

CRAZIER EIGHTS™

Camelot

PRINT & PLAY



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FULL COLOR PRINT & PLAY

© 2017 James Wallace Gray

This is the full color print & play version of a Crazyier Eights: Camelot prototype. Note that it could be slightly 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 good quality. **This version of the game also includes promo cards.**

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/>.

7 **FORBIDDEN KNOWLEDGE**
EVENT



A player of your choice draws three cards.

Illus. Francisco de Goya
© 2017 James Gray

5 **DEATH**
EVENT



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

Illus. Vermet Horace
© 2017 James Gray

3 **MALEVOLENT MINIONS**
ASSET



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

Illus. Matthias Grünewald
© 2017 James Gray

A **DEVIOUS DRAGON**
ASSET



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

Illus. George Jones
© 2017 James Gray

8 **BEWITCH**
EVENT



You gain control of any asset that is controlled by another player. (You control assets that you have in play on the table.)

Illus. Sir Frank Dicksee
© 2017 James Gray

6 **BLACK KNIGHT**
ASSET



At the end of your turn, destroy any red (*) asset that's in play on the table. (Destroyed cards are put on the bottom of the discard pile.)

Illus. Eugene Delacroix
© 2017 James Gray

4 **HIDDEN GOLD**
EVENT



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

Illus. N. C. Wyeth
© 2017 James Gray

2 **THIN ICE**
ASSET



At the end of a player's turn, if that player controls four or more assets, that player loses the game. (You control assets you have in play on the table.)

Illus. Jan Jacob Coenraad Spohler
© 2017 James Gray

2 ♀

STREAM OF LIFE
ASSET



Each player may discard a additional card during their turn.

Illus. Thomas Cole © 2017 James Gray

K

MORDRED
ASSET



At the end of an opponent's turn, if that player controls four or more assets, that player loses the game. (A player controls assets they have in play on the table.)

Illus. Viktor Mikhailovich Vasnetsov © 2017 James Gray

J

SLEEP
EVENT



Skip the next turn of a player of your choice.

Illus. John Collier © 2017 James Gray

9

DRAGON'S TREASURE
EVENT



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

Illus. Theodore Kittelsen © 2017 James Gray

3 ♀

FEROCITY
EVENT



You may discard an additional card this turn.

Illus. Peter Paul Rubens © 2017 James Gray

A ♀

FOUNTAIN OF YOUTH
ASSET



You may discard an additional card during your turn.

Illus. Frederik Edwin Church © 2017 James Gray

Q

MORGAUSE
ASSET



At the end of your turn, you may gain control of any asset that is in play on the table, if you do, you draw a card. (You control assets that you have in play on the table.)

Illus. Dante Gabriel Rossetti © 2017 James Gray

10

FALLING STARS
EVENT



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

Illus. Edmund Weiss © 2017 James Gray

10 ♀

HURRICANE
EVENT



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

Illus. John Martin
© 2017 James Gray

8 ♀

ELVEN RITUAL
EVENT



Reveal the top five cards of the draw pile. Put up to two revealed asset cards into play on the table. Then shuffle the rest into the draw pile.

Illus. Nils Blommér
© 2017 James Gray

6 ♀

TEMPEST
EVENT



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

Illus. Ivan Alvarovsky
© 2017 James Gray

4 ♀

WOOD DWARVES
ASSET



When Wood Dwarves comes into play on the table, you may discard an additional card this turn.

Illus. Memo Mithlig
© 2017 James Gray

1 ♀

POTION OF VITALITY
EVENT



You may discard two additional cards this turn.

Illus. John William Waterhouse
© 2017 James Gray

9 ♀

WORLDLY WISDOM
EVENT



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

Illus. Gerrit Dou
© 2017 James Gray

7 ♀

WOOD ELF
ASSET



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.

Illus. George Henry Boughton
© 2017 James Gray

5 ♀

ELVEN PRINCESS
ASSET



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.

Illus. Thomas Sully
© 2017 James Gray

SIR GALAHAD

ASSET

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

Illus. George Frederick Watts

© 2017 James Gray

A

EUREKA!

EVENT

© 2017 James Gray





illus. Justus van Bentum

Reveal the top four cards of the draw pile, play up to two revealed event cards. Then put the rest of the cards on the bottom of the draw pile in any order.

3

STUDY

EVENT

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

Illus. Carl Schelleicher
 © 2017 James Gray

A card from the game 'The Captain's Curse'. The card is titled 'LIGHTHOUSE' and has an 'ASSET' value of 4. The illustration shows a lighthouse on a rocky island with several sailing ships in the background. The text on the card reads: '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.' The card is credited to Michael Zeno Denner, © 2017 James Gray.

