

This version has not been created or playtested. A significantly different version of this game has been created and tested, and was found to be quite fun.

Rules

This is a variant of Crazy 8's, which is played like Uno. You win if you start or end your turn with no cards in hand.

Equipment

One deck of Absurd 8's cards. Currently there is no print-and-play, you'll have to make them yourself.

Setup

Shuffle the deck. Deal seven cards to each player, and reveal the top card of the deck to start the active pile. That first card's effects don't apply. The remaining cards become the draw pile. The person to the left of the dealer starts, and turn order continues to the left (clockwise).

On Your Turn

1. Optionally perform last-resort draws (see below)
2. Execute any incoming Attack Actions that aren't being chained or negated in any order
3. Play a card. Cards must match the same suit or number of the top card on the active pile, unless otherwise stated, or unless you are bluffing. You may play to any active pile. If the top card is face-down, it is based on the first face-up card in that pile.
4. If there is green text (cast actions), execute those actions from top to bottom of the card. These cannot be negated or chained.
5. If there is blue navigation text, that sets the next player. Otherwise, the next player is determined by the turn order. (Turn order starts clockwise)
6. If there is red text (effects) on the card, it moves to that player's Effects space, and the red text becomes active.
7. It is the next player's turn. They have any Attack Actions from the card you just played, and from the chain if a chain is active.

Last-Resort Draws

If you can't play a card (or choose not to), you may instead draw a card. This is called a "last-resort draw". If you can play it, you may. Otherwise, draw a second last-resort card. If you can play it, you may. Otherwise, say "pass" to pass your turn. You may draw last-resort cards even if you have playable cards. You cannot end your turn normally without either playing a card or drawing two last-resort cards. You may not draw a last-resort card then play another card

from your hand; you only have the option to play the card you just drew. You draw last-resort before executing attack actions, so if you draw a negate or chain card this way, you may be able to evade attacks.

Bluffing

On your turn, you may play a card face-down as a bluff. Any player (except yourself) can call the bluff. When a bluff is called, the card is flipped over. If it is both a valid play (same suit or number) AND has the “bluff” attribute, then the person who called it draws 2 cards. Otherwise, the person who played the card draws 2. The card remains face-up.

Empty Draw Pile

When the draw pile is empty, gather all cards in all active pile(s) except the top card(s). Ensure all gathered cards are facing the same direction. Shuffle them together to make a new draw pile.

Definitions

- **Caster** - The person who played the card
- **Recipient** - The person who is receiving the effects of a card
- **Play a card** - Moving a card from your hand to either an active pile or effects space. This usually triggers effects on the card. This typically counts as your turn.
- **Draw** - Take a card (or cards) from the Draw pile and add them to your hand
- **Discard** - Moving a card from your hand to the **bottom** of an active pile. This does not trigger any effects on the card, unless otherwise noted. This typically happens from card effects. It does not count as your turn play, and does not end your turn.
- **Active pile** - A pile of cards which you can play or discard to
- **Personal Effect space** - The area on the board in front of each player. Any cards or stacks here affect only that player. Certain cards must be played to effect spaces. Cards here cannot act as an active pile, unless otherwise noted.
- **Global Effects Space** - An effects space which affects all players, and which all players can interact with. These should be near the draw pile and active piles.
- **Rank order** - Ace -> 2-10 -> J -> Q -> K. Aces are always low.

Card Rules:

Cast Actions

Actions that are carried out as soon as you play the card. They cannot be negated or chained. The person playing the card is the one who carries these out, unless otherwise noted.

- **I Draw X / I Discard X**
- **All Discard X**
- **Fewer discard X** - Discard / draw only applies to people with fewer cards than you in their hand.
- **All Flip a Coin** - Everybody flips a coin or rolls a dice. Anyone who gets heads (or even) draws 2; anyone who gets tails (or odd) discards 3.
- **Reverse** - Turn order is reversed.
- **Thorns** - End the currently active chain. All actions of the chain apply to both the person whose turn it is, and the person who started the chain. If it is the same person, all actions apply twice to them. Both people may choose the order of execution for the effects targeting them.
- **Redistribute** - Pick up everyone's hands, shuffle them, and re-deal them to everyone, starting with the next person in turn order and continuing in turn order.
- **Search discard** - Add any card from the discard pile to your hand. If there are multiple discard piles, the card must come from the same discard pile this card was played in.
- **Discard 2 Same Suit** - Discard up to 2 cards of the same suit as this card.
- **Discard 1 / All Effects** - Move one card or stack of cards from the Effects zone to the bottom of the discard pile. This includes extra Discard piles and Battle Stacks. Not to be confused with "Negate"
- **Negate X / Negate All** - Negate incoming attack actions (like "Draw 2"). Does not affect Cast Actions or Effects.

Control Flow

Alters what cards can be played when.

- **Bluff** - See "Bluffing" section above
- **Wormhole** - Any time a "Wormhole" is the top card on any discard, any player except the one who played the top card and the one whose turn it is can "jump in" and play a valid (same suit or number) Wormhole card. This negates any actions on the chain and sends the turn (with any effects from the Wormhole card itself) to the next player in turn order.
- **Chain** - Playing a card with Chain allows the player to not perform any Attack Actions, but instead pass them all on to the next player, along with any actions listed on the played card.
- **Wild** - This card can be legally placed on any suit. When it is played, the caster chooses any suit, and play continues as if this card had that suit, with the same number.

