

# CRAZIER EIGHTS<sup>TM</sup> PANTHEON



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#### PART I: MAIN RULES

#### SECTION 1: WIN CONDITION

The first player to have zero cards in hand wins. When a player wins, the game is over. You can't win in the middle of using an event or asset ability.

#### SECTION 2: SETTING UP

Randomly determine who goes first, shuffle the deck, and all players draw seven cards.





Put the top card of the deck into the discard pile (face up). The remaining cards in the deck are the draw pile.

#### SECTION 3: TURN ORDER

Players take turns, going clockwise. Each turn has four phases:

- 1. **Beginning phase** Some assets have beginning of turn abilities.
- Draw phase Draw a card. (To draw a card, take it from the top of the draw pile, and put it into your hand.)
- Main phase You may play a card from your hand face up (as an asset or event), and you may discard a card from your hand face up. You may discard before playing the card.
- 4. End phase Some assets have end of turn abilities.

#### SECTION 4: PLAYING CARDS

Assets – When you play an asset, it is revealed, you control it, put it into play on the table in front of you, and use the stated abilities while it is in play on the table. The controller makes any decisions needed for the asset's abilities. If space separates sections of the text, then it has more than one ability.





Events – When you play an event, reveal it, use the card's ability right away, and put it on the bottom of the discard pile. The person who plays the event makes decisions needed for it.

#### SECTION 5: DISCARDING CARDS

You may only discard a card 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 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) for as long as it's on top of the discard pile.

You discard cards from your hand. Discarded cards have no effect and are put on the top of the discard pile, face up.

#### SECTION 6: CARD LAYOUT

Each card has information about the card name, rank, suit, text, card type, illustrator, and copyright. This information is always located



in the same places as is indicated on this diagram.

Note that the eights have a different card frame to help you know when you have a wild card.



#### Rank & Suit

A card's 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 eye (purple)
ankh (green)
Moon (blue)

Sun (red)

(queen), or K (king). The suit is the symbol shown on the top left-hand side of the card and represents the color.

Multicolor and split cards have two or more colors. If a card is multicolored, you may discard it whenever the top card of the discard pile has one of its colors. Whenever the

has one of its colors. Whenever the top card of the discard pile is multicolored, the next card that is discarded must have one of those colors (or be an eight).

#### SECTION 7: 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 in a random order. The last player left wins. In a two player game, if a player loses the game, then the other player wins the game.

#### **SECTION 8: DESTROYED CARDS**

Destroyed assets are put on the bottom of the discard pile.

If an asset can't be destroyed, you can't choose it when you play an event or ability that destroys a certain number of assets.

### SECTION 9: NOT ENOUGH CARDS IN THE DRAW PILE?

If the draw pile runs out of cards and a player needs to draw a card (or reveal the top cards, etc.), first shuffle the cards from the discard pile together other than the top card. That's the new draw pile.

If drawing a card is ever impossible, the game is over and the player with the fewest cards in hand wins.

#### **SECTION 10: REQUIREMENTS**

Some cards have requirements. They can't be played from your hand unless certain conditions are met. This only counts towards the playing action for your turn. Abilities can still play them. This ability functions when the card is in your hand.

#### SECTION 11: SPLIT CARDS

Crazier Eights: Shahrzad contains split cards – they have two sides as though containing two cards. They are discarded as though they are multicolored. If you play a split card, you decide which side to play.



#### PART II: MORE CLARIFICATIONS

#### SECTION 12: 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).



Card front

Card back

#### Looking & searching

You may look at cards in your hand (to see the front side). 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.

#### Revealing cards

If you reveal cards from the draw pile, then you turn them face-up. Looking at and revealing cards doesn't change where they came from. For example, if you look at the top card of the draw pile, then you put it back on top of the draw pile.

Cards that you draw go into your hand, and opponents can't see the front side of cards that are in your hand.

#### SECTION 13: 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*.

#### **SECTION 14: CONDITIONAL ABILITIES**

Sometimes an asset 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." The condition that makes that effect occur is that you start a new turn.

Whenever two or more conditional abilities would occur from the same condition, resolve them in turn order starting with the current player. If a single player controls two or more assets with conditional abilities that both occur from the same condition, then whoever is currently taking a turn decides the order of resolution.

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, Princess Sitt al-Husn says, "At the beginning of your turn, reveal the top card of the draw pile. If it is an event card, you may play it." You can't reveal cards with her the turn that she is put into play on the table. Princess Sitt al-Husn's ability only occurs when she 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.

#### **SECTION 15: SUBSTITUTION ABILITIES**

Some assets change what effect other cards have. These cards have abilities that start with the word "if." Every time an opponent would cause you to draw cards and you control Mount Olympus, it prevents you from drawing two of the cards. Also, cards with the same substitution effect are even more effective in multiples. For example, if you control two Mount Olympus cards, then opponents cause you to draw four fewer cards.

