

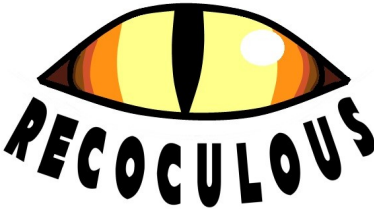
CRAZIER EIGHTS

VARIANTS

James Gray © 2022

Table of Contents

- Crazier Eights Variants.....1
- I. Common Variants.....2
 - 1. Different deck mixes.....2
 - 2. Teams.....2
 - 3. Different decks.....2
- II. Non-Competitive Deck Construction.....3
- III. Competitive Deck Construction.....4
- IV. Secret Partners.....5
 - How to play.....5
 - Alternate Rules.....5
- VI. Crazier Eights Draft Event.....6
- VII. Crazier Eights Winston Draft.....7
 - Winston Draft Rules.....7
- VIII. Crazier Eights & 13, the Card Game (Tiến lên).....8
 - How to Play Thirteen.....8
 - Thirteen with Crazier Eights.....8
- IX. More House Rules.....9
 - 1. Keep playing.....9
 - 2. Play assets & discard events.....9
 - 3. Only discard cards.....9
 - 4. Quick Draft.....9
 - 5. Start with eight.....9
 - 6. Play two cards per turn.....9



I. COMMON VARIANTS

Variants are alternate rules for a game, such as house rules. The most ordinary way to play Crazier Eights is to use one deck of cards for three to four players for a *free for all*. Everything else can be considered to be a variant.

1. DIFFERENT DECK MIXES

Every Crazier Eights game released in 2017 or later can be mixed together. Avalon was made to be mixed into Camelot. Shahrzad was made to be mixed into 1001 Nights. Pantheon was made to be mixed into Olympus. You can mix any combination of decks together. You can even mix all the decks together.

It is recommended that you either mix any two decks together. If you mix more than two decks together, it is recommended that they are all bigger decks (Camelot, 1001 Nights, and Olympus), all smaller decks (Avalon, Shahrzad, and Pantheon), or an equal mix of both together, such as two bigger decks and two smaller decks. That way you have the same number of each card rank — the same number of Aces, Eights, 11s, etc.

2. TEAMS

It is probably best to stick to two players for each team, but you can try to have even more players on each team. When a player on a team wins or loses, then everyone on the team wins or loses.

The normal rule is that everyone on a team takes their turn at the same time. They take each phase of the turn at the same time, such as the beginning phase, draw phase, and main phase. Other than that, they act as separate players.

Separate turns

An alternate rule is that each player on a team is treated as a normal player with their own turn. If you try this out, it is recommended that players on the same teams play on opposite ends of the table.

3. DIFFERENT DECKS

Each player can play with a different deck or mix of two decks. You do not share a deck with your opponents — each player uses their own deck for a separate draw and discard pile. It is recommended that each player uses the same number of bigger or smaller decks, so that both players have the same number of cards of each rank.

You still play as though you share a discard pile. The top card of the discard pile is the one that was discarded last. If the last card discarded is removed from the top of a discard pile, then the second to last card discarded is the top card.

An alternate house rule is for each player to only be

concerned with their own discard pile — the top card of the discard pile is different for each player.

Two different decks (but the same deck type) has been tried — it is the way you can play Crazier Eights on video chat. We used the same type of deck, though, such as both using One Thousand & One Nights decks. Trying One Thousand & One Nights vs Olympus, etc. can still be interesting, but it is untested.

II. NON-COMPETITIVE DECK CONSTRUCTION

Magic: the Gathering is the first fantasy card game with deck construction. The game was made to encourage people to make a collection and you can use cards from your collection to make your own deck. I think it can be fun to make your own deck as well. It adds a new element of strategy and self expression. I think Craziest Eights can also have deck construction, and I will discuss what I think is the most promising way to do that here.

Replacement Deck Construction

My idea for deck construction is that you take a Craziest Eights game, and replace any of the cards with cards of the same rank and color from any other deck. If you use a main game, such as Craziest Eights: Camelot, then any of the cards can be replaced with a card from Craziest Eights: One Thousand & One Nights or Craziest Eights: Olympus.

deck construction 1

For example, each of the three main games has a blue 8. You get to choose any of them you want. Which of these three cards do you prefer?



