



Crazy Eights

Playing Crazy Eights

Object

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

The Play

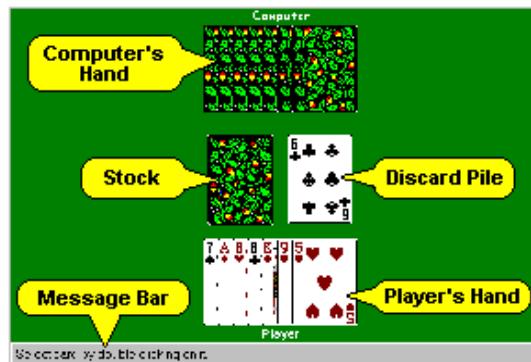


figure 1

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 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 and neither the human player or the computer can play, the 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.

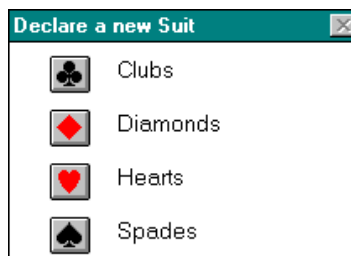


figure 2

Scoring

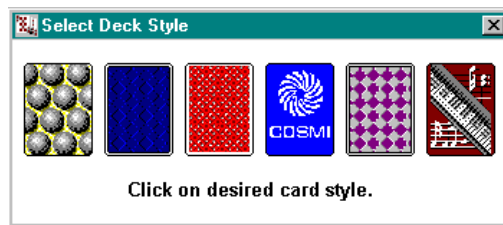
The player who disposes of all of their cards wins the game, and collects points from the other players remaining cards:

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 the 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