#### SECTION 16: FAQ

#### 1. How do you discard additional cards?

Additional cards are discarded one at a time. When discarding a card it must always have the same rank or color as the top card of the discard pile unless it's an eight.

## 2. What happens if an eight is on top of the discard pile, but wasn't the last card discarded?

It's just an eight with a color. For example, the first card put into the discard pile before the game begins could be an eight. The next card discarded has to have the eight's color, or be another eight.

### 3. What if two players draw cards from one ability?

If multiple players would draw cards from the same ability, then each player draws cards going clockwise.

### 4. Can you ask how many cards are in a player's hand?

Yes, and they have to be honest. You may also count the number of cards in a player's hand or in the draw pile at any time.

#### 5. Can you name any color you want?

No. Named colors must be blue, green, red, or purple. e.g., you can't name pink.

### 6. If a card ability puts an asset into play, may I still play another asset?

You may only play one card from your hand during your turn as a main phase action. Restrictions regarding playing one card per turn may be ignored when you play an event or asset from an ability.

#### 7. Do I have to use card abilities?

Yes. If a card or ability says to do something, then you have to try to do it unless it says you may do it. For example, Zeus says, "At the end of each player's turn, put any one asset controlled by a player on the bottom of the draw pile." If Zeus is the only asset in play on the table at the end of your turn, then he removes himself.

### 8. What does it mean to gain control of an asset?

You take the asset from another player, and you now control it. Put it in front of you. You now make choices for it, and you use the abilities. It is written for it to be read by the player who controls it.

### 9. What happens if a card ability does nothing?

You may play cards for an effect, even if the ability has no effect. For example, you may play Death, which destroys any one asset that's in play on the table, even if there are no assets in play on the table.

### 10. What happens if you don't play or discard the card chosen for Destiny?

Destiny says, "Look at any one opponent's hand and choose a card from it. The opponent must play or discard that card during their next turn if able." If the opponent can't do either, then Destiny's ability does nothing. However, the opponent can't use any optional abilities or make a decision that would make it impossible to follow Destiny's instructions. If a player breaks the rules when Destiny is played against them, they lose the game unless other players allow them to re-do their turn.

#### 11. What is a copy of an ability?

Hecate can copy events you play from your hand. It is as though you played the event twice. Resolve one before the other one is used.

### 12. What does "opponents control X assets" refer to?

Opponents collectively control the assets. If one opponent controls two assets, and another opponent controls one asset, then your opponents control three assets total.

### 13. What happens if you forget to do something?

If a card ability should have an effect on the game but players forgot and did other things, then it is too late with one exception. The one exception is when a player forgot to a draw card during the draw phase – They should still draw the card later if they forgot.

### 14. Who controls an asset that an ability puts into play on the table?

If an asset or event puts an asset into play on the table, then it is controlled by the player who controls the asset or played the event. For example, the player who controls Princess Parizade can't put the asset under an opponent's control.

#### 15. What cards do you control?

You control the asset cards that you have in play on the table. You don't control cards that are in your hand.

#### 16. What if you can't discard?

Discarding is optional.

### 17. Can you protect yourself from losing the game at the end of your turn?

Yes, and you can kill yourself at the end of your turn from *losing the game* abilities. For example, Temple of Doom can cause opponents to lose the game. If you get a fifth asset at the end of your turn before it takes effect, then you lose the game.

### 18. Can you win before the end of your turn?

Yes, the end of your turn is a phase, and you can win before that phase. e.g., you can win with zero cards in your hand before you lose to Temple of Doom.

### 19. Can you win the game during a card ability before it resolves?

No, you can only win before a card ability resolves, or after a card ability resolves.

# 20. Can you prevent something from being destroyed more than once during a turn?

Usually, yes. For example, Sir Lancelot can be used multiple times in a turn.

### 21. Can I play a card that has the wrong color?

Yes. You can play cards as assets or events regardless of the color.

#### 22. Can you use an asset right away?

You can usually use an asset's ability right away or at the end of your turn when you get the asset. One exception is beginning of turn abilities. You also can't play an asset's ability at the end of your turn when you got the asset at the end of your turn. End of turn abilities all happen at once, and you can't discard cards at the end of your turn.

### 23. Do beginning of turn abilities happen before you draw a card?

Yes.

### 24. Can you discard cards at the end of your turn?

No, only during your main phase.

### 25. Can you ever lose additional discards?

Yes. For example, if you destroy all assets when Stream of Life or Oasis is in play, you will lose your additional discard. However, you can discard before you play a card from your hand to avoid this situation.

### 26. Can you ever discard cards during an opponent's turn?

No.

#### 27. Are assets face up or face down?

Assets that are controlled by a player are face up.

### 28. What does "choose X assets" or "choose X players" refer to?

Some card abilities require you to choose a certain number of assets or players. They must be different assets or players. For example, "Choose up to three players. They each draw 2 cards" refers to up to three different players.

### 29. Do you only use "when it comes into play" asset abilities once?

Yes. For example, Camel says, "When Camel comes into play on the table, you may discard an additional card this turn." The condition that makes the ability occur is coming into play on the table, which usually only happens when you first play the card.