A game card titled "RESEARCH EVENT" with a purple border. The card features a black and white illustration of a man in a suit sitting at a table with several large, ornate vases. The card includes a rule text box on the right and a copyright notice at the bottom.

K  **MERLIN**
ASSET



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

Illus. N. C. Wyeth © 2017 James Gray

J  **MIRROR UNIVERSE**
EVENT



Choose another player. Exchange control of all assets you control for all those controlled by that player. (You control assets that you have in play on the table.)

Illus. John William Waterhouse © 2017 James Gray

9  **WIZARDRY**
EVENT



Reveal the top four cards of the draw pile. You may play a revealed event card. Then put the rest of the cards on the bottom of the draw pile in any order. You may discard an additional card this turn.

Illus. John William Waterhouse © 2017 James Gray

7  **VISIONARY DREAM**
EVENT



A player of your choice draws two cards.

Illus. John Anker Fitzgerald © 2017 James Gray

A  **CAMELOT**
ASSET



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.)

Illus. John Pettie © 2017 James Gray

Q  **MORGAN LE FAY**
ASSET



At the beginning of your turn, look at the top two cards of the draw pile. You may put them both back on top in any order, or on top of the discard pile in any order.

Illus. J. R. Spencer Stanhope © 2017 James Gray

10  **LADY OF THE LAKE**
ASSET



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


Illus. John William Waterhouse © 2017 James Gray


8  **TIMESHIFT**
EVENT



You get an extra turn after this one.

Illus. Guillermo Gómez Gil & James Gray © 2017 James Gray

8  **HOLY GRAIL**
ASSET



You may discard an additional card during your turn.
Whenever any assets would be destroyed, you may prevent one of them from being destroyed other than Holy Grail.

Illus. Arthur Hacker © 2017 James Gray

6  **SIR BORS**
ASSET



At the end of your turn, destroy any blue (C) asset that's in play on the table. (Destroyed cards are put on the bottom of the discard pile.)

Illus. John Beattie © 2017 James Gray

4  **TRADE**
EVENT



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

Illus. Jean-Léon Gérôme © 2017 James Gray

2  **STRENGTH IN NUMBERS**
ASSET



At the beginning of each player's turn, if that player controlled four or more cards when they started the turn, that player wins the game. (You control assets that you have in play on the table.)

Illus. Edward Burne-Jones © 2017 James Gray

9  **RESTORATION**
EVENT



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


Illus. William-Adolphe Bouguereau © 2017 James Gray

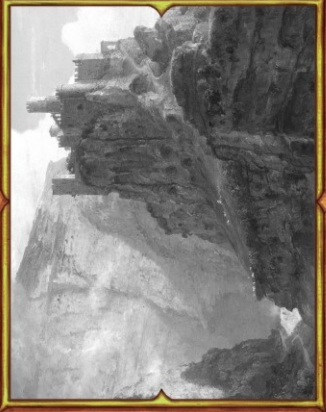
7  **PLEASANT MEMORIES**
EVENT



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

Illus. Gaston Bussière © 2017 James Gray

5  **CASTLE**
ASSET



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

Illus. Thomas Cole © 2017 James Gray

3  **ARMAGEDDON**
EVENT



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

Illus. John Martin © 2017 James Gray

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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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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CORBENIC CASTLE
ASSET



You may discard an additional card during your turn.
If an opponent causes you to draw one or more cards, they cause you to draw one fewer card.

Illus. Max Brückner

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CROWN OF KINGS
ASSET



At the beginning of your turn, you may choose an opponent who controls at least one asset. If you do, you gain control of an asset the opponent controls of the opponent's choice.

Illus. Charles Ernest Butler

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QUEEN GUINEVERE
ASSET

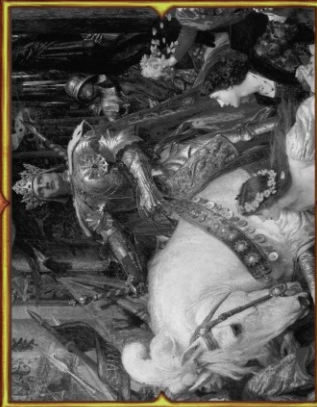


At the end of your turn, choose an opponent. Look at that player's hand. You may put an asset card from that player's hand into play on the table under your control.

Illus. Edmund Blair Leighton

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KING ARTHUR
ASSET



At the beginning of your turn, if you controlled four or more assets when you started your turn, you win the game. (You control assets that you have in play on the table.)

Illus. Sir Frank Dicksee

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10 ANGEL OF HOPE
ASSET



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

Illus. Edward Burne-Jones

© 2017 James Gray

J SIR LANCELOT
ASSET



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

Illus. Edmund Blair Leighton

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