

# Crazy Mates Card Game



## Instructions

### Basic Game

Ages 5+

2-4 players

**Object:** To be the first to get rid of all your cards.

**Set Up:** Shuffle the cards and deal 5 cards to each player (7 if there are only 2 players). Place remaining cards face down in a draw pile where everyone can reach them. Turn over the top card so it is face up in a discard pile next to the draw pile. If the top card is a Crazy Nate 8, put it back in the middle of the draw pile and turn over a new card. Play is clockwise beginning with the player to the left of the dealer. Before starting to play, players should arrange their cards by suit and number.

Suits are:

- 1st Mate Matilda
- Captain Frazzle
- Buccaneer Bob
- Scurvy Sam

**How to Play:** Each player plays a card of the same number or suit as the top card in the discard pile. For example, if the top card is a 4 of Scurvy Sam, the player may discard any 4 or any Scurvy Sam. If the player does not have a 4 or a Scurvy Sam, he must pick one card from the draw pile, unless he has a Crazy Nate 8. A player may discard a Crazy Nate 8 at any time, including after a Crazy Nate 8 has just been played. When a Crazy Nate 8 is played, the player who discarded it may change the suit to any suit of his choosing. Discarding a Crazy Nate 8 ends your turn. If the player cannot play a card, he should draw 1 card from the draw pile. If he can play that card, he should play it. If he cannot play that card, he should add it to his hand. It is now the next person's turn.

**Game End:** The first player to get rid of all of his cards and shout "Shiver me timbers" wins!

**Variation:** For a more challenging game, add the following variations to the basic rules above.

- When a 1 is discarded, the next person in rotation loses a turn.
- When a 2 is played, the next person in rotation must play 2 cards. If he cannot play 2 cards, he must draw 2 cards.
- When a 12 is played, the direction of play reverses, becoming counter clockwise if it had been clockwise, or vice versa.