CRAZIER EIGHTS™
SECOND EDITION
PRINT & PLAY

© 2015 James Wallace Gray

This is the print & play version of a Crazier Eights: Second Edition prototype. Note that it could be somewhat different than the final version, and you can send me feedback as a playtester. Go here to contact me.

Print & play games are games that you have to print out on your own. This version of the game has a somewhat lower resolution than a version that would be sold at stores, but it has a pretty good quality.

This document contains images of all the cards needed to play Crazier Eights. You can print out the images and cut them out. You can print them onto card stock, or you can print them out on paper and paste them onto cards.

The rules for playing Crazier Eights can be found at http://craziereights.com/crazier-eights-rules/.

The Crazier Eights website is at craziereights.com.

Note: The Print & Play version of Crazier Eights is copyrighted. Do not put this on your website. If you downloaded this on a website other than CrazierEights.com, contact me at http://craziereights.com/contact/.

Angel of Hope
A ☽

At the beginning of your turn, a player of your choice draws a card.

Asset

Strength in Numbers
2 ☽

Whenever a player controls four or more cards at the beginning of his or her turn, that player wins the game. (A player controls cards that he or she has in play on the table.)

Asset

Guardian Angel
3 ☽

If an event or asset would cause a player to draw one or more cards, it causes that player to draw two fewer cards.

Asset

Trade
4 ☽

Choose another player. Look at that player's hand and exchange any card from your hand with any card from that player's hand.

Event

Castle
5 ☽

If an opponent would cause you to draw one or more cards, the opponent causes you to draw one fewer cards.

Asset

Pleasant Memories
6 ☽

Choose up to two players. Those players draw two cards.

Event

Guardian Valkyrie

7 ☽

Whenever one or more cards would be destroyed for the first time during a turn, you may prevent one of them from being destroyed.

Asset

Illus. Peter Nicolai   © 2015 James Gray

Lancelot

8 ☽

Whenever one or more cards would be destroyed for the first time during a turn, you may prevent up to three of them from being destroyed.

Asset

Illus. Edmund Blair Leighton   © 2015 James Gray

Restoration

9 ☽

Choose an asset card from the discard pile. Put that card into play on the table under your control.

Event

Illus. William-Adolphe Bouguereau   © 2015 James Gray

Armageddon

10 ☽

Destroy all cards that are in play on the table. (Destroyed cards are put on the bottom of the discard pile.)

Event

Illus. William Blake   © 2015 James Gray

Holy Grail

J ☽

At the beginning of your turn, draw a card. Then you may discard an additional two cards this turn.

Asset

Illus. Arthur Hacker   © 2015 James Gray

Queen Guinevere

Q ☽

At the end of your turn, look at an opponent's hand of your choice. You may put an asset card from that player's hand into play on the table under your control.

Asset

Illus. Edmund Blair Leighton   © 2015 James Gray

King Arthur

K ☾

Whenever you control four or more cards at the beginning of your turn, you win the game. (You control cards that you have in play on the table.)

Asset

Illus. N C Wyeth   © 2015 James Gray

Fountain of Youth

A ☥

You may discard an additional card during your turn.

Asset

Illus. Albert Bierstadt   © 2015 James Gray

Stream of Life

2 ☥

Each player may discard an additional card during his or her turn.

Asset

Illus. Thomas Cole   © 2015 James Gray

Ferocity

3 ☥

You may discard an additional card this turn.

Event

Illus. Peter Paul Rubins   © 2015 James Gray

Elven Princess

4 ☥

At the beginning of your turn, look at the top card of the draw pile. Put it back on top or on the bottom of the draw pile.

Asset

Illus. John Bauer   © 2015 James Gray

Tempest

5 ☥

Choose a card that is in play on the table. Put that card into a player's hand of your choice.

Event

Illus. Ivan Konstantinovich Aivazovsky   © 2015 James Gray

Allosaurus
6 ☥

At the beginning of each player's turn, destroy a card that player controls of your choice. (Each player controls cards that they have in play on the table. Destroyed cards are put on the bottom of the discard pile.)

