



CRAZIER EIGHTS™  
RULEBOOK



# Arabian Nights



coming soon

A new version of  
**CRAZIER EIGHTS™**

# PART I: INTRODUCTION

## CHAPTER 1: MAIN RULES

### **Set up**

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 are the draw pile.

### **Taking turns**

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

## **Discarding cards**

A card may only be discarded that has the same color or rank as the top card of the discard pile unless it is an eight, and it's put on top of the discard pile. Eights are wild, so they may 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.

## **Playing cards**

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.

## **Win condition**

The first player to have zero cards in hand wins.

There are four other important rules:

1. **Destroyed cards** – Destroyed cards are put on the bottom of the discard pile.
2. **Zero cards in the draw pile** – If the draw pile runs out of cards and a player needs to draw a card, first shuffle the cards from the discard pile together other than the top card. That's the new draw pile.
3. **Playing for points** – 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 with the fewest points do the best. Also, whoever has the most points plays first after each game.
4. **Losing the game** – 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. The last player left wins.

# PART II: MORE CLARIFICATIONS

## 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.


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.

 eye (purple)

 ankh (green)

 moon (blue)

 sun (orange)

Some special cards are multicolored. The regular rules apply to multicolored cards. If a card has more than one color, you may 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: 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).



card front



card back

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 that are in your hand.

# CHAPTER 4: CARD LAYOUT & ZONES

## Table Layout & Zones

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

Assets you play are put into play on the table in front of you (which is the *in play zone*). Assets have an effect on the game for as long as they are in the *in play zone*.



## CHAPTER 5: TURN ORDER

Players take turns until a player wins. When taking a turn, there are the following phases:

1. **Beginning phase** – Some cards that are in play on the table do something at the beginning of your turn, and they are the first things to happen.
2. **Draw phase** – Draw a card.
3. **Main phase** – You may play a card and/or discard a card. You may discard a card before drawing. If you have the ability to play discard extra cards, you may discard a card before and after playing a card.
4. **End phase** – Some cards that are in play on the table do something at the end of your turn, and they are the last things that happen.

## CHAPTER 6: 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 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.

## CHAPTER 8: 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.

## CHAPTER 9: MORE THAN FOUR PLAYERS

One deck of cards is enough for four people to play. However, two decks can be shuffled together for up to eight players.

## CHAPTER 10: PLAYING ON TEAMS

Before playing games, players can decide to use *teams* with two or three people on each team.

When playing in teams, the entire team wins or loses together and they take their turns at the same time. Any player who wins on a team causes the whole team to win the game. Any player who loses the game on a team causes the whole team to lose.

Players on the same team are allies rather than opponents, and they may look at cards in one another's hands.

Taking turns at the same time means they have phases at the same time. They draw during the same phase, play and discard cards during the same phase, etc.

## CHAPTER 11: NINE FINAL CLARIFICATIONS

1. **Number of cards** – You may count the number of cards in a player's hand or in the draw pile at any time.
2. **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.
3. **Discarding additional cards** – Additional cards may 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 may 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** – 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.
7. **Trade** – Whoever plays Trade decides which cards to exchange. You may play Trade, even when it's the last card in your hand, even

though you don't have the card in your hand needed to exchange a card from your hand with a card from the other player's hand. You win the game as soon as you play a card when it's the last card in your hand before the card takes effect.

8. **Restoration** – Restoration says “Choose an asset card from the discard pile. Put that card into play on the table under your control.” It could put the top card of the discard pile into play on the table. If it does, the next card discarded will have to be based on the current card that is on top of the discard pile. (If Restoration put the only card from the discard pile into play on the table, then Restoration becomes the only card in the discard pile.)
9. **An eight on top** – If an eight becomes the top card of the discard pile, but it wasn't recently 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.

## PART III: EXAMPLE OF THE FIRST THREE TURNS

Tina and Lora start a game of *Crazier Eights*. We will see things from Tina's perspective. They both roll a die to see who goes first. The person with the highest roll goes first. Tina rolls a six, and Lora rolls a three. Tina goes first.

Then Tina shuffles the cards together and puts the top card of the draw pile into the discard pile—a green seven (*Potion of Vitality*). Then they both draw seven cards.

Tina draws the following seven cards:



## First turn

Tina takes the first turn. She draws a card, the Malevolent Minion:



Tina plays Ferocity for the effect, so Ferocity is put on the bottom of the discard pile. Ferocity says she may discard an additional card, so that's two total. The top card of the discard pile is a green seven, so Tina may discard a green card, a seven, or her eight, which is wild. She discards the Elven Princess and Wood Elf, which are both green.

## Second turn

Lora takes her turn and draws a card. She discards Tempest, a green five. Lora plays Queen Guinevere, an asset, by putting it in front of her on the table.



The card does not yet take effect because it only takes effect at the beginning of Lora's turn.

### **Third turn**

Tina gets to take her turn again. She draws Forbidden Knowledge, an orange seven. The top card of the discard pile is a green five, so Tina may discard Death. However, Tina plays Death to destroy Queen Guinevere, so both Death and Queen Guinevere go to the bottom of the discard pile. Tina then discards Spell Tome and names blue. The next card discarded has to be another eight or a blue card.

## PART IV:

# ACKNOWLEDGMENTS

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Ages 13+  
2-4 Players  
15-30 min.