

Crazy Eights Xtreme - Uno-like - Screw your Neighbor Rules.

It is a game played with at least two players and at most 8 players. It is thought the game was originally called Eights and began in the 1930's. A German version called Mau-Mau is also from the same time-period. Variations of the original rules called Crazy Eights began in the 1940's. Currently there are dozens of variations of the game with special rules played world wide. We started playing this version during lunch hour at work in 1973 and has had a number of changes since then. These rules have a simpler scoring system than most Crazy Eights versions.

Deck.

Use two decks of 52 Cards plus 2 Jokers from each. (Rules for a single deck are also available).

Objective of Round of Play.

To be the first player through play to discard all of the cards in their hand.

Objective of Game.

After one or more rounds to have the lowest total score when one player has reached 100 or more points.

Players.

Usually, 2-8 players can play this game. With more than 4 players the double deck is required.

Determine First Dealer.

Shuffle the deck and each player will draw a card. The player with the highest card becomes the first dealer. Ace is high, two is low. Joker is lowest.

Dealing Cards.

The dealer shuffles the deck and deals the cards one at a time face down to their left going clockwise to each player around the table. The dealer may choose to deal from 3 to 7 cards. It is the dealer's choice. The dealer places the remaining cards in a stack face down in the center of the table. This is the draw stockpile. The dealer then takes the top card of the draw stockpile and places it face up next to the draw stockpile. This card starts the discard pile. Cards that are 'played' go face up on the top of the discard pile. If the first card of the discard pile is a Joker then the dealer declares the suit to be matched.

Method of Play.

In most cases* the first player to the left from the dealer must play a card from their hand that matches the suit or rank of the top card of the discard pile. Then play continues in clockwise rotation order where each player must play a card from their hand that matches the suit or rank of the top card of the discard pile. If the player does not have a card that they can play they must draw the top card from the stockpile. The player must continue drawing cards from the stockpile until they can play a card or they have eight or more cards in their hand. If the player has 8 or more cards in their hand and they still cannot play a card they must pass and play goes to the next player in rotation. If the player starts their turn with 8 or more cards but cannot play they still must draw one card from the stockpile. If they still cannot play they must pass.

Play continues in rotation order until one player has no cards left in their hand. This ends the round of play. The players who still have cards in their hands tally the card points of these cards and add it to their scores. If there is not a game winner the player clockwise from the dealer becomes the new dealer and a new round begins and the cards are dealt again.

Special Action Cards.

There are a number of cards that change the play of the game.

- Ace - If a player can play an Ace the next player in rotation order will be skipped.

*Note - If at the start of the game the first card turned up in the discard pile is an Ace then the player second to the dealer's left goes first.

- Two - If a player can play a two then the next player in rotation order must draw 2 cards from the stockpile and loses their turn to play a card (they are "jammed"). Unless the next player can also play a 2. In that case the player following the next player must draw 4 cards from the stockpile or they play a 2. This can escalate as each player in rotation order must play a 2 or draw 2 times the number of 2s that have been played. (This is known as a 2-chain). It is possible for play to circle the table where even the first player to play a 2 must play another 2 or draw cards. Once a player draws the required number of cards and loses their turn the 2-chain ends. The next player to play only has to match the suit of the top 2 on the discard pile.

No cards other than a 2 can be played when a 2 is required. Not even a Joker.

(It is possible for a player to have more than 8 cards in their hand if they have been "jammed").

If at the start of the game the first card turned up in the discard pile is a 2 then the player to the dealer's left goes first and must play as if the Dealer played the 2. That is, they must draw 2 cards from the stockpile or play a 2 thus beginning a 2-chain.

-Joker - The Joker is a wild card. Unless the current player must play a 2 they can play a Joker. The player playing the Joker will declare which suit they wish to change to. The next player must either play a Joker or a card of the suit declared.

-Jack- The Jack allows the player to play another card at the same time on top of the Jack as long as it matches the suit or rank of the Jack. So it is possible to play another Jack (or multiple Jacks) on top of the first Jack and then play a card that matches the top Jack's suit.

-Queen - The Queen allows the next player to play any card they wish on top of the Queen. It does not have to match the suit or rank of the Queen. Basically it is a free play for the next player. (How nice).

-King - The King reverses the direction, that is rotation of play. If the play rotation is going clockwise it then goes counter clockwise and vis versa.

*Note - If at the start of the game the first card turned up in the discard pile is a King then the game starts out going counter-clockwise and the player to the right of the dealer goes first.

