

CHAPTER 1: RULES SUMMARY

Randomly determine who goes first, shuffle the deck, all players draw seven cards, and put the top card of the deck into the discard pile. (The remaining cards in the deck become the draw pile.)

Players take turns, going clockwise. During a player's turn, that player draws a card. Then that player may discard one card and may play one card for an effect (as either an event or asset). Cards may be played for an effect before or after discarding.

A card can only be discarded that has the same color or rank as the top card of the discard pile unless it is an eight. Eights are wild, so they can always be discarded. If a player discards an eight, that player names a color and the next card discarded must be that color (or another eight). Discarded cards have no effect.

Cards played as events have the stated effect and go to the bottom of the discard pile. Cards played as assets are controlled by the player who plays them, are put into play on the table in front of the player who controls them, and do whatever is stated on them while they are in play on the table.

The first player to have zero cards in hand wins the game.

Those are the main rules, but there are two other details worth considering:

- 1. If the draw pile runs out of cards and a player needs to draw a card, first shuffle the cards in the discard pile together other than the top card. That is now the new draw pile.
- 2. If a group of players want to play multiple games and want to be able to determine how well each player did, they can use points. (For example, three games can be played.) After a game, each player gets one point for each card she has in hand. The winner gets zero points. Points are cumulative, so all the points attained from the games are added together. Players are ranked based on how many points they have, and those with the fewest points do the best. Also, whoever has the most points plays first after each game.

CHAPTER 2: CARD LAYOUT

Each card has information about the card name, rank, suit, text, card type, illustrator, and copyright, which is always located in the same places as is indicated on this diagram.

Note that the eights have a darker card frame to help people know when they have a wild card.

Rank & suit
Name
Image

Text
Card type
Copyright
Illustrator

eye (purple)
ankh (green)
moon (blue)

Every card has a rank and suit. Sum (orange) The rank is the number or letter on the top left-hand side of the card: A (ace), 2, 3, 4, 5, 6, 7, 8, 9, 10, J (jack), Q (queen), or K (king). The suit is the symbol shown on the top left-hand side of the card and represents the card's color.

Some promo cards are multicolored. If a card has more than one color, you can discard it whenever the top card has one of its colors. Whenever a multicolored card is the top card of the discard pile, the next card that is discarded must have one of those colors.

CHAPTER 3: FRONT & BACK

Each card has the same back, but the card fronts are unique and tell you what each card is and what it does. Cards that are face-down have only the back showing





card front

card back

(such as cards in the draw pile), and cards that are face-up have the front showing (such as cards in the discard pile and cards that are in play on the table).

If you look at or search cards from the draw pile, then you pick the cards up and look at the front of the cards to see what they are and what they do. If you reveal cards from the draw pile, then you turn them face-up. Looking at and revealing cards doesn't change where they are. For example, if you look at the top card of the draw pile, then you put it back on top of the draw pile afterward.

Cards that you draw go into your hand, and no other player can see the front side of cards in your hand.

CHAPTER, 4: TABLE LAYOUT

The draw pile, discard pile, and in play zone can be visualized using this representation.

Assets can be put into play on the table (which is the in play zone). Assets have an effect on the game for as long as they are in the in play zone. For example, an Angel of Hope that you control would cause a player to draw a card every time you take a turn.

Player one's in play zone. (Put assets that are in play on the table here.)





Draw pile Discard pile

Player two's in play zone. (Put assets that are in play on the table here.)

CHAPTER 5: WHEN DRAWING CARDS IS IMPOSSIBLE

If a player has to draw a card, but there are no cards in the draw pile and only one card is in the discard pile, then drawing a card is impossible. Additionally, if a player has to draw a card, but it is impossible to draw a card, then the game is over. The player with the fewest cards in hand wins.

CHAPTER 6: SUBSTITUTION EFFECTS

Some assets change what effect other cards have. These cards have abilities that start with the word "if." For example, Castle says, "If an opponent would cause you to draw one or more cards, the opponent causes you to draw one fewer cards." Whenever an opponent's asset would cause you to draw a card and you control Castle, Castle prevents you from drawing the card. Also, cards with the same substitution effect are even more effective in multiples. For example, if you control two Castles, then opponents cause you to draw two fewer cards.

CHAPTER 7: CONDITIONAL ABILITIES

Sometimes a card that is in play on the table makes something temporary happen because of a condition being met. These are conditional abilities. For example, Angel of Hope's ability states "At the beginning of your turn, a player of your choice draws a card." The condition that makes that effect occur is that you start a new turn

Whoever controls a card when the condition is met makes any decisions needed as soon as the conditional ability takes effect. (A player controls cards that she has in play on the table.) For example, if you control Angel of Hope at the beginning of your turn, then you decide who draws the card.

Whenever a condition makes two or more conditional abilities occur, the first conditional abilities that take effect are ones from cards controlled by whoever is currently taking a turn, then conditional abilities take effect based on turn order

If a single player controls two or more cards with conditional abilities that both occur from the same condition, then whoever is currently taking a turn decides what order they take effect in.

If a card does something at the beginning of your turn, it has to be in play on the table when you start a turn before it can do anything and it can't be used on the turn you play it. For example, Devious Dragon says, "At the beginning of your turn, destroy a card that is in play on the table of your choice." You can't destroy a card with Devious Dragon the turn that it is put into play on the table. It only occurs when it is in play on the table at the start of your turn (before you draw a card).

When a conditional ability occurs, it will take effect no matter what else happens. For example, you could control a Devious Dragon and an Angel of Hope at the beginning of your turn, so both of those cards will occur from the same condition being met. The Devious Dragon could take effect first and destroy your Angel of Hope. Even so, the Angel of Hope will still cause a player to draw a card after it is destroyed.

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CHAPTER 8: FIGHT MORE CLARIFICATIONS

- Naming colors Named colors must be one
 of the four colors used in the game (blue,
 green, orange, or purple.) For example, you
 can't name pink when you discard an eight.
- Discarding cards When a card is discarded, put it on top of the discard pile, face up. Note that cards that are discarded ordinarily have no effect on the game.
- 3. Discarding additional cards Additional cards can be discarded before or after playing a card for an effect. They are discarded one card at a time, and they must have the correct color or rank, as usual. Keep in mind that being able to discard two additional cards means you can discard those in additional to your regular discard, which is three cards in total.
- 4. Playing cards for an effect A player can play any one card for an effect during her turn regardless of the card's rank or color. If a card is played as an effect, then you look at the card type to see if it is played as an asset or an event.

- 5. Revealing and looking at cards If a player would reveal or look at the top so many cards of the draw pile, but that many cards aren't even in the draw pile, first shuffle all the cards other than the top card of the discard pile together, and put them on the bottom of the draw pile. For example, Elven Princess's ability requires there to be a card in the draw pile.
- 6. May or must If a card or ability says to do something, then you have to do it unless it says you may do it. For example, Devious Dragon says, "At the beginning of your turn, destroy a card that is in play on the table." If a Devious Dragon you control is the only card in play on the table at the beginning of your turn, then it destroys itself.
- 7. Choosing cards If an event requires you to choose a card, then you can only play it if there is a card you can choose. For example, Death says, "Destroy a card that is in play on the table of your choice," so you can't play Death unless there is a card in play on the table.
- Trade Whoever plays Trade decides what cards to exchange from each player's hand.

CRAZIER EIGHTS™

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