

CRAZIER EIGHTS™

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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) for as long as the eight is the top card of the discard pile. 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 six other important 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 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. At that point the game is over. The player with the fewest cards in hand wins.
3. Destroyed cards go to the bottom of the discard pile.
4. If a player wins the game, the game is over.
5. If a player loses the game, that player no longer plays the game, and she puts cards from her hand and cards she controls on the bottom of the discard pile. Moreover, if there is ever a time when only one player is left in the game, he or she wins the game.
6. If a group of players want to play multiple games, they can use points. After a game, the winner gets zero points and each other player gets one point for each card she has in hand. Players with the fewest total points do the best. Also, whoever has the most points plays first after each game.

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.



Every card has a rank and suit. 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: blue (moon), green (ankh), orange (sun), and purple (eye).

Eights have a dark card frame to help people know when they have a wild card.

Some cards are multicolored. The regular rules apply to multicolored cards. 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.

3. CARD 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 (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.

4. TABLE LAYOUT

The draw pile, discard pile, and in play zone can be visualized using this representation. Cards in play on the table are in the *in play zone* and have an effect on the game for as long as they are in the *in play zone*.



6. CONDITIONAL ABILITIES

Sometimes a card that is in play on the table makes something 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." That ability occurs when 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 occurs when you start a turn *before you draw a card*. For example, you can't destroy a card with Devious Dragon the turn that it is put into play on the table.

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.

7. SUBSTITUTION ABILITIES

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.

8. TEAMS

You can play on teams with an equal number of players on each team. One deck of cards is enough for two teams with two people each. Everyone on a team takes a turn at the same time. When multiple players on a team draw cards from a single source, the first player to draw cards is the player to the left, then cards are drawn by the other player(s), going clockwise.

If a player's turn is skipped or she gets an extra turn, only that one player's turn is effected. The entire team does not get an extra turn or skip their turn unless an effect explicitly says so.

9. EIGHT MORE CLARIFICATIONS

1. **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.
2. **An eight on top** – If an eight becomes the top card of the discard pile, but it wasn't the last card discarded by a player, then the next card discarded has to be the same color as the eight or another eight (as usual). For example, the first card put into the discard pile before the game begins could be an eight. Some cards, such as Resurrection, can remove the top card of the discard pile and will change the top card of the discard pile as a result. If the top card becomes an eight from Resurrection because it was beneath the top card, and the top card was removed from the discard pile, then the next card discarded has the match the color of the eight.
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 addition to your regular discard, which is three cards in total.
4. **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.
5. **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.
6. **Choosing cards** – Whoever plays an event or controls a card makes all choices that the card requires to be made. If an event requires you to choose a card, then you can only play it as an event 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.
7. **Alternate win conditions** – The cards that can make a player win or lose the game, such as King Arthur, have multiple conditions that must be met at the exact moment in time for them to occur. For example, King Arthur says you must control four cards at the beginning of your turn for it to occur. It will not occur when you control three cards at the beginning of the turn, even if another card's beginning of turn ability will give you control of a fourth card.
8. **Drawing cards from one source** – If multiple players draw cards from the same source, then they draw cards one player at a time, going clockwise, and starting with whoever is currently taking a turn when applicable.