

Crazy Eights

The rules on one page

Players

2 to 8. Use two decks with 6 or more.

You need

A standard 52-card deck, or two decks for 6 or more players. Paper and a pencil if you keep score.

Goal

Be the first to play every card in your hand

Game ends

A hand ends when one player is out of cards. In a scored game, the first to 50 points for each player wins: 100 with 2 players, 200 with 4.

Setup

1. Use a standard 52-card deck with no jokers. With 6 or more players, shuffle two decks together.
2. Choose a dealer. The dealer deals one card at a time, face down, starting with the player on their left: 7 cards each for 2 players, 5 each for 3 or more.
3. Put the rest of the cards face down in the middle. This pile is the stock.
4. Turn the top card of the stock face up beside it. This first card is the starter, and it begins the discard pile. If it is an 8, push it into the middle of the stock and turn up the next card.
5. The player on the dealer's left goes first. Turns pass to the left, clockwise.

How to play

1. **Match the top card.** On your turn, play 1 card face up on the discard pile. It must match the top card in suit or in rank. On the 6 of hearts you can play any heart or any 6. An 8 can be played on any card.
2. **Play an 8 and name a suit.** 8s are wild. You can play an 8 on your turn whatever the top card is. As you play it, name a suit. The next player must play a card of that suit or another 8.
3. **Draw when you cannot play.** If you cannot play, draw cards from the stock one at a time until you get a card you can play, then play it. You may also choose to draw when you hold a card you could play. Drawn cards go into your hand.
4. **Pass once the stock is empty.** When the stock runs out, nobody draws for the rest of the hand. A player who cannot play passes, and the turn moves on.
5. **Go out to win the hand.** The first player to play their last card wins the hand. That is called going out. If the stock is empty and every player passes, one after another, with no card played in between, the hand is blocked and ends there.

6. **Score the hand.** The winner collects points for every card left in the other hands: 50 for each 8, 10 for each king, queen, jack or 10, 1 for each ace, and the number on the card for the rest. In a blocked hand, the lowest count collects the difference from each other player.

House rule: special cards many groups add

Card	What it does
2	The next player draws 2 cards, or plays a 2 of their own to pass the draw on. Each 2 in a row adds 2 more cards. An 8 cannot be played in answer. The player who draws ends their turn without playing.
Queen	The next player misses a turn. With 2 players, you play again.
Ace	The direction of play reverses. With 2 players it does nothing.
Any special card as the last card	Its effect is ignored. The hand is over.

Scoring

Points for each card left in the other players' hands

Card	Points
8	50
King, queen or jack	10
10	10
2 to 7, and 9	The number on the card
Ace	1

Points to win a scored game: 50 for each player

Players	Target
2	100
3	150
4	200
5	250
6	300
7	350
8	400

The first player out of cards wins the hand. In a scored game, the first player to reach 50 points for each player wins: 100 with 2 players, 150 with 3, 200 with 4.

