

Variations:

The '2' card is a 'draw two' card. When played, the next player must draw two cards before their turn. If this player already has a '2' card in their hand, it can be played so the third player must then draw four cards. This can be repeated until no other '2' cards can be played. The final player must draw the number of cards equal to the sum of all '2' cards that were played in the chain.

When a Queen is played on the discard pile, game play is reversed.

When an Ace is played on the discard pile, the next player is skipped.



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MADE IN CHINA

Ages 10 and Up • 2-4 Players

SPAM™ Crazy Eights!

Contents: 54 SPAM™ themed playing cards, score pad and pencil.

The four suits:



SPAMBURGER®
Hamburger



SPAM® Classic
in a can



SPAM® Classic
on a plate



SPAM® Classic
Single

The object of the game is to be the first player to get rid of all your cards. The game is played in three rounds; the player with the lowest points after three rounds is the winner.

Choose a dealer. If there are two players deal seven cards to each player. If there are more than two players deal five cards to each player. Place the remaining pile of cards in the middle of the table face down; this

will be your stock pile. Turn the top card of the stock pile face up and place it next to the pile; this will be the discard pile. Start with the youngest player and play clockwise.

Game play:

Player lays a card from their hand face up on top of the discard pile. The card must match either the suit **or** number of the previous card; i.e., if a Jack of **SPAM® Classic Single** is the top card on the discard pile, the player may lay down any **SPAM® Classic Single** card or a Jack of any other suit.

If no card can be played from a player's hand, the player must take a card from the stock pile. If that card can be played on the discard pile, the player lays it down. If the card can't be played on the discard pile, the

player must continue to take cards from the stock pile until a playable card is drawn.

The Crazy-Eight:

A player may lay an '8' on the discard pile on top of ANY card (the '8' is a wild-card). The player then calls the new suit which the next player must follow.

Winning and scoring:

The first player to discard all their cards wins that round. The remaining players score the points in their hands. An '8' is worth 50 points, face cards are worth 10 points and numbered cards are worth their number value.

The player with the lowest points after three rounds is the winner (use the supplied score pad and pencil to keep score).