



## **Crazy Eights Help Contents**

The Contents lists Help topics available for *Crazy Eights*. Use the scroll bar to see entries not currently visible in the Help window.

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## **About Crazy Eights**

**Copyright 1995  
Cosmi Corporation**

**Programming by Ron Paludan**



## Playing the Game

### Object

The object of *Crazy Eights* is to eliminate all of the cards from your hand.

### The Play



figure 1

You and the computer player take turns placing a card from their hand onto the discard pile. To discard a card from your hand, double click on it. Each card played, except for eights, must be the same suit or rank as the top card of the discard pile. When the you or the computer player are out of cards, the game ends and the score is calculated.

If unable to play, you must draw cards from the top of the stock (double click on Stock pile) until a playable card is obtained or the stock is exhausted. If unable to play after the stock is exhausted, the player must pass that turn. A player may draw from the stock, even if able to discard a card. If the stock is exhausted a neither the human player or the computer can play, then game ends in a block and the score is calculated.

Eights are wild and can be played on any card regardless of suit. The player that discards an eight may declare a new suit (figure 2). The following player must play either a card of the specified suit or an eight. When the computer discards an eight, the new suit is declared in the message bar.



figure 2



## Scoring

The player who disposes of all of their cards wins the game, and collects points from the other players remaining cards:

Eights	50 points
King, queen, jack or ten	10 points
Ace	1 point
Other	card rank

If the game ends in a block, the player with lowest point count in their hand is the winner.



## Game Menu

### New Game

Reset scores to zero and begin a new game.

### Deck

Select card back style.



### Scores

View the current score totals.

### Exit

Exit Crazy Eights.

## **Block**

A situation in which no player is able to play.

## Discard pile

Cards previously discarded.

## Rank

The face value of a card



## **Stock**

The undealt portion of the deck.

## Suit

Clubs, diamonds, hearts or spades.

