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Crazy 8 instructions

Crazy 8 is a fast-paced card game for 2-10 players, using standard playing cards. Players aim to get rid of all their cards before others by matching either suit or rank with the top card on the discard pile. Eight of any suit can be played on any card and counts as wild. If you can't play, you draw more cards that slow your progress. The goal is to have the lowest score when another player reaches 100 points, achieved by being the first to "go out" with zero points or having fewer, lower-scoring cards. Objective: Be the first player to get rid of all your cards and earn a low score. Number of Players: 2-10 players can play Crazy 8 using one deck for 2-5 players and adding another deck for 6-10 players. Gameplay Time: A game with 2-4 players takes about 20 minutes, while games with more players take longer. You can play a single round in around 5 minutes. Equipment: All you need is a standard 52-card playing card deck (with or without jokers). Add another deck for 6-10 players. Skills Required: * Math: Number matching and basic addition skills (1-100). * Social Skills: Turn-taking, communication, and general social skills. Age Range: The game is suitable for children aged Kindergarten to 1 year old with basic number recognition skills (1-10). Why We Like Crazy 8 for Kids: It's a variation of the popular Uno game, easy to learn, and moves quickly. You can add house rules to keep the game exciting. How to Play: The standard game has some variations that you can explore later. 1. Flip the top card over to start play, unless it's an 8, which should be put back in the middle deck and another card drawn. 2. Play your first turn by playing a card on top of the discard pile. You can do this in three ways: * Match the rank: If the up-card is a certain number, you can play that same number with any suit. * Match the suit: If the up-card is a certain suit, you can play any card from that suit. * Play an 8 (wild card): An 8 of any suit can be played on top of any up-card. 3. Keep playing clockwise, each player playing their turn in the same way. You must match the rank or suit, or play a wild card 8. If you can't play, draw cards until you get one that can be played, or until you've drawn three cards and your turn ends. 4. When all players have played all their cards, end the round and score points. The player who didn't play any cards gets zero points, while other players score the value of the cards in their hands: * 8 = 50 * Face (J, Q, K) = 10 * 2-10 = face value * Ace = 1 5. Play multiple rounds until one player reaches 100 points. The game ends and the player with the fewest points wins. 6. If an 8 is flipped over as the first card, put another card back in the deck and draw again. Draw a maximum of three cards if you can't play, and end your turn if you do get to play. 7. Some variations add different rules or elements, such as the "last card" declaration. When declaring "last card," players must do so before their next turn, or an opponent can say "last card" anytime between the second-to-last card hitting the discard pile and the next player's turn. If caught breaking this rule, a player must draw extra cards. This added excitement is part of what makes Crazy Eights thrilling! To make the game even more like Uno, some house rules introduce specialty cards that aren't wild but match either suit or rank with previously played cards. Common specialty cards include Skip (usually the Queen), Reverse (Aces are common), and Draw (2s are often used). Other house rules create unique specialty cards, such as "draw 6" Jokers or face cards acting as skip, reverse, or draw cards. Some variations start players with more cards, like 7 instead of 5, which can lengthen the game. Players may also be allowed to play multiple cards of the same rank in a single turn or draw up to 5 cards if they can't play during their turn. The Crazy Eights game adds extra strategy with specialty cards that force players to skip, reverse, or draw. These cards allow players to adapt to other players' moves and hold onto them for the right moment. The number of cards dealt varies between versions: most common is 5 cards per player, while some play with 7 cards for any number of players. A "draw 2" rule variation designates card number 2 as a special draw rule. If this rule applies, the next player draws two cards before playing. Some versions also include a "draw 4" specialty card, usually designated by the 4s. However, in standard Crazy Eights, the 2 is not a "draw 2" special card. When drawing cards because you can't play one, players pick up one card at a time with a maximum of three cards drawn. If you draw a playable card while doing this, you play it immediately and your turn ends. Some variations allow for up to five cards to be drawn in this situation. In some Crazy Eights versions, multiple cards can be played simultaneously if they match the number on top of the discard pile. For instance, if a 5 is played before your turn, and you have two 5s in hand, you may play both. However, standard Crazy Eights requires players to play one card at a time per turn. Some specialty cards can string together multiple turns without letting the other player play, essentially allowing for back-to-back turns. The last card must be declared in many versions of Crazy Eights, and if not, the player draws two cards. When playing with this rule: if you're about to play your second-to-last card, you say "last card." If you forget, an opponent can declare it before their next turn. Last card" rule applies only when played before an opponent, forcing the caught player to draw 2 more cards from the draw pile. In the standard game of Crazy 8, Jacks have no special significance. However, some variations consider them a "Skip" card, skipping the next player's turn when played, but it must be played on top of a matching suit or rank card. The Jack scores 10 points if caught in your hand at the end of the game, like all face cards. The Queen of Spades can serve as a "Draw 5" specialty card in some house rules, requiring it to be played on top of a matching suit (spade) or rank (queen). In the standard game, the Queen has no special attributes and scores 10 points if caught. In most variations, the King doesn't have any special attributes. Some house rules may treat it as a specialty card, but in all versions, the King scores 10 points when caught in your hand at the end of the round. The Ace can be a "Reverse" card in some variations, reversing play directions. In the standard game, the Ace doesn't have any special attributes and scores 1 point if caught in your hand at the end of the round. Crazy Eights is a shedding card game that accommodates 2 to 7 players. The goal is to be the first to empty your hand, with some games focusing on points for bragging rights. Players can deal seven cards each as their starting hand and flip the top card of the draw pile to start the discard pile. On your turn, match the top card by suit or rank, using wild Eights whenever possible. Draw from the draw pile until you can play a card if you can't match, passing your turn if both the draw pile and your hand are empty. The first player with no cards wins the round. Feel free to experiment with different rules and variations to make Crazy Eights even more exciting! The game of Crazy Eights is known for its variations and house rules. In one version, Aces become wild cards, while playing a 2 forces the next player to draw two cards, a 4 forces them to draw four, and so on up to 8. If a Jack is played, it's like hitting rewind on the game, reversing direction. In another twist, when a 2 is played, the next player must also play a 2, failing to do so results in picking up two cards. The stakes escalate with each subsequent 2, forcing players to draw four cards if they can't match. A 3 played forces the next player to give three cards from their hand to another player of their choice. Jacks reverse the direction of play, adding a strategic element, especially in larger groups. This version removes the draw pile entirely, requiring players to use only matching cards or eights from their hands. If they can't play, they pass, creating tension as the game progresses and the discard pile dwindles. Regional variations include rules like playing a Queen forcing the next player to pick up two cards or ending on a specific suit or card. The possibilities are endless, making Crazy Eights a game of opportunistic card-slinging where strategy meets chance. You're up for a strategic advantage! That's what the 8 card is all about - it lets you play whatever suit you want, shaking things up for the next player. Don't panic! Just shuffle the discard pile (except for the top card) to form a new draw pile, and the game keeps rolling! In standard Crazy Eights, playing a 2 doesn't force the next player to draw; it's just a regular card unless you're playing variations like "Switch" or "Two's Wild". And don't worry about the Queen of Spades - it's just a regular card worth 10 points if you're keeping score. Absolutely no need to tremble in fear! Ending the game is all about slapping down that final skip card and declaring victory! 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