

User Guide - Crazy Eights

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Getting Started

Crazy Eights is a shedding-type card game where the object of the game is to be the first to get rid of all your cards. The name originates from about the 1940s and since then, multiple variations of the game, such as Craits and UNO, have been created. To run the game, open the Main.java file, compile and run.

Rules and Features

Deck

Standard deck of 52 cards is used.

Players

1 Player, 3 CPU

Object of the Game

Be the first person to get rid of all their cards.

How to Play

Each player is dealt eight cards each, face down, starting from player 1. The remaining cards are placed face down in the center of the table and forms the pickup pile. 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.

Starting from player 1, each player takes turns playing cards. A player can choose to play a card, or draw a card from the deck. Each card played (other than an eight) must match the card showing on the starter pile, either in suit or in rank. If a card is played, then the player will be able to play more cards of the same rank on the same turn.

For example, if a player plays the 5 of spades, and they also have the 5 of diamonds in hand, they may choose to play the 5 of diamonds or pass their turn. If they do not have any additional playable cards, the turn will automatically be passed.

Note: The pass button only works for this purpose. If a player has not played a card yet, they cannot pass their turn with the pass button. They must first play a card or draw another from the deck.

If the player originally does not choose to play a card, and opts to draw a card instead, they may choose to play ONE card afterwards, or click the pass button to pass.

Special Cards

An **eight** may be played on top of any card. Once this card is played, a selector will appear in the top right corner prompting the player to select a suit. The eight will change to the specified suit, forcing the player following to play on that suit.

A **four** is a skip card. If it is played, the next player to play loses his turn and is skipped. If multiple fours are played on the same turn, their effects will stack and multiple player turns may be skipped.

For example, if player 1 plays two 4's, then player 2 and player 3's turns will be skipped.

A **queen** is a reverse card. If it is played, the order of play is reversed. If multiple queens are played on the same turn, their effects will stack and the order of play will be unreversed and re-reversed as required.

For example, playing 2 queens together will do nothing, and playing 3 queens together will reverse the direction.

A **two** is a draw-two card. If it is played, the next player must draw two cards. 2's have the special ability of stacking, which means that if a two is played on top of another two, the next player draws an extra two cards.

For example, playing two 2's together makes the next person draw 2 and then draw 4 for a total of 6. If the next player then plays a 2 as well, the player after would need to draw 6, because two 2's were played directly before it.

Special Rules

If a player only has one card left in hand, they must alert the other players by pressing the Last Card button, or they must draw two cards if the others player do so first (AI uses a randomized reaction time).

This special rule can be (intentionally) bypassed by leaving two cards of the same rank in hand, which can be played together on the same turn for the win. The Last Card button does not need to be pressed in this scenario.

Note that the last card button does not do anything if pressed outside this scenario.

Bugs and Limitations

With all of the features included in this game, it is possible that some bugs have been overlooked, as interactions such as specific combinations of special cards played in succession. All known bugs have been fixed, such as a case where the player would be forced to play a four if they had one in hand when the CPU before plays a four.

The opening screen and end screens are some of the limitations of the game. Currently, their only purpose is for aesthetics and provide no actual functionality. This means that there are no instructions available in game or any other customizable options on how to play the game.