Asset

Illus. Charles R Knight   © 2015 James Gray

Potion of Vitality
7 ☥

You may discard two additional cards this turn.

Event

Illus. John William Waterhouse   © 2015 James Gray

Elven Ritual
8 ☥

Reveal the top five cards of the draw pile, put up to two revealed asset cards into play on the table under your control, then shuffle the draw pile.

Event

Illus. Nils Blommér   © 2015 James Gray

Worldly Wisdom
9 ☥

Choose up to two players. Those players draw three cards.

Event

Illus. Gerrit Dou   © 2015 James Gray

Wood Elf
10 ☥

At the beginning of your turn, look at the top two cards of the draw pile. Put any of them back on top in any order, and the rest on the bottom.

Asset

Illus. John Bauer   © 2015 James Gray

Hurricane
J ☥

Choose up to two cards that are in play on the table and a player. Put those cards into that player's hand.

Event

Illus. John Martin   © 2015 James Gray

Titania

Q☥

At the beginning of your turn, reveal the top card of the draw pile. If it is an asset card, you may put it into play on the table under your control.

Asset

Illus. Edwin Henry Landseer   © 2014 James Gray

Oberon

K☥

Opponents can't discard more than one card during his or her turn, even if other an asset or event says they can discard additional cards.

Asset

Illus. E Stuart Hardy   © 2015 James Gray

Devious Dragon

A☀

At the beginning of your turn, destroy a card of your choice that is in play on the table. (Destroyed cards are put on the bottom of the discard pile.)

Asset

Illus. Virginia Frances Sterrett   © 2015 James Gray

Thin Ice

2☀

Whenever a player controls four or more cards at the end of his or her turn, that player loses the game. (A player controls cards he or she has in play on the table.)

Asset

Illus. Jan Jacob Coenraad Spohler   © 2015 James Gray

Malevolent Minions

3☀

Whenever you cause an opponent to draw one or more cards, you cause the opponent to draw one additional card.

Asset

Illus. Matthias Grünewald   © 2015 James Gray

Hidden Gold

4☀

Draw three cards, then put three cards from your hand on the bottom of the discard pile.

Event

Illus. N C Wyeth   © 2015 James Gray

Death

5 ☀

Destroy a card of your choice that is in play on the table. (Destroyed cards are put on the bottom of the discard pile.)

Event

Illus. Vernet Horace   © 2015 James Gray

Raise Dead

6 ☀

Put the bottom asset card from the discard pile into play on the table under your control.

Event

Illus. Jean Fouquet   © 2015 James Gray

Forbidden Knowledge

7 ☀

A player of your choice draws three cards.

Event

Illus. Francisco de Goya   © 2015 James Gray

Bewitch

8 ☀

You gain control of a card of your choice that is controlled by another player. (A player controls cards he or she has in play on the table.)

Event

Illus. Sir Frank Dicksee   © 2015 James Gray

Sleep

9 ☀

Choose a player. Skip that player's next turn.

Event

Illus. John Collier   © 2015 James Gray

Treasure

10 ☀

Draw five cards, then put five cards from your hand on the bottom of the discard pile.

Event

Illus. Theodor Kittelsen   © 2015 James Gray

Falling Stars

J ☀

Choose up to two cards that are in play on the table. Destroy those cards. (Destroyed cards are put on the bottom of the discard pile.)

Event

Illus. Edmund Weiss   © 2015 James Gray

Lilith

Q ☀

At the end of your turn, you may gain control of a card of your choice that is controlled by another player. If you do, draw a card. (A player controls cards he or she has in play on the table.)

Asset

Illus. Dante Gabriel Rossetti   © 2015 James Gray

Alexander the Great

K ☀

Whenever an opponent controls four or more cards at the end of his or her turn, that player loses the game. (A player controls cards he or she has in play on the table.)

