



Crazier 8s

2 or 4 players

Summary:

It's Crazy 8s but even crazier! This is an "I play Dark, You play Light" style of game.

The Object:

Be the first to play all of the cards from your hand onto the discard pile.

The Deck:

Remove the Jokers and leave them on the table. Let the player to the left of the dealer choose a card from the deck at random to determine if they are playing Light or Dark. If the Light side of the card is a higher rank, they play Light. Turn the Light Joker face up near them and the Dark Joker near the Dealer who will play Dark. If the Dark side is a higher rank, turn up the Dark Joker near them and they play Dark. If the player chose an Ace, they get to decide if they want to play Light or Dark.

In a 4 player game opposite players on the table play the same shade.

The Deal:

Deal 8 cards to each player. Place the next card face up on the table to start the Discard Pile and set the remaining cards next to it for the Draw Pile.



Draw Pile



Discard Pile



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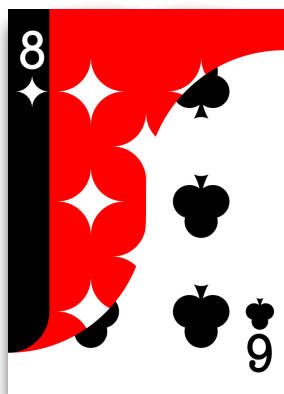
The Play:

If you are playing Light, you can play a card on the discard pile if the Rank or Suit on the Light Side of your card matches the Rank or Suit of the Light side of the top card on the discard pile. For example, in the illustration below, the Light player can play any Six or any Heart. The player playing Dark cards can play any Queen or any Club.



Playing 8s:

8s are wild and you can play an 8 in your shade on any card. When you play an 8 you can call out any suit and either shade. The next card played must be in that suit and shade, or an 8 in that shade.



For example, if you are playing Dark, you can play the Dark 8 of Diamonds on any card. If you call "Dark Spades", the next player must play a card where the Dark side is a Spade. The only time Light players play from the Dark side of their hand (or Dark players play from the Light) is right after someone plays a "Crazy 8".

If you call "Light Spades" and the next player can't play on it, then the next player must play a light spade (or light 8) even if they are playing Dark.



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The Play (continued):

If you do not have a card that you can play, draw one card from the Draw Pile. You may play that card if you can or end your turn if you can not.

If you can not play the correct suit and shade on a Crazy 8, then the next player must play a card in the correct suit and shade. For example, if a player plays an 8 and calls for Dark Spades, whoever discards next must play a Dark Spade.

The End:

The hand is over when any player plays their last card to win the hand.

Scoring:

If you want to play a longer game with multiple hands, the winner earns a score based on how many cards the other players are still holding when they go out.

8s and Aces are worth 20 points

10s and face cards are worth 10 points

Number cards are worth their rank numbers in points

Add the points at the end of each hand to award the winner of the hand.

The winner of the game is the first to reach 250 points or the player with the most points when it comes time to stop.

Variations:

You may like to add some extra challenges with these Special Cards. Special Cards only count if they are in your shade and are played just before your turn. For example, if you play Dark you can ignore a card with a Light 2 or 4. But if the last player had a Dark 2 or 4 on the card they played, you get to draw!

If you play a 2, the next player must draw 2 cards before they start their turn.

If you play a 4, the next player must draw 4 cards before they start their turn.

If you play a 9, the direction of play is reversed.

If you play a Jack, the next player skips their turn (a "Jumping" Jack).

In this game you do not need to announce when you have one card left in your hand, but at any time you can ask another player how many cards they hold and they must answer honestly.

Even Crazy: Any time someone plays an 8, everyone trades Jokers to switch shades!