



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.

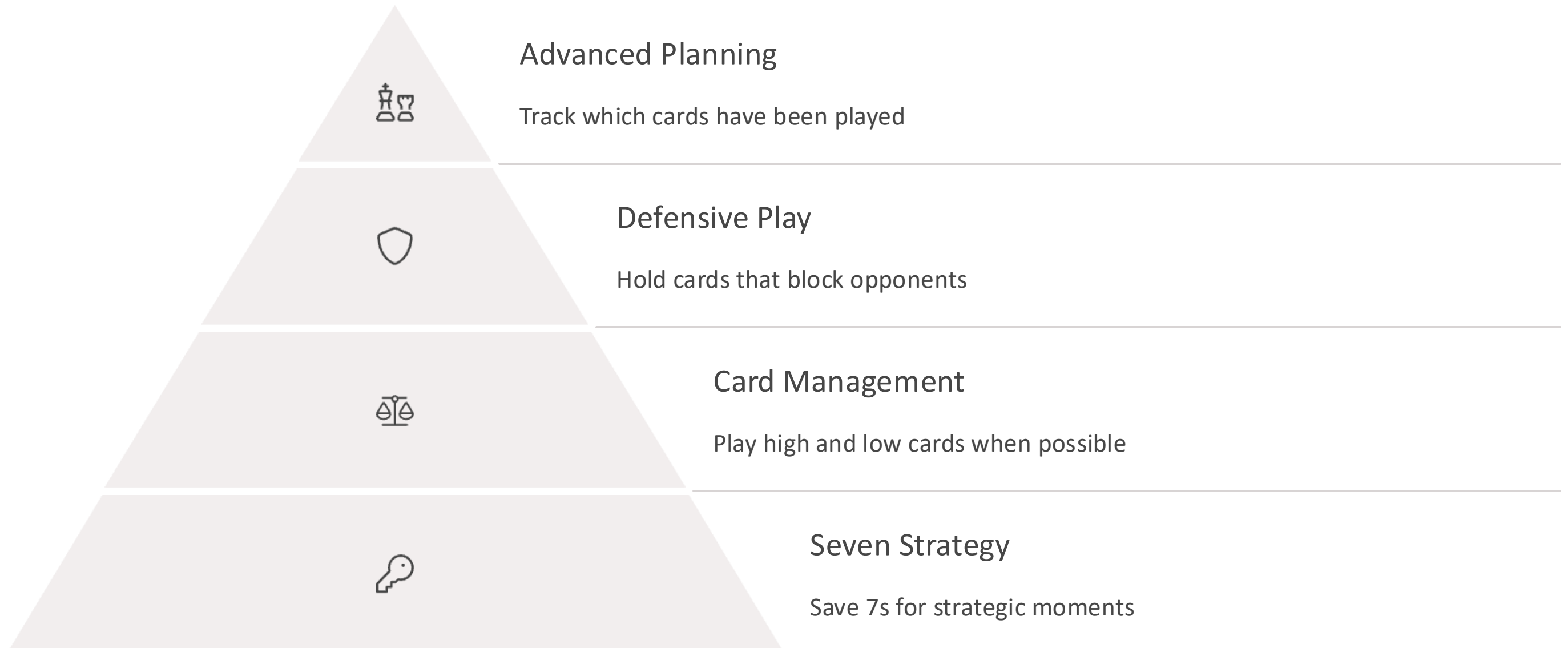
Create the Layout

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 100 points is eliminated.



Variations & House Rules



Strict Passing

Players must pass if they have no legal play.
play.



Multiple Decks

Use several decks for larger player groups.
groups.



Tournament Style

Play with rotating seats and cumulative
scoring.