

Crazy Eights (Simplified)

The aim of the game is to get rid of all the cards in your hand. Here are the rules for two players (human against computer) that your game will follow.

1. Each player is dealt eight cards at the start. The remaining cards are placed face down on the table, forming a draw pile. The top card of the draw pile is turned face up to start the discard pile.
2. The human player always goes first.
3. You can play any card of the *same suit* as the one at the top of the discard pile. E.g. there's a Club at the top of the pile, you can play any Club.
4. You can play any card of the *same face-value* as the one at the top of the discard pile. E.g. there's a Six of Clubs at the top of the pile, you can play any other Six.
5. You can play an Eight (of any suit) on top of any card, and you must then nominate the suit which must be played next (by the Computer). The game will prompt you for the suit after you play the Eight. E.g. there's a Six of Clubs at the top of the discard pile, you play an Eight of Diamonds and change the suit to Hearts. The next player then has to play a Heart (or another Eight).
6. If the first card on the table is an eight when the game starts, then you are allowed to put down any card from your hand.
7. You may play only one card at a time.
8. If you have no card that you can play, you must draw a card from the draw pile. But you can't draw if you have any cards that you can play in your hand. If you've drawn a card and now have 13 cards in your hand, and you still can't play, then you must pass on your turn and the other player (the Computer) plays.
9. If neither player can play, then the game ends, i.e. it is a tie.
10. If all the cards in the draw pile have been taken, and a player needs to draw another card, then the pile of discarded cards is turned over and becomes the draw pile. The top card of the draw pile is turned face up to start the discard pile. Rule 6 applies (again).
11. The winner is the first player who gets rid of all the cards in their hand.

When the Computer is playing, it follows the same rules as above, with the following extra rules:

12. Eights are only played when no other cards can be played. (If more than one Eight is available, then any one of those is played, without further consideration.)
13. Once an Eight is played, the suit of that Eight now applies. E.g. when the Computer plays the Eight of Diamonds, the suit is now Diamonds. I.e. the Computer doesn't get a choice of suit, unlike the human player.
14. When the Computer has a choice between playing a card of the *same suit* (rule 3) and playing one of the *same face-value* (rule 4), it always plays one of the *same face-value*. (If more than one of the *same face-value* is available, then any one of those is played, without further consideration.)
15. While these aren't always the smartest rules for the Computer to follow, these three extra rules are relatively easy to implement.