Last Card.

When a player gets down to their last card they must declare "Last Card" before or on the play of their second to last card. If they forget to do this and another player declares "Last Card" before the next player plays a card the player having last card must draw 2 cards from the stockpile.

The exception to the Last Card rule is if a player has two cards in their hand and they can play a Jack and another card that matches the suit or rank of the Jack. In that case they play both cards and do not have to declare "Last Card".

Mistakes.

Players who make errors in their play by going out of turn or playing an incorrect card must pick up two cards.

Winning.

Once any player has played all their cards and they have no more cards in their hand the round ends.

Players other than the winner must add up their score and tally it with a total from other rounds. When any player's score has reached 100 points the game ends and the player with the lowest total game score is the winner.

Exception: If a player's last card is a 2 the round doesn't end immediately when it is played. Play continues the 2-chain in rotation order until no player can play a 2 and draws the required number of cards. The round ends even if the person who played their last card now has cards. In that case everyone must add their card scores to their game total.

Scoring.

Each card has a point score.

Cards 2 - 5 : 1 point each.

Cards 6 - 9 : 2 points each.

Cards 10, Jack, Queen, King : 5 points each.

Ace : 6 points each.

Joker (wild card) : 20 points each.

Double Score.

When scoring all cards that have the same denomination as the last card played will have that point value doubled for that round. Unless the last card is a Joker then the points for all the cards held that round are doubled. Example: The last card played was a '9' then all 9's left in player's hands that round will be counted as 4 points.

Single Deck Play.

If only 2 to 4 players then a single deck can be used. In this case the Jokers are removed. In this case Eights will be the wild cards. They then do not have to match the suit in order to be played. Also, they score 20 points if held at the end of play.

Cycling the Stockpile.

If the stockpile runs out of cards all cards from the discard pile except the top card, which remains, are shuffled by the dealer. Then the stockpile is replaced by this shuffled deck.

Timed Play.

The game can be played in a limited time frame like a work lunch break. Just stop the game when the time is up. The winner is the player with the lowest score at this time.

Cutting the Deck.

Some people like the custom of cutting the deck. The dealer may ask the player to his right to cut the deck before he deals out the cards.

Variations.

There are many different variants of the game with different cards doing similar things. There are also rules that do some unconventional things.

1. Winner Bonus. The player winning a round deducts 10 from their total score.
2. Sudden Death. When one person reaches 100 or more they are eliminated and are out of the game but this triggers 'sudden death'. Where the next round is the last round of the game. The player who has the lowest score after that round ends is the winner of the game.
The person who was eliminated becomes the first dealer of the next game.
3. Elimination. The person or persons with a score above 100 being eliminated and sitting out and the game continuing with eliminations until a single player remains with a total under 100.
4. Double Trouble. When the last card is played if it is a 2 - 5 then all cards 2 - 5 count double in scoring for that round. If the last card played is a 6 - 9 then cards 6 - 9 count double in scoring for that round. If the last card played is a face card then all face cards count double when scoring that round. . The doubling rules remain the same when the last card is a 10, Ace or Joker.
5. Alternative scoring.
 - A. Cards 2 - 10: Points value equals denomination. Example: A 7 of spades equals 7 points.
 - B. Cards Jack, Queen, King: 10 points each.
 - C. Ace : 11 points.
 - D. Joker: 50 points.
 - E. Game ends when one player has reached 500 or more points.
6. Several versions of Crazy Eights have defensive cards. This means they prevent the effect of offensive cards on players. In one version a card may break a 2-chain without forcing the player to draw cards. Another version the defensive card only shields the player from the 2-chain, but does not end it. In this case if it matches the suit of the top card then it can be played where the 2-chain skips the player but continues going around the table.
In our rules the '10' is not used for anything so it might be used for that. This makes the '10' more important so it should count as more points if this rule is implemented.
I've never played with defensive cards so I don't know how this modification plays.
7. Silly Hat. This involves wearing a silly hat or possession of a little nick knack. The round starts out with no one wearing the hat or possessing the nick knack. If a player is the object of an Ace skip they receive the hat or the nick knack. Anytime a different player receives the Ace skip the hat is transferred to them. The player wearing the hat or possessing the nick-knack at the end of the round receives minus 10 points to their score.
8. The game is easily customized and players should think about making up their own special card rules.

Play a Windows computer game of Crazy Eights Extreme.

Uses no drivers and runs on any version of Windows.

Download from: <http://www.panzer-war.com/Files/Crazy8sExtreme.zip>

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