Other examples of cards you have to choose from can be seen below.

deck construction 2



deck construction 4



deck construction 3



Deck size options — The deck can include a smaller game, such as Craziest Eights: Shahrzad. Again, every card of the smaller game can also be replaced with a card from another smaller game (such as one found in Craziest Eights: Avalon or Craziest Eights: Pantheon). Additionally, the deck can include promo cards.

Shared deck — The default option is that the deck is for every player to share. That means you should develop your deck to have a proper balance. You don't want too much card draw or asset destruction, for example.

Competing decks — A very different option is for each player to make their own deck, and in that case you will want to use all the cards you think will work best together. There is a strategy for trying to make the best deck. When everyone makes their own deck, they should have identical ranks, such as both players using main games. Another option is for the decks to also include a certain number of promo cards and/or a smaller game.

When you use competing decks, the default is to treat the last card discarded as the "top of the discard pile" and you keep your own discard pile separate from those of other players. Another option is to just use your own discard pile and the "top card of the discard pile" is different for each player.

III. COMPETITIVE DECK CONSTRUCTION

The original idea of deck construction was to keep all the cards a regular Crazier Eights deck has. That idea is mainly to sculpt your own unique Crazier Eights deck and game using all the cards available, and the general expectation is that everyone will use the same deck when playing the game.

This new, second idea, of deck construction focuses on each player using a separate deck. You can have a lot more freedom to make your own deck given this idea:

1. Every player has to have their own deck.
2. Your deck will have exactly thirty cards in it.
3. Your deck can't have more than three of a specific card in it.
4. Every card in your deck has one of two colors. For example, every card can be red and purple.
5. Multicolored cards in your deck can also only have those two colors. No card that's included can have more than two colors.

Every player plays using their own deck. When you play the game, each player has their own draw pile, and discard pile. When you discard a card, it goes onto your own discard pile and it has to have the same rank or color as the top card of your discard pile, unless it is an eight. When you play an event, it goes to the bottom of your discard pile. If you draw a card, draw a card from your own draw pile. And so on.

You only interact with your own draw pile and discard pile unless a card ability clearly has an effect on another player's cards. If you put an opponent's card in your hand, make sure to remember it's not your card. If you have any of an opponent's cards when the game is over, give them back.

The best way to make these competitive decks is to own three copies of each Crazier Eights game for the option to have three of the same card as well as a bigger pool of cards to choose from when making your deck.

IV. SECRET PARTNERS

Secret Partners is an alternate way to play competitive multiplayer games (of fantasy card games). It changes how the game is played. I think it's a good option for *Crazier Eights*. (It was originally developed by people who play *Magic: the Gathering*.)

What is it?

The main idea is that there are two allied teams, and each team only has one player who is known to be on the team. The other players are on a team in secret, or a *lone wolf*.

What's the point? Secret Partners adds a new layer of strategy, politics, and mind games to whatever game you can use it for. The players with a revealed team alliance are more vulnerable because they are a target to their opponents.

HOW TO PLAY

1. Win condition

If anyone on a team wins, everyone on that team wins. The game is over. Everyone on a team has to lose for their team to lose. So, even if you personally lose the game, if your team wins, you also win.

If you are the lone wolf, you have to win on your own.

Also note that even though some players are on the same team, the main game rules should *treat everyone as an opponent*. For example, if you play a card that says, "each opponent draws a card," then all other players will draw a card.

2. Team cards

Get a pile of cards with one card per player. There are two teams. You need matching cards for each team, such as sharing a color or suit. Each team also needs one unique card, such as an *Ace*. The number of players will determine what cards are needed for the pile:

- **Four players** – If you have four players, you need two cards with the same color or suit for each team. For example, two red and two blue cards.
- **Five players** – If you have five players, you need the same cards as a four player game plus a *lone wolf card*. The lone wolf should have a different color or suit than the cards used for a team, and the lone wolf has no team.
- **Six players** – If you have six players, you need three matching cards for each team.
- **Seven players** – If you have seven players, use the same cards as a six player game plus a *lone wolf card*.

3. Assign teams

Randomly distribute one card to each player, face down. You are on the same team as the other player(s) who get a card with the same suit or color, or you are a lone wolf.

Each player who gets the unique card for a team (such as the *Ace*) *reveals* their card. Everyone knows what team those two players are on. (One player for each team).

All other cards should stay *face down*. If your card is face down, you look at your card, but do not show anyone else what it is.

When the game is over, everyone should reveal what their card is.

ALTERNATE RULES

- For a game with six or more players, you can use three teams rather than two.
- For a game with six or more players, you can use two lone wolves rather than three people on each team. In that case, you can also treat the lone wolves as a secret team.
- When a secret partner is eliminated, they reveal their card/team.
- You can change how the Lone Wolf functions. For example, the lone wolf could be on the team of everyone with a revealed card.



