

Crazy 8s Card Game

- Deal 5 cards one at a time, face down, starting with the player to the dealer's left. Place the rest of the cards face down in the center of the table, then turn the first card up and place it beside the facedown pile. If an eight is turned, it is buried in the middle of the pack and the next card is turned. The face-up cards create a "starter" pile.
- Starting to the dealer's left, each player places one card face up on the starter pile. Each card played (other than an eight) must match the card showing at the top of the starter pile in suit or denomination. So if the king of Clubs is the starter, the card played must either be another king, or be any card from the clubs suit. If unable to play a card, the player draws cards from the top of the facedown
- If the facedown pile runs out, the player must pass his or her turn to the next player. At that point, save the card at the top of the starter pile, then shuffle the cards underneath, turn them face down, and make them the new stock pile.
- All eights are wild. An eight may be played at any time in turn, and the player should only specify a suit for it, not a
- The first player without cards wins the game!