

Red7

Rules v1.3

YOU ARE PLAYING RED7

v1.3

2 – 4 players • 5 – 30 minutes

The rule for winning is simple: have the best card or set of cards! But will you still be playing the same game when your turn ends? **IF YOU'RE NOT WINNING BY THE CURRENT GAME'S RULE AT THE END OF YOUR TURN, YOU'RE OUT. THE LAST PERSON STANDING WINS THE ROUND.**

The deck consists of 49 cards numbered 1-7, in each of the seven rainbow colors. A 7 is always higher than a 6, but a Red 6 is higher than an Orange 6, and so on **down the color spectrum** (Red, Orange, Yellow, Green, Blue, Indigo, Violet). **When comparing two cards, compare value first, then color.**



To begin a game of Red7, deal out a **seven-card hand** to each player, and then deal **one more card face-up** in front of each player to start their **PALETTE**.

Start the **CANVAS** (discard pile) with the **"YOU ARE CURRENTLY PLAYING RED"** card. The top card of the CANVAS pile determines what the rules are. The player with the highest card on their **PALETTE** is currently the best at Red, so the player to that player's left goes first. **Basic Red7 consists of one round. The winner of a round is the winner of a game.**

FIRST TURN SETUP

OPPONENT'S HAND



OPPONENT'S
PALETTE



CANVAS
(DISCARD PILE)



DRAW DECK

YOUR PALETTE



YOUR HAND

YOUR TURN

BASIC

On your turn, you **MUST take one** of the following actions:

1. Play a card face-up from your hand to your PALETTE.
2. Discard a card from your hand to the CANVAS to change the game to the rule of the discarded card's color. You must be winning the game after you do this. (see right)
3. Play a card from your hand to your PALETTE AND THEN discard a card to the CANVAS. You must be winning the game after you do this.
4. Do nothing, and lose. You might want to do this intentionally when playing Advanced Red7 to limit the number of points an opponent will score. If your hand is empty at the start of your turn, you must do this.

VERY IMPORTANT: If you are not winning the game at the end of your turn, you lose and are out of the round. Place your hand cards and PALETTE cards face-down. If you are ever the last player in the game, you win the round!

You are currently **WINNING** a game if your PALETTE contains **more cards** that meet the current game's rule than any other player. To break a tie, look at each tied player's **highest card** that follows the rule, checking its **value**, then its **color** if necessary. If you have no cards (for **Green** or **Violet**) that follow the rule, you are **NOT WINNING**. Examples are to the right for each rule. If you have **no cards** in your hand at the **start of your turn, YOU LOSE** since you are unable to do anything to win by the end of your turn.

GAME	CANVAS RULE	EXAMPLE
RED	HIGHEST CARD	
ORANGE	CARDS OF ONE NUMBER	
YELLOW	CARDS OF ONE COLOR	
GREEN	EVEN CARDS	
BLUE	CARDS OF ALL DIFFERENT COLORS	
INDIGO	CARDS THAT FORM A RUN (I.E. 4 5 6)	
VIOLET	CARDS BELOW 4	

ADVANCED RED7

RECOMMENDED

Once you've played **Red7** a few times, you might be ready for some advanced rules and scoring between rounds! Advanced Red7 has two additional rules:



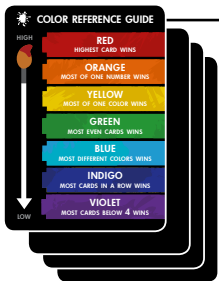
When you discard a card to the CANVAS, if the number on that card is **higher than the total number of cards in your PALETTE**, you may draw an additional card from the Draw Deck (unless the Draw Deck is empty).



The winner of a round scores points. See next page for scoring structure.

SCORING

If you win a round, take all the cards from your **PALETTE** that meet the current rule and place them under your **REFERENCE CARD**. **For example**, if you won **Blue** by having the most differently colored cards on your **PALETTE**, take the highest card of each color from your **PALETTE** and place them under your reference card. The next hand is dealt without those cards, as they are now your score pile. Cards are worth their face value in points. If there aren't enough cards to deal out a new hand to each player, the game ends and the player with the highest score wins.



**COLOR SCORE
REFERENCE CARD**

SCORED CARDS

POINTS TO WIN

2 PLAYERS: 40 POINTS

3 PLAYERS: 35 POINTS

4 PLAYERS: 30 POINTS

ACTION RULE (OPTIONAL)

Red7
EXPERT!

The four odd-numbered cards have **icons in their corners**. These represent an optional rule for actions, meant for experienced Red7 players. They can be mixed with either Basic or Advanced Red7. By these rules, when you play a 1, 3, 5, or 7 to your PALETTE, **you MUST perform that card's action if you can**.



7 Choose a card from your PALETTE and either discard it to the CANVAS or place it face-down on top of the Draw Deck. If playing with Advanced Red7, do not draw a card for discarding. You may not play a 7 if you cannot stay in the game at the end of your turn.



5 Play another card from your hand to your PALETTE. If your hand is empty, do nothing. If the card has an action, perform it.



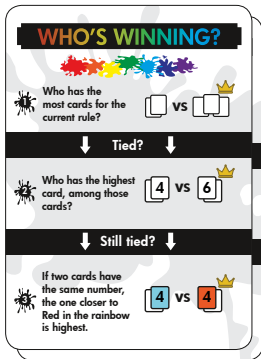
3 Draw a card from the Draw Deck.

If the deck is empty, do nothing. You may play a 3 to try to draw a card you can discard as a rule to stay in the game.



1 Choose a card from another player's PALETTE, and place it face-down on top of the Draw Deck. You may not choose a player with fewer PALETTE cards than you. You may not play a 1 if you cannot stay in the game at the end of your turn.

WHO'S WINNING?



You'll find this example on two aid cards in the deck. During the first couple of plays, place them on the table to ensure that the players will not be confused who's winning at any given moment.



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