### 30. When you play an event card, where does it go before the ability resolves?

First you reveal it, and set it aside. It's in a limbo. It's no longer in your hand, on the table, or in the discard pile.

# 31. When you look at or reveal cards with a card ability, where do they go before the ability completely resolves?

Set the cards aside. They are in a limbo. They're no longer in the draw pile, in your hand, on the table, or in the discard pile. For example, Wizardry is an event that says, "Reveal the top four cards of the draw pile. You may play any one revealed event card. Then put the rest of the cards on the bottom of the discard pile. You may discard an additional card this turn." The four cards you reveal are set aside before you play one of them. They are then put on the bottom of the discard pile.

#### **Specific Card Questions**

32. What happens when Ja'far plays the ability of a split card?

You have to choose which side's ability you want to play.

33. Can Crystal Palace cause you to draw negative cards?

No.

34. Can you exchange cards with someone who has King Khusrau II?

No, exchanging control requires each player to gain control of the other's asset.

### 35. Can you use Mirror Universe when you control zero assets?

Yes. The opponent will gain control of all of your assets (zero) and you simultaneously gain control all of the opponent's assets. You may also play Mirror Universe on an opponent who controls zero assets.

### 36. If you gain control of Camelot with Morgause, can you skip your draw?

Yes, Camelot can change Morgause's ability while you use her ability.

### 37. Can Sir Lancelot protect himself from being destroyed?

Yes.

### 38. Does Sword in the Stone work with multicolored assets?

Yes. Sword in the Stone is an asset that says, "At the end of your turn, if all the assets you control are red, you may destroy any one asset that's in play on the table." If you control a red-blue asset, Sword in the Stone will still function. It will not function if an asset you control has no red color.

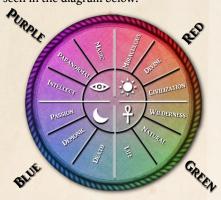
#### Need more clarifications?

If any more clarifications are needed than are included in the rule book, go here:

CrazierEights.com/rules

#### **SECTION 16: COLOR THEMES**

The colors are each associated with different themes and concepts as can be seen in the diagram below:



Red is associated with the divine, and the quest for a better world. It features heroes and humans.



Purple is associated with the paranormal, and the quest for knowledge. It features wizards and magic.



Blue is associated with the demonic, and the quest for domination. It features monsters and villains.



**Green** is associated with nature, and the quest for balance. It features adventurers and mystical creatures.



#### PART III: MORE WAYS TO PLAY

#### **SECTION 17: MULTIPLE GAMES**

When playing multiple games, you don't have to randomly determine who goes first after the first game. Instead, turn order continues as it was in the previous game, with the winner going last.

#### SECTION 18: PLAYING WITH POINTS

If you and a group of players want to play multiple games and want to be able to determine how well each player did, you can use points. After each game, each player gets one point for each card she has in hand other than the winner. The winner gets zero points. Players with the fewest points do the best, and having fewer points is better than having more

points. The player with the fewest points after all the games gets "first place."

If a player loses the game, they have points equal to the number of cards they had when they lost the game.

The player with the most points should go first each game. If players are tied for having the most points, whoever won the last game will be the last player to take their first turn.

#### SECTION 19: TWO PLAYER RULE

The first player in a two player game has an advantage. You may agree to play with the optional *two player rule*—the player who goes second may choose to skip their first draw phase.

#### SECTION 20: PLAYING ON TEAMS

Before playing games, players can decide to use *teams* with two or three people on each team. Teammates can communicate. When playing in teams, the teammates take their turns at the same time. Any player who wins or loses on a team causes the whole team to win or lose the game.

Players on the same team may look at cards in their teammate's hand.

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 main phase, etc.

If a player on a team gets an extra turn or loses a turn, only that one player gains or loses the turn.

#### **OLYMPUS & PANTHEON PLAYTESTERS**

Alice Baran Janessa Kepler Mike Tsuromoto Mike Walsh Amit Amin Jason Gomez Barron Chugg **Jim Scott** Morris Carmichael **Brad Steffan** Nisha Sposato Jonathan Nguyen Joseph Mathes Paul Yale Brenda Parkhurst Chris Dunleary Sal Gutierrez Joshua Spertell Conrad Seeto Kristopher Gipson Srinivas Vasedevan David Lam Liam Binell Susan Thomas Debbie Guskin Lom Friedman Suzanne Dowling Talia Waltzer Dennison A Marzieh Milenkaya Babaeianjelodar Don Gilstrap Matt Salmonsen Thomas Caplan Don Owen Matt Zu Valentin Moskovich Edward Leer Michael Dunsmore Vinh Tran Michael Schwartz Floid Lu Mike Howell Jacon Arless

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### HOW TO PLAY CRAZIER EIGHTS<sup>IM</sup>

Need more clarifications? craziereights.com/rules

Watch a play through video: tinyurl.com/crazier8video





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