

Crazy Eights Rules

Objective

The goal of Crazy Eights is to be the first player to get rid of all your cards or to have the lowest score when the game ends.

Setup

1. **Players:** 2-4 players for one deck; 2-10 players for two decks; 8-16 players for three decks.
2. **Deck:** Use a standard 52-card deck. Remove all Jokers.
3. **Deal:** Deal 5 cards to each player (7 cards if only 2 players). Place the remaining deck face down to form the draw pile. Flip the top card of the draw pile to start the discard pile.

Action Cards - Card Meanings

1. **Queen:** Skip - The next player's turn is skipped.
2. **Ace:** Reverse - Reverses the direction of play.
3. **2:** Draw Two - The next player draws 2 cards and forfeits their turn.
4. **8:** Wild - Can be played on any card. The player must declare a new suit.

Gameplay

1. The player to the dealer's left goes first.
2. On your turn, play a card that matches the rank or suit of the top card on the discard pile, or play an 8 to change the suit.
3. If you cannot play a card, draw one card from the draw pile. If the drawn card can be played, you may do so immediately. Otherwise, your turn ends.
4. The game continues until one player has no cards left. That player is the winner.
5. If the draw pile is exhausted before any player wins, reshuffle the discard pile (excluding the top card) to form a new draw pile and continue play.

Winning the Game

The first player to play all their cards wins the hand.

Optional Rules / Variants

1. Stacking Rule

- **Stacking:** A player may play multiple cards of the same rank from their hand in a single turn. The top card of the stack must match the rank or suit of the previous top card on the discard pile. The player must announce the number of cards stacked.

2. Multi-Deck Variants

- **Two-Deck Variant:** Use two standard 52-card decks (104 cards in total). Remove all Jokers. This variant supports 4-10 players.
- **Three-Deck Variant:** Use three standard 52-card decks (156 cards in total). Remove all Jokers. This variant supports 8-16 players.
- **Deal:** For two or three-deck variants, deal 7 cards to each player, regardless of the number of players.
- **Gameplay:** Follow the same rules as the single-deck game. The increased number of cards allows for longer and more strategic gameplay.

3. Score-Keeping Variant

- **Scoring:**
 - Cards 3-7, 9: Worth face value in points.
 - 10s, Jacks, and Kings: Worth 10 points each.
 - 2, Queen, Ace: Worth 20 points each.
 - 8: Worth 40 points each.
- **End of Hand:** At the end of each hand, add up the points of the cards remaining in each player's hand.
- **Winning:** The game continues until a player reaches 500 points. The player with the lowest score wins.
- **Alternative End:** Players can also decide to play a predetermined number of hands or set a time limit. The player with the lowest score at the end of the game wins.