



Zombie Eights

Age: 4+ Players: 2 to 5; you can easily add more players by adding a second pack of cards.

THE PACK

The standard 52-card pack is used, including the jokers.

OBJECT OF THE GAME

The goal is to be the first player to get rid of all the cards in your hand.

THE DEAL

Deal five cards to each player, one at a time, face down, clockwise beginning with the player to the dealer's left. The balance of the pack is placed face down in the centre of the table and forms the stock. The dealer turns up the top card and places it in a separate pile; this card is the "starter." If an 8 is turned, it is buried in the middle of the pack and the next card is turned.

The Play

Remember: 8s are wild!

Starting to the dealer's left, each player must place one card face up on the starter pile. Each card played (other than an eight) must match the card showing on the starter pile, either in suit or rank. For example: If the Q of clubs is the starter, any club or any Queen may be played on it.

If unable to play, the player draws a card from the top of the stock. If still unable to play, the player must pass and the play moves to the next player. A player may draw from the stock, even if holding a playable card.

All 8s are wild! That is, an 8 may be played at any time in turn, and the player need only specify a suit for it (but never a number). The next player must play a card of the specified suit, an 8, or draw from the stock.

The properties of these cards are what make this game interesting:



Zombie 8s: Zombie Eights gets its name from the power 8 cards have. Whenever an 8 is thrown out, the player that plays it can change the suit of the stack to whatever they want (it does not have to be the same suit as the 8 played). 8s can be played no matter what the suit is.

J (Jack): When a J is played, the next player is skipped. Js can only be played on cards of the same suit or on another J.

Joker: When a Joker is played the next player must draw four, UNLESS s/he has a Joker or a 2, in which case the player following him/her must either play another Joker or 2 or draw the total amount of cards. Jokers can be played at any time.

2: When 2s are played the next player has to draw two UNLESS s/he plays a 2 or a Joker, then the following player must either draw the total number of cards or play a 2 or Joker. 2s can be played on other 2s, on Jokers, and on cards of the same suit. The game ends when a player has no cards left (the winner!) or the stock is all used.