

CRAZIER EIGHTS™

Camelot

PRINT & PLAY

© 2016 James Wallace Gray

This is the print & play version of a Crazyier Eights: Camelot prototype. Note that it could be somewhat different than the final version, and you can send me feedback as a playtester. Feedback can be sent to <http://craziereights.com/contact/>.

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. The card images are also in black and white, but the final version will be in color. This version of the game also includes Corbenic Castle, which is a promo card.

This document contains images of all the cards needed to play Crazyier 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 Crazyier Eights: Camelot can be found [here](#).

The Crazyier Eights website is at craziereights.com.

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



Crown of Kings



At the beginning of your turn, you may choose another player who controls at least one card. You gain control of a card that player controls of his or her choice.

Asset

Illus. Charles Ernest Butler

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Strength in Numbers



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

Asset

Illus. Edward-Burne Jones

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Strength in Numbers



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

Asset

Illus. Edward-Burne Jones

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Castle



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

Asset

Illus. Thomas Cole

© 2016 James Gray



Corberic Castle



You may discard an additional card during your turn. Whenever an opponent causes you to draw one or more cards, you may put an asset card from your hand into play on the table.

Asset

Illus. Max Brückner

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Camelot



If anything causes you to draw one or more cards, you may draw one fewer card from that source. (You may use this ability to refuse to draw a card for taking a turn.)

Asset

Illus. Karl Friedrich Schinkel

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Armageddon



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

© 2016 James Gray



Trade



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

Illus. Jean-Léon Gérôme

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7C

Sir Percival



At the end of your turn, destroy an orange card of your choice that's in play on the table. (Destroyed cards are put on the bottom of the discard pile. Orange cards have the Sun symbol.)

Asset

Illus. Martin Wiegand

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9C

Restoration



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

Event

Illus. William-Adolphe Bouguereau

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JC

Sir Lancelot



Whenever one or more cards would be destroyed, you may prevent one of them from being destroyed.

Asset

Illus. Edmund Blair Leighton

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KC

King Arthur



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. Sir Frank Dicksee

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6C

Pleasant Memories



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

Event

Illus. William Blake

© 2016 James Gray

8C

Holy Grail



Whenever a card would be destroyed other than Holy Grail, you may prevent it from being destroyed. You may discard an additional card during your turn.

Asset

Illus. Arthur Hacker

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10C

Angel of Hope



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

Asset

Illus. Edward Burne-Jones

© 2016 James Gray

9C

Queen Guinevere



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

© 2016 James Gray

2 ♀

Stream of Life



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

Asset

Illus. Thomas Cole

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4 ♀

Elven Princess



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

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6 ♀

Wood Troll



At the end of each player's turn, that player chooses a card that is in play on the table other than Wood Troll. The chosen card is destroyed. (Destroyed cards are put on the bottom of the draw pile.)

Asset

Illus. Theodor Severin Kittelsen

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8 ♀

Elven Ritual



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 rest into the draw pile.

Event

Illus. Nils Blomner

© 2016 James Gray

A ♀

Avalon



You may discard an additional card during your turn.

Asset

Illus. Johann-Rudolf Buhmann

© 2016 James Gray

3 ♀

Ferocity



You may discard an additional card this turn.

Event

Illus. Peter Paul Rubens

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5 ♀

Tempest



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

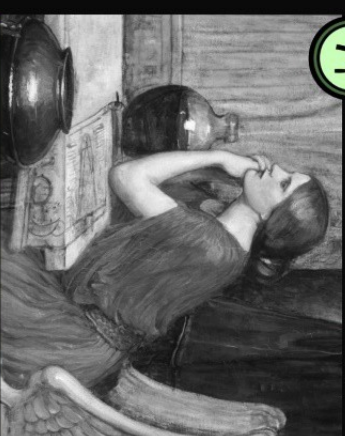
Event

Illus. Ivan Konstantinovich Almazovsky

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7 ♀

Potion of Vitality



You may discard two additional cards this turn.

Event

Illus. John William Waterhouse

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10+

Hurricane



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

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0+

Nimue



At the beginning of your turn, reveal the top card of the draw pile. If it is a asset card, you may put it into play on the table under your control. If you don't, it stays on top of the draw pile.

Asset

Illus. Edward-Burne Jones

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A

Devious Dragon



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

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3

Malevolent Minions



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

Asset

Illus. Matthias Grunewald

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9+

Wood Elf



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

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J+

Worldly Wisdom



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

Event

Illus. Gerrit Dou

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K+

Sir Galahad



At the beginning of your turn, look at the top three cards of the draw pile, put two of them on the bottom of the draw pile, and one back on top.

Asset

Illus. George Frederick Watts

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2

Thin Ice



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

Asset

Illus. Jan Jacob Coenraad Spohler

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5

Death



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

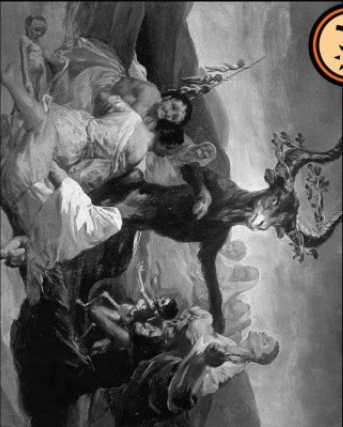
Event

Illus. Vernet Horace

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7

Forbidden Knowledge



A player of your choice draws three cards.

