

Red 7 Game Play



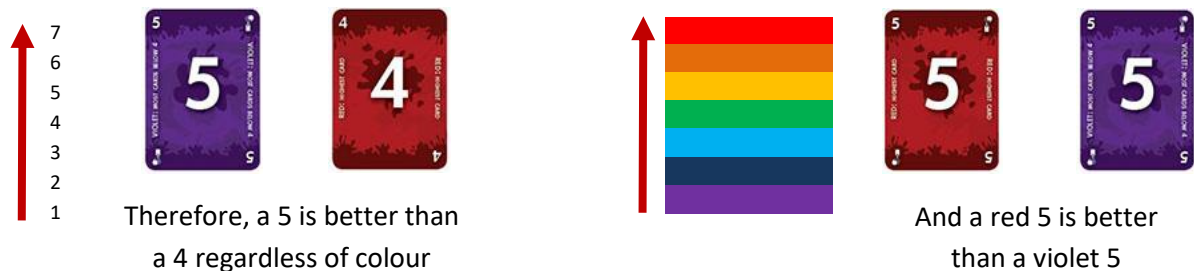
About the game: Red 7 is a competitive card game for between 2 and 4 players. The rules of the game are simple – each player must have the best (or winning) hand as they end their turn. If they can't play a card that create a winning hand, they're out of the game all together.

The deck: Red7 uses a deck of 49 cards, numbered 1 through 7 and in coloured suits that match the seven rainbow colors (red, orange, yellow, green, blue, indigo and violet).

How to Play: At the start of each round, players are dealt 7 cards which they keep hidden from other players, and 1 additional card which is placed face-up on the table in front of them. The face-up cards are referred to as the player's "pallet," and they are the cards that win or lose each during each turn.

The game begins with a plain red card in the centre of the table indicating the **Red** rule is in play. That means the highest card shown on the table is currently winning. The player to the left of the person who has the winning hand goes first, and will try to lay a card on their pallet that's higher than the card currently winning.

Card ranks: Cards with higher numbers are better than lower numbers, and if the cards have the same number, then the colours closer to the top of the rainbow are more powerful than those near the bottom.



Question: What if the player can't lay a card from their hand to their pallet that's higher than the currently winning card?

Answer: The player is either out of the game until the next round of the game begins, or they can change the rules of the game so the cards in their pallet win.

Question: How does the player change the rules of the game so they are winning?

Answer: By choosing a card from their hand and laying it in the centre of the table (not in their pallet), the rule associated with the colour of the card immediately takes effect. They can also add a card to their pallet in the same round.

What rules are associated with each colour?

The **Red** rule: the player with the highest card wins

The **Orange** rule: the player with the most of the same number wins

The **Yellow** rule: the player with the most cards of a single colour wins

The **Green** rule: the player with the most even cards wins

The **Blue** rule: the player with the most different colours wins

The **Indigo** rule: the player with the longest run (ex. 3, 4, 5 and 6) wins

The **Violet** rule: the player with the most cards valued 1, 2 or 3 wins

Ending a round: At the end of their turn, any players who are not winning according to the current rules are removed from the game. They set their hand and pallet aside face-down. The last person still in the game wins the round.

Note: the cards set aside by players removed from a round are not used in future rounds until all the cards in the deck are exhausted. When that happens, the used cards are reshuffled and added back into the deck.

Scoring: The person who won the round chooses the best cards from their pallet that fit the rule currently in play, and tallies the total of the numbers represented. This is their score for that round.

How to win: The first player to reach 40 (in a 2-player game), 35 (in a 3-player game) or 30 (in a 4-player game) has won Red 7.

Note: there are some advanced and action rules you can add to Red 7. We recommend that beginner players ignore those rules and only consider adding them when they are comfortable with the game. Please see the Red 7 Rulebook for information about these advanced and action rules.

