

SEP - Circle of Sevens

A tactical card game of sequences, sets, and timing: master the circle - claim all seven!

Components

- 1 standard 52-card deck
- 7 tokens (coins, chips, or similar markers)

Overview

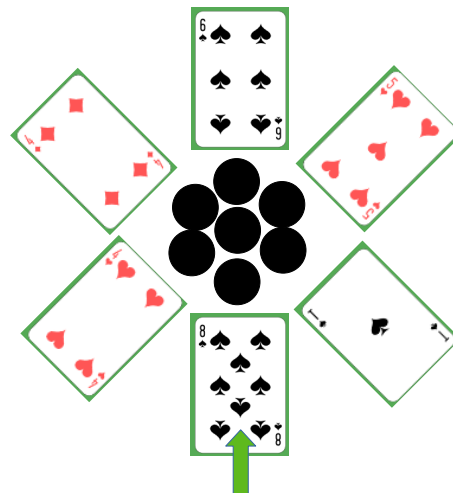
SEP is a tactical card game for two players. By placing number cards into a shared circle, players create combinations of matching or consecutive cards to earn tokens.

The first player to collect all seven tokens wins immediately — **SEP!**

Kings, Queens, and Jacks are action cards that allow players to remove cards from the circle and disrupt their opponent.

Setup

1. Remove all Kings, Queens, and Jacks from the deck (these are the action cards).
2. Shuffle separately:
 - 40 number cards (Ace–10)
 - 12 action cards
3. Place 6 number cards face-up in a circle.
4. Place 7 tokens in the center.
5. Each player draws:
 - 2 number cards
 - 2 action cards



The card that you connect in option 1 is placed on top of a card from the circle. While doing so, you must take into account one of the adjacent cards. See “connection rules”.

Turn Structure

On your turn, **choose** one of the following:

Option 1: Play a Number Card

- Draw a card from the draw pile or the reserve.
- Place one card into the circle.

Option 2: Play an Action Card

- Draw an action card.
- Use one of your action cards.

You may not do both!

Reserve

If you cannot or do not want to place a number card: Place a card face-up next to the draw pile (*reserve*). You must return 1 token (if you have any). You may take the top reserve card instead of drawing.

No Usable Action Card

If you cannot use an action card, discard one face-up. You must return 1 token (if you have any).

Placement Rules - You may place one card per turn

A card must be placed **next** to a card that follows one of these rules:

- Same suit and one higher or lower in value
- Same value (any suit)

Notes:

- The underlying card must remain visible
- Only adjacent cards (left or right) matter
- Aces connect to both 2 and 10
- Maximum of 3 cards per stack

Combinations

A combination consists of three or more cards that are:

- consecutive (same suit), or equal in value.

Cards in a combination do NOT need to be adjacent in the circle.

Scoring Tokens

- Each new combination earns 1 token
- Multiple combinations in one turn each score a token
- Extending an existing combination also earns 1 token
- A sequence of 6 cards earns 2 tokens

If no tokens remain in the center, your opponent must return one when you score.

Action Cards

The suit of the action card must match the suit of the card you remove.

- Jack (J): Remove 1 card (top card if stacked)
- Queen (Q): Remove 2 cards from one stack
- King (K): Remove a stack of 3 cards → + 1 token

Removed cards are placed face-down and may return later.

If removing cards creates a combination, gain a token.

When the ♥ Jack removes ♥8, a new sequence ♦4-♦5-♦6-♦7-♦8 is formed → + 1 token.

With ♣ King you can remove the ♣8-stack → + 1 token!

Filling Empty Spaces

If an empty space is created: fill it with a card from the draw pile or reserve.

If this creates a combination, gain a token.

Action Deck Reset

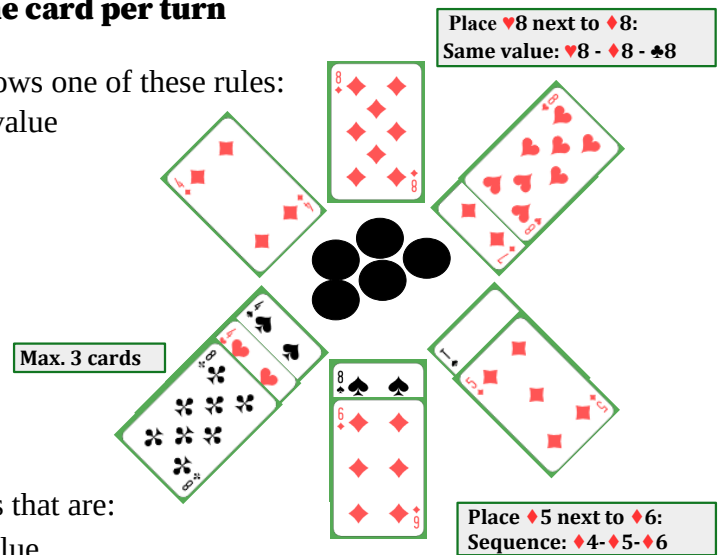
If the action deck runs out when a player wants to play an action card: shuffle discarded **and** players' action cards → deal 2 new action cards to each player → The active player draws 1 extra action card.

Draw Pile Reset

If the draw pile runs out: shuffle the discarded cards and reserve cards → repeat this a second time if there is still no winner (no one has scored 7 tokens yet).

End of the Game

The game ends when: a player collects all 7 tokens (instant win), or when the third draw pile is exhausted. Then the player with the most tokens wins. If tied: shuffle cards and continue until one player leads



SEP SOLO

You can also play SEP solo, with the following adjustments:

1. Between playing two action cards, a number card must always be played.
This means you may never play two action cards directly after each other.
2. Played action cards are placed overlapping, so you can see which ones have already been played.
3. If you cannot connect a card, place a card on the discard pile. There is no “reserve”.
4. When the last action card has been played, the game round ends.
Action cards are therefore not shuffled again.
5. You score positive points if you have captured all 7 tokens and there are still action cards left.
Each remaining action card on the table is worth 1 point.
The two action cards in your hand do not count.
If you gain the last token by playing the last action card, you score 0 points.
6. If, after playing the last action card, you have not yet removed all 7 tokens from the circle, you receive as many negative points as there are tokens still lying in the circle.
7. Winning the game:
 - a. Play two rounds. You win the game if you have at least 7 points after the second round.
Or:
 - b. Play three rounds. You win if you have 11 points after the third round.