

CAMP LA JUNTA

Daily DO #30

CRAZY EIGHTS

The Pack: The standard 52-card pack is used.

Object of the Game: The goal is to be the first player to get rid of all the cards in your hand.

Card Values/Scoring:

The player who is the first to have no cards left wins the game.

The winning player collects from each other player the value of the cards remaining in that player's hand as follows:

Each eight = 50 points

Each K, Q, J, or 10 = 10 points

Each ace = 1 points

All other cards = 0

Two ways to play:

You can play just for fun and don't have to keep score at the end of each round. Whomever wins the round, now becomes the dealer for the next round.

You can keep score on a piece of paper and at the end of 10 rounds, the player with the least amount of points, is the winner.

The Deal:

Deal 7 cards one at a time, face down, beginning with the player to the left.

The remaining cards in the deck are placed faced down in the center of the table and forms the stock.

The dealer turns up the top card and places it in a separate pile; this card is the "starter."

If an eight is turned, it is buried in the middle of the pack and the next card is turned.

The Play:

Starting to the dealer's left, each player must place one card face up on the starter pile. Each card played (other than an eight) must match the card showing on the starter pile, either in suit or in number/letter value (denomination).

Example: If the Q of Clubs is the starter, any club may be played on it or any Queen.

If unable to play, cards are drawn from the top of the stock until a play is possible, or until the stock is exhausted.

If unable to play when the stock is exhausted, the player must pass.

A player must play a card if they have a playable card to play in their hand already.

All EIGHTS are wild! The is, an eight may be played at any time in turn, and that player gets to specify a suit to change it to (but never a number).

The next player must play either a card of the specified suit or an eight.

Example: If an eight is played and the player now chooses clubs, then the next player must play and club, an eight, or draw from the stock pile.