

How to Play Crazy Card Club Games

You learned lots of fun card games today. Here are directions on how to play each of them.

Crazy 8s the Card Game

1. Remove jokers from the deck, and deal 5 cards to every player.
2. Place the rest of the deck (the **stock**) face down in the middle.
3. The Dealer picks the top card from the stock and places it face up next to the stock. This is the **Starter card**. NOTE: If this card is an 8, stick it back into the middle of the deck face down and pick a new card.
4. The next player starts the game by picking 1 card from his/her hand that matches the Starter either in **number or suit** and placing it on top of the Starter.



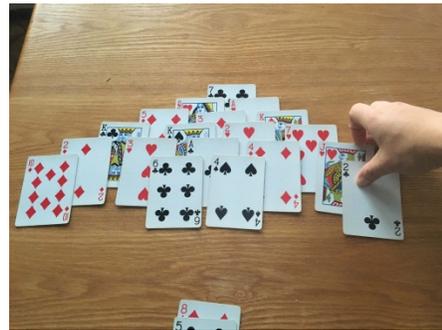
OR



5. If the player doesn't have a match, s/he draws 1 card at a time from the stock and keeps them, until finding a card that matches in number or suit and playing it. If the stock runs out before there's a playable card, the player passes his/her turn. Players can also pick from the stock even if they have a playable card.
6. 8s are wild! You can play an 8 at any time. If you play an 8, you pick the suit the next person has to play.
7. Whoever plays all the cards in his/her hand first wins the round! The winner gets the total points of the cards still in all the other players' hands.
8. The point values of the cards are:
 - ★ Each 8 is 50 points
 - ★ Each King, Queen, or Jack is 10 points
 - ★ Each Ace is 1 point
 - ★ All other cards are worth their **face value** (number on the card).

13 Pyramid

1. Remove jokers from the deck.
2. Make a pyramid with the cards: First, place 1 card. In the next row, place 2 cards so they overlap the top card. In the third row, place 3 cards so each card partly overlaps the 2 cards above. Continue this until you have 6 cards in the bottom row.
3. Look for and remove cards that add up to 13 in the bottom row, putting them in a discard pile. In this game, Aces are worth 1, Jacks are 11, Queens are 12, and Kings are 13. You can use 1, 2, or more cards to equal 13.
4. Keep removing cards that add to 13. You can only take a card if there are no cards on top of it. EXCEPTION: if a card is covered by one card that makes 13 with it, you can take both cards (e.g. if a Jack is covered by only a 2).
5. When there are no more uncovered cards that add up to 13 in the pyramid, draw a card from the deck. If an uncovered card or combination of uncovered cards in the pyramid can be added to the drawn deck card to equal 13, take those cards from the pyramid. Add them and the drawn card from the deck to the discard pile.
6. If there aren't any cards in the pyramid that can add to the deck card to make 13, put the deck card in the discard pile and draw another card from the deck. Continue drawing one at a time until a playable card is revealed.
7. If you clear the pyramid before you run out of deck cards, you win!



Solitaire

1. Remove jokers from the deck.
2. Deal **1 card face up**, followed by **6 cards face down** in a row to the right of it.
3. On the second card in the row, place 1 card face up on top of it, followed by 1 card face down on each of the 5 cards to the right. Continue this until the last card in the row has a face-up card on top of 6 face-down cards. The left-over cards are the stock.
4. If there are any face-up Aces, move them to the space above the row and turn over the card it was covering.
5. Uncover cards by combining the stacks of face-up cards. To do this, move any stack whose highest card is 1 less than and a different color from the lowest face-up card on another stack. Then turn over the card you just uncovered.
6. Once you've done everything you can with the cards in the row, count out 3 stock cards at a time and turn the set face up. You must use the top card of each 3-card set before using the next card beneath it. Next you can:
 - ★ put the top card on its matching-suit Ace pile up top if it is the next number needed counting up
 - ★ put it on one of the face-up cards in the row if it's the other color and the next number needed when counting down
 - ★ flip over the next set of 3 from the stock if you can't use the current card on top
7. See if you can move any other cards after adding cards from the stock. You might be able to move a whole face-up stack from one column on top of another.
8. If you wind up with an empty space in your row of 7, you can put any available king there. If there aren't any kings, leave the space empty.
9. You win when you can get all the cards up top, from Ace to King.