Event

Illus. Francisco de Goya

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9

Treasure



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

Event

Illus. Theodor Kittelsen

© 2016 James Gray

J

Sleep



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

Event

Illus. John Collier

© 2016 James Gray

4

Hidden Gold



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

Event

Illus. M C Wyeth

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6

Black Knight



At the end of your turn, destroy a blue card of your choice that's in play on the table. (Destroyed cards are put on the bottom of the discard pile. Blue cards have the Moon symbol.)

Asset

Illus. Eugene Delacroix

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8

Bewitch



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

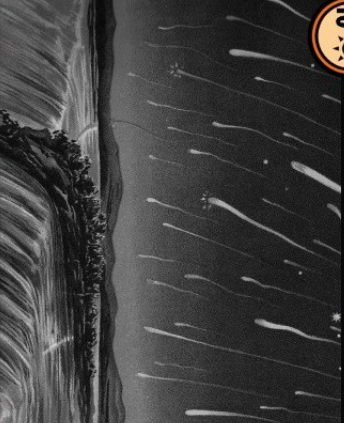
Event

Illus. Sir Frank Dicksee

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10

Falling Stars



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

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A

Mirror Universe



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

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3

Study



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

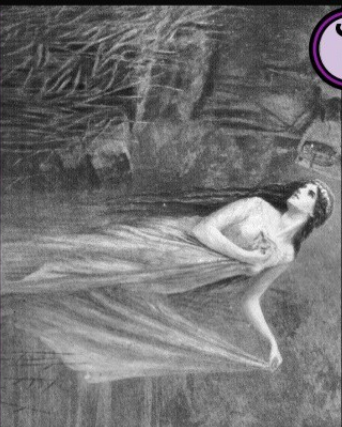
Event

Illus. Carl Schleichner

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5

Lady of the Lake



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

Asset

Illus. Lancelot Speed

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7

Visionary Dream



A player of your choice draws two cards.

Event

Illus. John Anster Fitzgerald

© 2016 James Gray

K

Mordred



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

Asset

Illus. Viktor Mikhailovich Vasnetsov

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2

Dark Tower



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. Thomas Cole

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4

Lighthouse



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 Driener

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6

Research



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

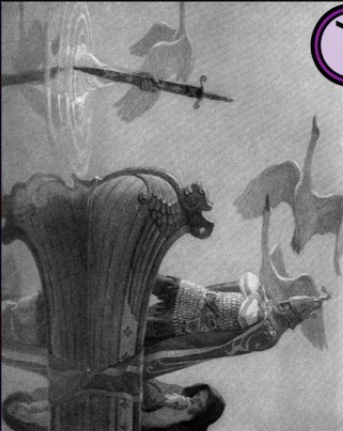
Event

Illus. Egbert van Heemskerck

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Excalibur



Whenever an opponent destroys Excalibur or another card, you may destroy a card of your choice that's in play on the table.

Asset

Illus. M C Wyeth

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Spell Tome



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

Asset

Illus. David Teniers the Younger

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Merlin



At the beginning of your turn, draw one card, and put any two cards from your hand on the bottom of the draw pile.

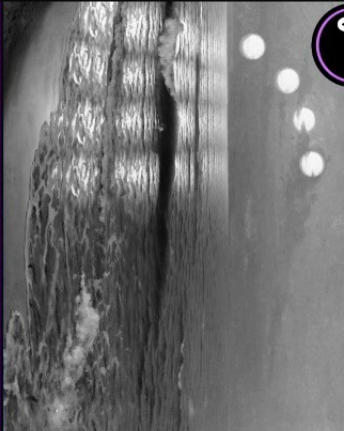
Asset

Illus. M C Wyeth

© 2016 James Gray



Timeshift



You get an extra turn after this one.

Event

Illus. Guillermo Gómez Gil & James Gray

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Round Table



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.

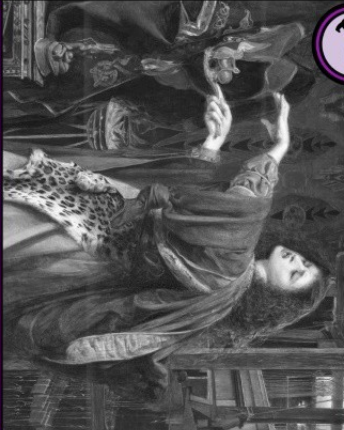
Event

Illus. Eyraud d'Esplanques

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Morgan le Fay



At the beginning of your turn, look at the top two cards of the draw pile. You may put one of those cards on top of the discard pile. Put the rest back on top of the draw pile in any order.

Asset

Illus. Frederick Sandys

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Rules Summary (Part 2 of 2)

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. 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. Moreover, if there is ever a time when only one player is left in the game, he or she wins the game.
4. 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. (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.

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Rules Summary (Part 1 of 2)

1. 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 deck is now the draw pile.
2. 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.
3. 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).
4. 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.
5. Win condition - The first player to have zero cards in hand wins the game.

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