









If you don't have a card you can play, pull from the draw pile until you draw a card that can be used. All of the cards you draw during your turn become part of your hand.

Playing Crazy 8: You can only play a Crazy 8 if no other cards in your hand can be played OR you draw a Crazy 8 from the draw pile during your turn. When you play a Crazy 8, you may change the suit being played to any suit of your choosing.



THE WIN Be the first to get four-of-a-kind & no the last to notice if someone else does

THE DEAL Shuffle the deck and deal 4 car (one at a time) to each player.

THE PLAY Each player evaluates their han then passes one card to the lef picks up the card passed by the player to their right. The faster go, the harder it will be for you neighbor to keep up.

As soon as one pla four cards in one denomination (think 4 Queens), they stop passing or picking up cards and put a finge on their nose.

When they do, the other players must immediately stop to place a finger on their nose.

The last person to touch t is a squirrel without a nut



THE WIN Be the first player to get rid of all

THE DEAL Shuffle the deck and deal 8 cards (one at a time) to each player.

THE PLAY The first player to go may play any card. The next player must follow suit if possible.

If you cannot play a card that follows suit, you must pick up all the cards currently in play and add them to your hand. Then play any card from your hand to start a new round with a suit of your choice.

llows suit, the playe ighest card leads the new the cards in play an

