the target score by forming point-scoring combinations during play and in your hand.

Setup

1. **Players:** 2 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Each player receives 5 cards. No crib is used. A starter card is turned face-up from the remaining deck.

Gameplay

1. **The Knave (Noddy):** If the starter card is a Jack, the dealer scores a point — this is called 'Noddy.'
2. **Pegging play:** Players alternate playing cards face-up, adding their values to a running total. Points are scored for reaching 15, 31, pairs, runs, and flushes during play.
3. **Counting limit:** The running total cannot exceed 31. If a player cannot play without exceeding 31, the opponent continues.
4. **Hand scoring:** After play, each player scores their hand for combinations of 15s, pairs, runs, and flushes, using the starter card.

Scoring

- **Fifteen:** Any combination of cards totaling 15 scores 2 points.
- **Pairs:** A pair scores 2, three of a kind scores 6, four of a kind scores 12.
- **Runs:** A sequence of 3 or more consecutive cards scores 1 per card in the run.
- **Noddy bonus:** 1 point for the Jack as the starter card.

Variations

- **Cribbage evolution:** Noddy's rules were expanded by Sir John Suckling into the game of Cribbage around 1630.
- **Three-player Noddy:** A historical variant where each player receives 4 cards.

Tips and Strategies

- Aim to play cards that bring the running total to 15 or 31 for easy pegging points.
- Hold pairs and cards that combine to 15 for strong hand-scoring potential.

Tips & Strategy

Focus on reaching 15 and 31 during pegging. Keep card combinations that form multiple 15-counts in hand scoring.

During pegging, play low cards first to keep options open for reaching 15 or 31 on subsequent plays.