OBJECT

• BE THE FIRST PLAYER TO GET RID OF ALL YOUR CARDS.

SETUP

• SHUFFLE THE DECK.
• DEAL EACH PLAYER 5 CARDS FACE DOWN.
• PLACE THE REST OF DECK FACE DOWN IN THE CENTER OF THE TABLE AS THE DRAW PILE.
• TURN THE TOP CARD ON THE DRAW PILE FACE UP BESIDE THE DRAW PILE, TO SERVE AS THE DISCARD PILE.
• IF THIS CARD IS A CRAZY 8, PUT IT BACK IN THE DRAW PILE AND DRAW ANOTHER CARD

GAME PLAY

• THE PLAYER TO THE LEFT OF THE DEALER BEGINS BY PLAYING ONE CARD FACE UP ON THE DISCARD PILE, THIS CARD MUST MATCH THE PREVIOUS CARD IN THE DISCARD PILE BY COLOR OR NUMBER.
• ALL “8” CARDS ARE “CRAZY” AND ACT AS WILD CARDS IT DOES NOT NEED TO MATCH ANY COLOR OR NUMBER.
• AFTER A PLAYER PLAYS A CRAZY 8 CARD, THEY GET TO NAME THE COLOR WHICH THE NEXT PLAYER MUST PLAY.
• PLAY ALWAYS CONTINUES TO THE PLAYER TO THE LEFT.
• A PLAYER WHO CANNOT MATCH A CARD BY COLOR OR NUMBER, OR PLAY A CRAZY 8 CARD, MUST DRAW A CARD ONE AT A TIME FROM THE DRAW PILE, UNTIL THEY ARE ABLE TO PLAY.
• IF THERE ARE NO MORE CARDS IN THE DRAW PILE, THE PLAYER MUST PASS.

WINNING

• THE PLAYER TO GET RID OF ALL OF THE CARDS IN THEIR HAND IS THE WINNER!

CONTAINS 40 CARDS