If the game ended with the Column setup on the previous pages, the score would be as follows:

Player 1 scores **9 points** as he is holding a **VIOLET 5** (worth 5 points as normal), a **RED 4** (worth 4 points as normal), and a **GREEN 7** (worth 0 points as the Ages of Man pile has 2 cards in it, disabling the two highest values in the game, 7 and 6).

Player 1

Player 2 scores **12 points** as she is holding an **ORANGE 5** (worth 5 points as normal), a **RED 2** (worth 2 points as normal), and a **BLUE 6** (worth 5 points. It does not score 6 points because the second Ages of Man card disables 6's, but it does score 5 points as Blue is Wild and counts as the highest legal value).

Player 2

If either player had any Lucky Gods Bonus cards on the table, they would be worth 2 additional points each.

CARD POWERS:

AGES OF MAN
During the game:
Ages of Man cards may be placed on ANY Column to advance the end of the game. This does not grant any power. An Ages of Man card has no effect on the Wild color when placed in the Colors column.

End of Game:
Each Ages of Man Card in the Ages of Man Column prevents a high card from scoring. Thus 1 Ages of Man card means that cards of face value 7 are worth 0 points. 2 Ages of Man cards means that cards of face value 7 and 6 are worth 0 points and so on.

COLORS
During the game:
The most recently played Colors card on the Colors Column sets the Wild Color. Cards of this color may be played in any other Column to use the power of that Column. Ages of Man cards have no effect in the Colors column so the most recently played Colors card determines the Wild Color.

End of game:
Players final cards of the current Wild Color are worth the highest valid score. For example, if two Ages of Man cards are in play, then 7's and 6's do not score so Wild Color cards will be worth 5 points each.

DEADLY SINS
Choose an opponent. Choose a random card from their hand and discard it to the appropriate Column. If the card is the Wild Color or an Ages of Man card, you may choose where to place it. Powers do not activate (except a Color will change the Wild and an Ages of Man will advance the game / disable high cards.). Your opponent draws a new card.

HOLY VIRTUES
Draw 1 card from the deck and place it in your hand, then play another card from your hand as normal.

LUCKY GODS
During the Game:
Call out either a number (e.g. 6) or a color (e.g. Red) and flip the top card of the draw deck. If it matches the color or the number chosen, place the card in front of you face up for an end game bonus.

End of Game:
Lucky Gods bonus cards are worth 2 points each at the end of the game.

SEAS
Move a card from the top of a Column to your hand. You will not draw at the end of your turn.

WONDERS
Look at any combination of 3 cards from your opponents' hands and/or the top of the deck. Cards from the deck are placed back on top of the deck in any order.

Jason Tagmire's
SEVEN7S
For 2-4 players

The magic number 7 holds meanings, powers and coincidences dating back to the dawn of time. In Seven7s, you have the powers of seven of the most famous 7's in history. Use these powers carefully to defeat your opponents.

Designed by Jason Tagmire
Development by Ralph H. Anderson
Art by Fabrice Weiss
Graphic Design by Adam P. McIver

COMPONENTS:
49 Standard Cards
4 Quick Reference Cards

Value = 5
Color = Orange
Power = Holy Virtues

SETUP:

Shuffle the Standard Cards and deal 3 to each player. Place the remaining cards in the center of the table to form the draw deck.

Flip the top card of the draw deck to create the first column for the card type drawn. During the game additional columns will be added as each card type is played.

The player whose age is evenly divisible by 7 starts the game and if tied the youngest player starts the game.

TURN:

•Choose one card from your hand and play it to the table by placing it onto a column that matches its type (*Exception: Ages of Man and Wild cards).

•If there is no column for the type, create a new column.

•Cards should be placed so that you can see the type, number and color of the other cards in the column.

•When placed in a column, the card's power is activated.

•Refill your hand to 3 cards from the draw deck at the end of your turn.

EXAMPLES OF PLAY:

Earlier, the "Old Age" Ages of Man card was played onto the Holy Virtues column, as Ages of Man cards can always be placed onto any column, speeding up the end of the game. However, it did not trigger the column power.

At this stage of the game the Wild Color is Blue, which allows the "Great Pyramid of Giza" Wonders card to be played onto any column to use that column's power. In this example it has been placed in the Lucky Gods column to activate that power.

In all other cases cards must be placed onto columns of their own type where they will activate that column's power.

GAME END:

When one of the columns reaches 7 cards, the game ends immediately.

Place the game-ending card sideways on its column, as it will be used for final scoring.
It does not trigger any power.

WINNER:

The winner is the player with the highest combined card value.

Players add up the value of each card in their hand plus any Lucky Gods bonus cards; and, the last card played sideways if they triggered the end of the game.

Each card is worth face value with the following exceptions:

•Score 2 points for each Lucky Gods bonus received.
•For each card in the Ages of Man pile, the highest numbered values in the game are reduced to 0. (See Ages of Man on page 7).
•Cards of the final Wild color count as the highest point value not disabled by the Ages of Man (See Ages of Man on page 7).

If tied, the tied player with the lowest single non-zero card value wins. If still tied, the victory is shared.