Asset

Illus. Sir Frank Dicksee   © 2015 James Gray
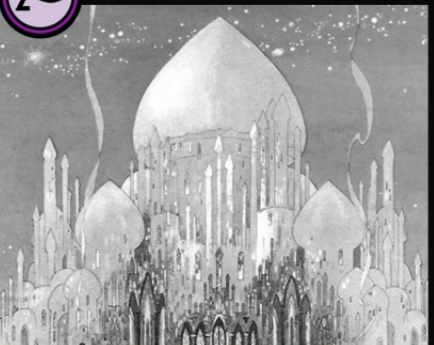
Mirror Universe

A ◁◉▷

Choose another player. Exchange control of all cards you control for all those controlled by that player. (Each player controls cards that he or she has in play on the table.)

Event

Illus. John William Waterhouse   © 2015 James Gray

Crystal Palace

2 ◁◉▷

Whenever an opponent has nine or more cards in his or her hand at the end of his or her turn, that player loses the game.

Asset

Illus. Virginia Frances Sterrett   © 2015 James Gray
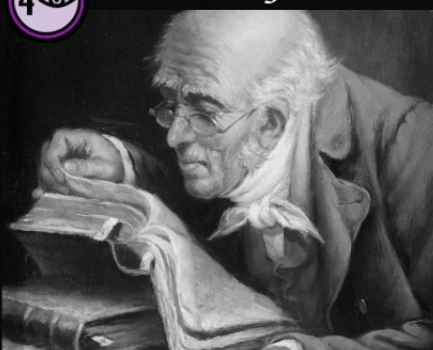
Lighthouse

3 ◁◉▷

At the beginning of your turn, look at the top card of the draw pile. You may put that card on top of the discard pile.

Asset

Illus. Michael Zeno Diemer   © 2015 James Gray

Study
4

Draw two cards, then put two cards from your hand on the top of the draw pile.

Event

Illus. Carl Schleicher   © 2015 James Gray

Research
5

Draw three cards, then put any three cards from your hand on top of the draw pile in any order.

Event

Illus. Egbert van Heemskerck   © 2015 James Gray

Visionary Dream
6

A player of your choice draws two cards.

Event

Illus. John Anster Fitzgerald   © 2015 James Gray

Sagacious Sorceress
7

At the beginning of your turn, draw a card, then put a card from your hand on the bottom of the draw pile.

Asset

Illus. John William Waterhouse   © 2014 James Gray

Crystal Ball
8

At the beginning of your turn, draw three cards, then put three cards from cards from your hand on the bottom of the draw pile.

Asset

Illus. René Bull   © 2015 James Gray

Fortune Teller
9

You may look at and play the top card of the draw pile for an effect (rather than a card from your hand) for as long as it is your turn.

Asset

Illus. Francois Joseph Navez   © 2015 James Gray

Revolution

10 ⟨◉⟩

Set aside each player's hand, shuffle them together, then randomly redistribute those cards back to each player, going clockwise, one card at a time, and starting with yourself.

Event

Illus. Emanuel Leutze   © 2015 James Gray

Timeshift

J ⟨◉⟩

You get an extra turn after this one.

Event

Illus. Guillermo Gómez Gil & James Gray   © 2015 James Gray

Morgan le Fay

Q ⟨◉⟩

At the beginning of your turn, look at the top two cards of the draw pile. Put one of those cards on top of the discard pile, and the other back on top of the draw pile.

Asset

Illus. Frederick Sandys   © 2015 James Gray

Merlin

K ⟨◉⟩

At the beginning of your turn, draw two cards, then put two cards from your hand on the bottom of the draw pile.

Asset

Illus. N C Wyeth   © 2015 James Gray

Crazier Eights 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.

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Three More Rules

The other side of this card has the main rules, but there are three 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 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.

3. 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. After a game, each player gets one point for each card she has in hand. The winner gets zero points. Players are ranked based on how many points they have, and those with the fewest points do the best. Points are cumulative, so all the points attained from the games are added together. Also, whoever has the most points plays first after each game (rather than randomly determining who goes first).

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