- **Supersize** - Any card played on this card must have greater or equal value, including wilds. $A < 2-10 < J < Q < K$
- **Play As X (X is a suit or number)** - For the purposes of playing this card, it is considered to have the specified attributes in addition to its normal attributes. It does not affect what cards can be played on it. So a 5 of hearts with "Play as Diamonds" can be played on either hearts or diamonds, but only 5's and hearts can be played on it.
- **Copy last card** - When played on top of a card with text on it, this gains all text on that card, in addition to the text of this card. Added text is appended to the bottom of this card in the order it is listed on the copied card. This card acts as if its text contains the added text. It does not copy the card suit or rank. You can play this whenever it would be valid with the effects it gains (e.g. it can always be played on a wild). If the card below it is removed or modified in any way, this card retains the text it originally gained. When it leaves play (enters the draw pile, is discarded, enters a hand, etc.), it loses those attributes.
- **Up or Down** - Can be played on one rank higher or lower. An "Up or Down" 7 can be played on a 6, 7, or 8. Rank order is Ace -> 2-10 -> J -> Q -> K

Attacks

Actions that are carried out by the recipient of the card. They can be negated or chained. Because attacks have black text, these are not highlighted.

- Draw X
- Discard X
- Fish - The recipient must ask the caster for a specific number, suit, or any attribute. Attributes with numbers (such as Draw X) must be named with a specific number (e.g. you must ask for "Draw 2"). If the caster has any matching card, they must choose 1 to give to the recipient. Otherwise, they say "Go fish" and the recipient draws 1.
- Lose X Turns - The next X times the player would take a turn, it is skipped. They must still perform attack actions and effectively have no way to negate them.
- Exchange X - Caster and recipient give each other X cards from their hands.
- Exchange Hands - Caster and recipient swap entire hand
- Reveal Hand - Reveal your entire hand to everyone at the table.

Navigations

Changes who moves next

- **Skip** - Redirect to the person after the next person in turn order.
- **Target** - Redirect to any player of the caster's choice, except themselves.
- **Lowest** - Redirect to the player with the least cards in hand.
- **Highest** - Redirect to the player with the most cards in hand.
- **Mirror** - Redirect to the last person who played, and reverse turn order.
- **Go Again** - Redirect to yourself

Effects

After a player plays a card with red Effects text, that card moves into a new pile in an Effects Space. It moves to the caster's Personal Effects Space if its Effect text starts with "[Personal]", otherwise it moves to the Global Effects Space. The red text is only active as long as the card is in an Effects Space.

- **[Personal]** All my cards with "draw" on it gain Chain
- All 1 or 2 card hands revealed
- **Free For All** - While this is in play, any card can be placed on any other card in an Active Pile. When the person who originally played this card starts their next turn, this card is discarded.
- **New Discard** - When this enters the Effects space, it starts a new discard pile. Since it is still in Effects, it can be removed with "Discard effect".
- **Draw / Discards get +1** - Any draw or discard action draws or discards 1 more card.
- **[Personal]** All draw 2+ against you reduced by 1 - Any time an action would make you draw 2 or more, you draw one less.
- **[Personal]** Play this to negate all - This card can be played from Effects, and if it is, it has "Negate All".
- **Color Lock** - Matching numbers no longer makes a card playable; you must match color or use a wild card.
- **Battle Stack** - All players, starting with the next player and continuing in turn order, play cards on this stack until someone can't play a card. Then, all the cards in the stack except for the bottom "Battle Stack" card go into the losing player's hand, and turn continues with the player after the losing player in turn order. The text of any card played in a Battle Stack is ignored, except Navigations, which are followed. A player may also play a "Discard effect" on one of the discard piles to remove the battle stack.
- **20+ card hands win**

Text that only appear in combinations

- **Reuse** - When it is played from a hand, it has the attack action "Add this card to your Effects area". It can be played from Effects. (This is both an attack action and effect)
- **Shuffle Discard** - Shuffle all cards in any discard pile, except for the top card of each discard pile, in with the draw deck. **Game ends when draw empties** - If this is in the effects area when the draw pile runs out of cards, the game immediately ends. All player's places are determined by how many cards they have in hand.

Card List

	♥	♠	♦	♣	★
A	Color Lock	Draw 1 Chain Wormhole	Skip	Redistribute Wormhole	Discard to give played card "Wild"
2	Draw 2 Reuse	Draw 2 Chain	Draw 2	I Draw 2 Chain	Up or Down target draw 2
3	Reverse	Discard Effect	Highest Discard 3 Wormhole	Go Again	wormhole chain target
4	Play as any suit Negate 1	Fish	Lowest Draw 4	All discard 2	Supersize
5	20+ card hands win	Thorns	Target Exchange 1	Search discard for 1 card	skip chain
6	Lose 1 turn / Wormhole	Wormhole	Fish Wormhole	All flip a coin - Heads = draw 2, Tails = discard 3	Discard 2 chain wormhole
7	Pick 1: Wormhole Negate 1 Chain Target Wild	Target Chain	Mirror Chain	Fewer Draw 2	Wormhole Up or Down
8	Target Wild Draw 4 Reuse Wormhole Chain Discard 1	Wild Draw 4	Target Wild	Wild discard 1	Wild Chain
9	Shuffle discard Game ends when discard empties	Wild Negate 1	Target Reveal hand Chain	I discard 2 Wormhole	Wormhole go again
10	Battle Stack	Free for All	Battle Stack	Free for All	Copy previous card
J	New Active Pile	Bluff / Play as ♥♠	New Active Pile	Bluff / Play as ♦♣	Play as any suit

Q	1 or 2 card hands revealed	Negate All / Play as ♠♣	Highest Exchange Hands	Discard 2 same suit	draw x, where x is the number of cards on the chain Chain
K	[Personal] All draws/discards gain +1	Play as any suit [Personal] Discard to negate all	[Personal] All draw 2+ reduced by 1 against me	Steal effect	[Personal] All my draw cards gain "Chain"