VI. CRAZIER EIGHTS DRAFT EVENT

The main idea of drafting a card game is to let everyone make their own deck using a shared pool of cards. Each player chooses what cards they want from the card pool in a particular way.

Drafting a card game became popular with Magic: the Gathering. One popular way to draft the cards is called a *Cube Draft*. A cube is a pile of cards selected specifically to use to have draft events.

One of every Crazy Eights game released in 2017 or after is enough cards for six players: Crazy Eights: Camelot, Crazy Eights: Avalon, Crazy Eights: One Thousand & One Nights, Crazy Eights: Shahrzad, Crazy Eights: Olympus, and Crazy Eights: Pantheon.

Two of all these games is enough cards for up to ten people to draft.

How to Draft

Before you play against any opponents, players draft a pool of cards. At least four people are needed for a draft event.

1. Each player sits in a circle, and they get 42 random face-down cards. Each player uses them to make three piles of 14 random cards.
2. Each player picks up and looks at the first pile, selects a card to be added to their card pool, and keeps it face down in a *separate pile for chosen cards*. Then they pass the remaining cards of the first pile to the player to their left. Continue this process until there are zero cards left in the first pile. (Try to pick cards from the same one or two colors.)
3. Open the second pile and continue the process from step #2 other than that players pass to their right.
4. Open the third pile and continue the process from step #2, going left again.

Making Your Deck

Each player must choose one or two colors. Each player uses their pool of 42 cards to make a 30-card deck, and every card must have at least one of those two colors. For example, if you choose red and green, then all the cards in your deck must have red or green. Multicolor cards that have red or green are also allowed, even if they are red and blue, etc.

Playing with a Unique Deck

Either everyone plays a multiplayer game using their own deck, or use tournament rules (with multiple rounds and each player gets one opponent at a time).

Each player uses their own deck. Each player has their own draw pile, and discard pile. When you discard a card, it goes

onto your own discard pile and it has to have the same rank or color as the top card of your discard pile, unless it is an eight. When you play an event, it goes to the bottom of your discard pile. If you draw a card, draw a card from your own draw pile. And so on.

You only interact with your own draw pile and discard pile unless a card ability clearly has an effect on another player's cards. If you put an opponent's card in your hand, make sure to remember it's not your card. If you have any of an opponent's cards when the game is over, give them back.



VII. CRAZIER EIGHTS WINSTON DRAFT

The main idea of drafting a card game is to let everyone make their own deck using a shared pool of cards. The cards are chosen and divided by the players. Each player ends up having their own card pool using cards they chose. They can make their own deck of cards with cards from their own card pool.

Drafting is most popular with six to eight players, but it is also possible to have a two player draft using a Winston Draft, which was originally developed by Richard Garfield for Magic: the Gathering, as can be seen [here](#).

WINSTON DRAFT RULES

Each player will choose what cards they want for their own card pool, and make their own thirty card deck using their own card pool. Each deck can have up to three colors. Multicolored cards are always allowed as well.

1. Get a main stack of 84 cards.

Get a pile of 84 random cards. For example, you can mix two Crazier Eights games together, such as Crazier Eights: Olympus & Pantheon. (That would be 87 cards. You can either remove three of the cards at random, or just use some extra cards.)

2. Make three one-card piles.

Take three cards from the main stack, and make three piles, with one card per pile. These are the piles used for the picks.



3. Choose who goes first.

Randomly determine the first player to make a choice.

4. Take turns picking cards.

Players take turns picking cards.

The first pile is the one closest to the main stack. During your turn, take the first pile and look at all the cards there. You may pick that pile, or move on to the next pile.

If you pick the pile, remove the cards, put them in your personal card pool, and add a new card to the card pile from the main stack.

If you don't pick a pile that you look at, put the pile back, add a card to the pile from the main stack, and take a look at the next pile. If you reject all three card piles, draw random card from the main stack.

If you want to reject all the remaining piles and only one card is left in the main stack, you can take the card that is left in the main pile.

After a player makes their pick, their turn is over, and the opponent takes a turn to pick.

Continue this process until zero cards are left.

5. Make your deck.

Each player makes a 30-card deck using their personal card pool. Each deck is restricted to three colors. You choose three colors and only use cards with those colors for your deck. You can use any multi-colored cards you want because they have at least one of the three colors.

