



# Learning to Play Sevens: A Beginner's Guide

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# Game Setup



## Gather Materials

Use a standard 52-card deck without jokers.



## Assemble Players

Have 3-7 players sit in a circle around the playing area.



## Deal Cards

Distribute all cards evenly. Some players may receive extra cards.



## Understand Goal

The first player to play all their cards wins the game.



# Basic Rules

## Start with Sevens

The 7 of diamonds to begin play in the center of the table.

## Build Sequences

Cards build up (8,9,10,J,Q,K) and down (6,5,4,3,2,A).



## Take Turns

Play moves clockwise around the circle of circle of players.

## Play Adjacent Cards

Cards must be adjacent to those already already on the table.





# How to Start the Game

## Find the Starting Player

The person with the 7 of diamonds plays first.

## Expand Play Options

After the initial 7 is played, adjacent cards become playable. If no other adjacent cards are available, add another 7 to another row.

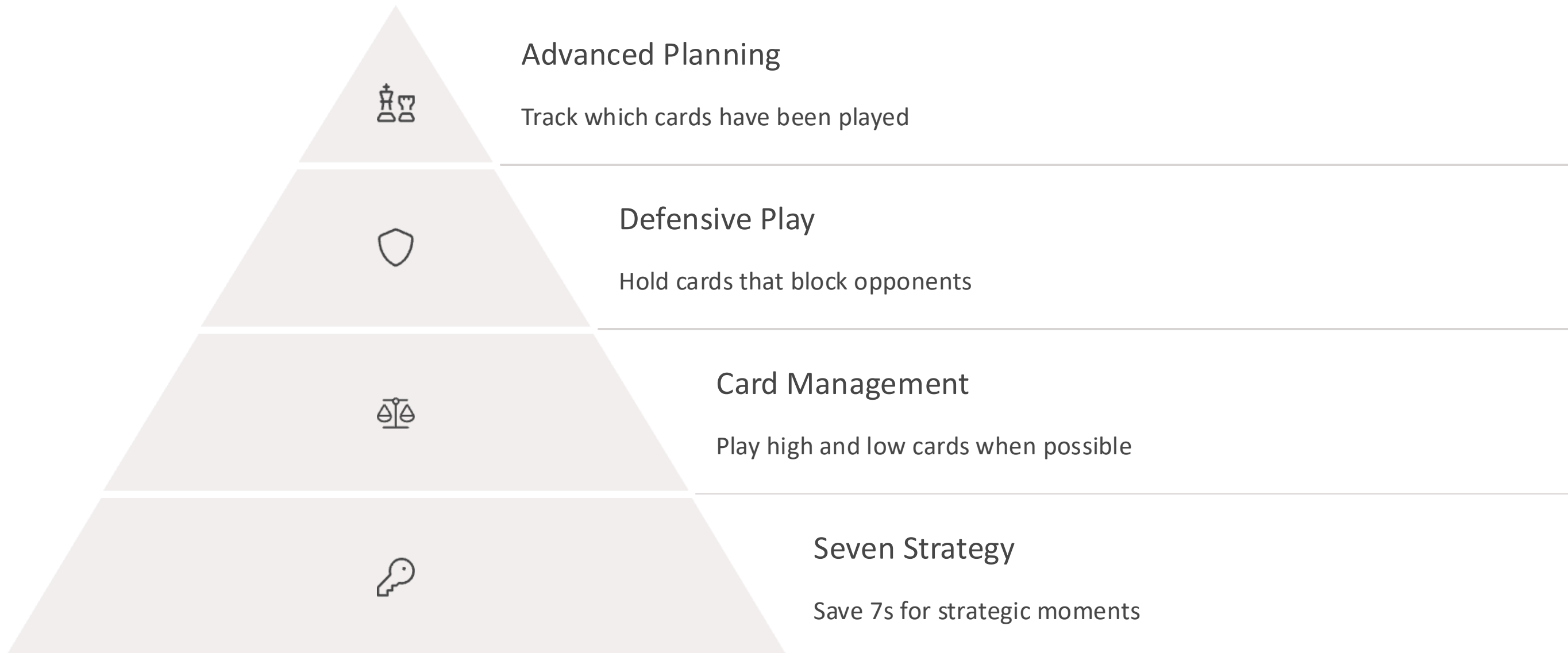
## Create the Layout

Cards form four rows by suit with 7s in the middle.

# Legal Plays Explained

Suit	Up Sequence	Down Sequence
Hearts	7♥ → 8♥ → 9♥ → 10♥ → J♥ → Q♥ → K♥	7♥ → 6♥ → 5♥ → 4♥ → 3♥ → 2♥ → A♥ A♥
Spades	7♠ → 8♠ → 9♠ → 10♠ → J♠ → Q♠ → K♠ K♠	7♠ → 6♠ → 5♠ → 4♠ → 3♠ → 2♠ → A♠
Diamonds	7♦ → 8♦ → 9♦ → 10♦ → J♦ → Q♦ → K♦	7♦ → 6♦ → 5♦ → 4♦ → 3♦ → 2♦ → A♦
Clubs	7♣ → 8♣ → 9♣ → 10♣ → J♣ → Q♣ → K♣	7♣ → 6♣ → 5♣ → 4♣ → 3♣ → 2♣ → A♣

# Strategy Tips



# Winning & Scoring

## Victory Condition

The first player to empty their hand wins the game.

## Standard Scoring

Players receive 1 point per card remaining in their hand.

## Tournament Play

The first player to reach 50 points is eliminated.





# Variations & House Rules



## Strict Passing

Players must pass if they have no legal play.



## Multiple Decks

Use several decks for larger player groups.



## Tournament Style

Play with rotating seats and cumulative scoring.