



# Double Crazy™

For 2 to 6 Players / Ages 6+

**Description** Double Crazy™ is a matching game for ages 6 and up. The object of the game is to be the first player to get rid of all your cards.

**Best With** Series 641 Dual Value Playing Cards™

**Setup** The dealer shuffles the deck, including jokers, and deals seven cards to each player. One card is turned up in the center of the table. The rest of the cards are placed face down beside the upturned card to form a stock pile.

**Play** Starting to the left of the dealer and continuing left, each player plays, in turn, a card matching at least two items from the previous card - both values, both suits or one value and one suit. For example, if the previous card is the A♦/8♠, then 8♠/4♦ has three matches, 9♦/A♣ has two matches, and 8♦/6♣ has two matches.

If a player cannot play a card which matches at least two items, they have to pick up one card from the stock pile and add it to their hand. This card cannot be played until the player's next turn. If a player matches three items from the previous card, play reverses direction.

Jokers are wild and may be played at any time. The player following a joker may play any card in their hand as jokers match everything.

A card having a duplicate value or suit still requires two matching items to be played on it. For example, the 5♣/Q♣ would require ♣/♣ or 5/Q or 5/♣ or Q/♣ to match. A single ♣ is not considered a match.

If the stock pile runs out, leave the top face up card on the table and shuffle the remaining cards to form a new stock pile.

**Winning** The first player to play their last card is the winner.

**Variation** When a triple match is made, all other players pick up a card from the stock pile (instead of reversing direction).