



8s & Aces

2-6 players

Summary:

This game is inspired by Crazy 8s. It's a "We all play Light, then we all play Dark" style of game.

The Object:

Play all of the cards from your hand onto the discard pile before your opponents do.

The Deck:

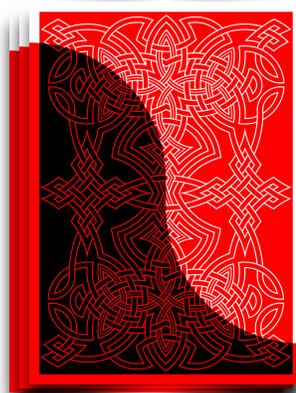
Remove the Jokers and leave them on the table. Let the player to the left of the dealer choose a card from the deck at random. If the Light side of the card is a higher rank, turn the Light Joker face up. If the Dark side is a higher rank, turn up the Dark Joker. If the player chose an Ace, they get to decide which Joker starts face up for the hand.

The Deal:

Deal 8 cards to each player. Place the next card face up on the table to start the Discard Pile and set the remaining cards next to it for the Draw Pile.



Joker



Draw Pile



Discard Pile



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The Play:

You may play a card onto the discard pile if it has any two of these three things: A suit that matches the top card, a rank that matches the top card, or a Shade (Light or Dark) that matches the face up Joker. For example, in the diagram below the Light Joker shows that the Light part of the Discard Pile (the Light 6 of Hearts) is in play. During your turn you can discard any Light 6, any Light Heart, or the Dark 6 of Hearts (the Twin).



Switching Jokers:

During the game there are three different ways to switch the Light and Dark Jokers, making all players switch between their Light and Dark hands.

Aces are Wild. You can play an Ace on any card. When you play an Ace switch the Jokers. The card in play is the Ace that matches the new Joker.

8s are Wild, but must match the Joker shade. For example, if the Dark Joker is turned up, you can play any Dark 8. When you play an 8 switch the Jokers and call out any suit. The next player can play any card in that suit that matches the Joker (or another Wild 8 or Ace).

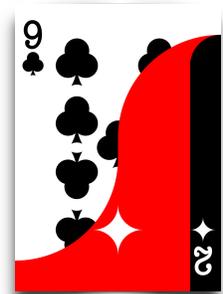
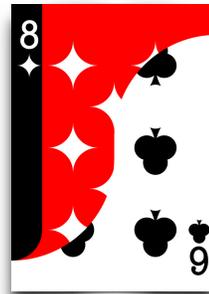
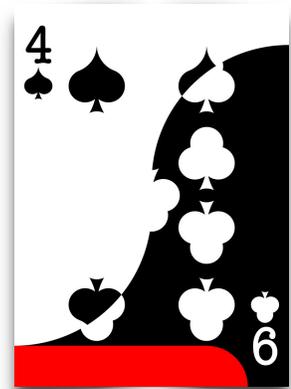
Twins switch Jokers. If you play the Twin of the card in play, switch the Jokers. For example, if you play the Dark 6 of Hearts on the Light 6 of Hearts, switch the Jokers and now the Dark 6 of Hearts is in play.

Note: You can not play the Twin of the card that is not in play. For example you can not play the Light Queen of Clubs in the diagram above because only the Light side is in play.

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This diagram shows the Dark 9 of Clubs is in play. Notice that the card in play can be the bottom corner so always be sure to check which Joker is up! It helps to arrange your cards so the corners that match the Joker are on top, but remember to check for Twins on the other side!



The Dark 9 of Clubs is in play. The next player can discard:

Any Dark Club, like the Dark Jack of Clubs

Any Dark 9, like the Dark 9 of Hearts

Any Ace, then switch from the Dark Joker to the Light Joker

Any Dark 8, then switch from the Dark Joker to the Light Joker and call out a suit.

The Light 9 of clubs because it is the Twin of the Dark 9 of Clubs, then switch from the Dark Joker to the Light Joker



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The Play (continued):

If you do not have a card that you can play, draw one card from the Draw Pile. You may play that card if you can or end your turn if you can not.

The End:

The hand is over when any player plays their last card to win the hand.

Scoring:

If you want to play a longer game with multiple hands, the winner earns a score based on how many cards the other players are still holding when they go out.

8s and Aces are worth 20 points

10s and face cards are worth 10 points

Number cards are worth their rank numbers in points

Add the points at the end of each hand to award the winner of the hand.

The winner of the game is the first to reach 250 points or the player with the most points when it comes time to stop.

Variations:

You may like to add some extra challenges with these Special Cards.

If you play a 2, the next player must draw 2 cards before they start their turn.

If you play a 4, the next player must draw 4 cards before they start their turn.

If you play a 9, the direction of play is reversed.

If you play a Jack, the next player skips their turn (a "Jumping" Jack).

In this game you do not need to announce when you have one card left in your hand, but at any time you can ask another player how many cards they hold and they must answer honestly.