6. Play the game.

You both get to play games of Crazier Eights using your personal decks. Each of you use your own, separate draw and discard piles.

When you discard a card, it has to match the color or rank of the top card of your own discard pile, or it must be an eight. (Eights are wild, as usual.)

Each card in your deck is considered to be a card you "own." If you are using any cards owned by your opponent, make sure they are added back to the owner's deck after each game.



VIII. CRAZIER EIGHTS & 13, THE CARD GAME (TIẾN LÊN)

Although Crazier Eights has an official rule book and the game is made to be played with a specific set of rules, it is possible to play with very different rules. One popular card game is Thirteen (Tiến lên), which was likely invented in Vietnam, and there is a way to play it using Crazier Eights cards.

HOW TO PLAY THIRTEEN

When you play Thirteen, you start with thirteen cards in hand and you want to be the first player with zero cards in hand to win the game.

Taking turns – Turn order is clockwise. The player who starts a round plays cards — a single card, a two of a kind, a three of a kind, or a straight of three or more cards. (Note that twos can't be included in a straight unless you have every single card rank, Ace through King.) Each player then takes turns paying the same type of cards but of a higher rank — the three of spades is the lowest, the Ace of hearts is the second highest, and the two of hearts is the highest.

If a player can't make a play, their turn is skipped. When all opponents skip their turn, the winner of the round makes the next play and starts a new round. They can make any type of play available to them.

The first player plays a three of spades, and it can be part of any normal type of play, such as a two of a kind.

Bombs – If a player plays a two or a bomb, the next player can respond with a bomb (of the same type and higher rank). A bomb is a four of a kind, or three or more consecutive pairs — such as 3, 3, 4, 4, 5, 5. A four of a kind can't beat a two or more 2s (such as a two or three of a kind of 2s). Four consecutive pairs can beat two 2s, and five consecutive pairs can beat three 2s. Each opponent must then respond with a higher ranked bomb of the same type or pass.

Four 2s (a four of a kind) automatically wins the game.

Wikipedia's version of the rules can be found [here](#).

THIRTEEN WITH CRAZIER EIGHTS

Only the 52 card decks should be used. If you have any other cards, such as multicolor cards, you will have to decide how they can be used. If they don't work for the rules for Thirteen, then they can only be played as assets and events, or discarded as additional discards.

One deck of cards is only enough for three players because some Crazier Eights cards cause someone to draw cards. You can mix two decks together.

The rank of each suit is the following: Ankh (green) is the

weakest, Moon (blue) is the second weakest, Eye (purple) is the second highest, and Sun (red) is the highest.

The first player is the player who has the green three or whatever card is the next lowest rank. If you have two cards of the lowest rank, the players who both have that type of card can roll to see who goes first.

Whenever you play cards for thirteen, you are discarding the cards, (and they are added to the discard pile). After you do that, you get your main phase — you may play a card from your hand (as an asset or event). You can only discard additional cards from your hand during your main phase when a card gives you that ability, and there is no restriction on additional cards you discard — they don't need to match the card color or rank.

IX. MORE HOUSE RULES

I encourage people to try various house rules (alternate rules) for Crazier Eights. Here are some ideas:

1. KEEP PLAYING

If someone runs out of cards, that player wins. But if more than two other people were still playing the game, then they can keep playing. Whoever wins next gets second place (or one point), and whoever wins after that would get third place (or two points), etc.

2. PLAY ASSETS & DISCARD EVENTS

Instead of playing one card and discarding one card each turn, players can play one asset and discard another card. If the discarded card is an event, then it has whatever effect is stated on it.

3. ONLY DISCARD CARDS

Instead of playing a card and discarding a card every turn, players can just discard a card every turn and that card has an effect. That card must be the right color or rank. If no card is discarded, then the player draws a card. (This is actually the rules I used years ago, but I decided the new rules worked better.) It is also recommended that only one card can be played as an asset or event each turn.

4. QUICK DRAFT

Before the game begins, each player draws seven cards as usual, but then they take one card from them and passes the other cards to the left. Then they take one card from the six cards that were passed to them, and they continue this process until they have picked seven cards. Those are the cards each player starts the game with.

5. START WITH EIGHT

Start the game with eight cards in hand. Eight or more cards will likely make the game longer, but will reduce the luck factor. Fewer cards will likely speed the game up, but decrease the importance of strategy.

6. PLAY TWO CARDS PER TURN

Each player plays two cards from their hand each turn. Cards can't be discarded unless they are "additional" cards from an ability.