



# “Crazy Eights” and “Joker’s Wild”

2-8 Players

**A classic game and a new twist!**

## **Summary**

This is an example of how to play a classic game with the Janken Deck and then changing the rules to make a whole new game. The object of the games are the same but the rules are just a little different.

### **First: Crazy Eights**

#### **The Object:**

Play out all of your cards before your opponents can.

#### **The Deck:**

Remove the Jokers for Crazy Eights. For 6 or more player you may want to use two decks together.

#### **The Deal:**

Deal five cards face down to each player. The remaining cards go face down in a stack (the Stock pile), the top card is turned up to start the discard pile. If the first card turned up is an eight, that card is put back in the middle of the stock pile and a new card is drawn to start the discard pile.

#### **The Play:**

Starting with the player to the left of the dealer and going clockwise around the table, players take turns playing one card on the discard pile. The cards played must match the top card on the pile, either in Suit or in Rank. (If the top card is the Jack of Paper, the card played must be another Paper or another Jack). If the player does not have a card to play, draw from the Stock Pile until they have a playable card or until the stock pile is empty. If the Stock pile is empty and the player does not have a playable card, they must pass. The player may choose to draw from the stock pile even if they have a playable card.

Eights are wild! An eight can be played on any card and the player calls out which suit it represents. The next card must either match that suit or be another eight.

#### **The End:**

The game ends when a player has played their last card to win the game. If you’re keeping score, the winner gets a total of the cards still held by the other players. 50 points for Eights, 10 points for face cards (K, Q and J), other cards are pip value, ace is 1 point.

#### **Comment:**

Notice that the chances of having a matching suit are different when you have 5 suits instead of 4!



# “Joker’s Wild”

2-8 Players

## Summary

This is a twist on Crazy Eights. Instead of matching suits we are looking for cards with stronger suits.

## Next: Joker’s Wild

### The Object:

Play out all of your cards before your opponents can.

### The Deck:

Use all cards including five Jokers. For 6 or more players you may want to use two decks together.

### The Deal:

Deal five cards face down to each player. The remaining cards go face down in a stack (the Stock pile), the top card is turned up to start the discard pile. If the first card turned up is a joker, that card is put back in the middle of the stock pile and a new card is drawn to start the discard pile.

### The Play:

Starting with the player to the left of the dealer and going clockwise around the table, players take turns playing one card on the discard pile. The cards played must be a stronger suit or an equal rank. (If the top card is the Jack of Paper, the card played must be a Scissors, Lizard or another Jack). If the player does not have a card to play, draw from the Stock Pile until they have a playable card or until the stock pile is empty. If the Stock pile is empty and the player does not have a playable card, they must pass. The player may choose to draw from the stock pile even if they have a playable card.

Jokers are wild! A Joker can be played on any card and the player calls out which suit it represents. The next card must be stronger than that suit or be another Joker (Joker Rules do not apply here).

### The End:

The game ends when a player has played their last card to win the game. If you’re keeping score, the winner gets a total of the cards still held by the other players. 50 points for Jokers, 10 points for face cards (K, Q and J), other cards are pip value, ace is 1 point.

### Comment:

Notice how the game changes when the suit on the discard pile keeps changing and you have two possible suits to play instead of one!



# “Joker’s Extra Wild”

**2-8 Players**

## **Summary**

Just like Joker’s Wild but with extra special cards!

## **The Object:**

Play out all of your cards before your opponents can.

## **The Deck:**

Use all cards including five Jokers. For 6 or more players you may want to use two decks together.

## **The Game:**

Follow the rules of Jokers Wild, but when these cards are played, follow these rules:

2- The next player draws two extra cards from the draw pile before they play.

4- The player chooses the suit (like a Joker) AND the next player draws four extra cards before playing.

9- The next player is passed over and the player after them goes next.

Queen- The direction of the play is reversed and keeps going in the opposite direction.

Ace- When the Ace is played, the player gets to draw one card from the pile and give it to any other player.

Joker- The Joker is wild and can be played on any suit. The player calls out which suit it represents.

All of these special cards (except the Jokers) can only be played if their suit is stronger than the card on the pile.

## **The End:**

The game ends when a player has played their last card to win the game. If you’re keeping score, the winner gets a total of the cards still held by the other players. 50 points for Jokers, 20 points for special cards (2, 4, 9, Queen or Ace) 10 points for face cards (K and J), other cards are pip value.