

DOUBLE SEVEN

A game for 2 to 4 players, ages 8 and up.

Designer: Michael Schacht - Illustrator: Christine Alcouffe

Exchange for Victory!

Components:

91 tiles containing:

- 8xAnimal families (8 colors) with 11 tiles per Animal.



4 tile racks:



- 3xClovers (Wild tiles):



8x7 tokens:



1x77 token:



Game Objective:

Place, exchange, and expand Animal families.

At the end of the game, each family in front of you scores 1 point per tile.
Aim to create families of at least 7 tiles to earn bonus points.

Game Setup:

- Place all tiles face down in the center of the table and shuffle them.
- Set the 7 tokens and the 77 token within reach of all players.
- **Each player takes a tile rack and draws 3 tiles in secret**, placing them on their rack.



Example setup for 3 players.

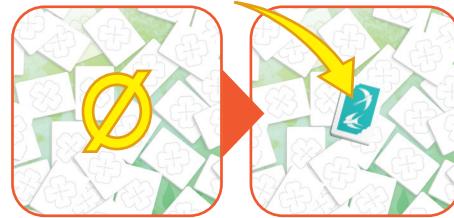
The first player is chosen at random.

Play continues clockwise.

Game Play:

1 - Flip a Tile

! If there are no face-up tiles in the tile reserve, flip one over.



2 - Draw Tiles

one by one, visible or hidden:

3 tiles if your rack is empty.

OR

2 tiles if you already have at least one tile on your rack.



"Rainbow!" :

- Just after drawing -

If you have 5 or more tiles on your rack, each representing a different Animal (without any Clovers), you may declare "Rainbow!". Show your rack to the other players, then draw an extra tile, either visible or hidden. This action can only be performed once per turn, after drawing.

3 - ACTIONS

You may perform as many actions as you wish or are able to. Each action can be repeated, except for the Special Action..

Golden Rule

Once placed on the table, a family cannot:

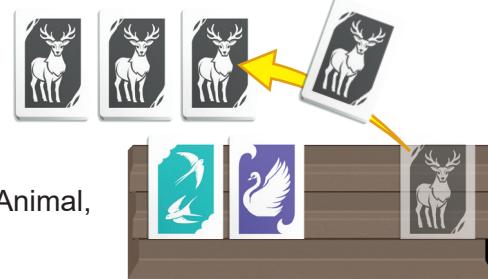
- Be merged with another family.
- Be split apart.

A family on the table can only be expanded or exchanged.

Up arrow icon Expanding a Family

From your rack, add one or more tiles (Animal or Clover) to expand a family already placed in front of you.

A family must consist of only one type of Animal, with optional Clovers.



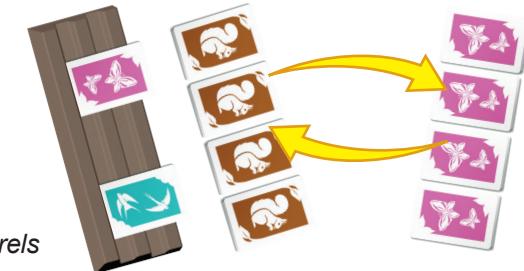
"Seven!": Each time one of your families reaches at least 7 tiles (while expanding), take a 7 token and place it next to your rack with the +1 side up. This family can still be expanded or exchanged like any other.

"Double Seven!": If you are the first to achieve two families with at least 7 tiles each, also take the 77 token and place it next to your rack with the +2 side up.

This action triggers the **END OF THE GAME**.

Exchanging a Family

Exchange one of your Animal families with that of another player. Both families must have the exact same number of tiles.



Example: A player exchanges their 4 Squirrels for another player's 4 Butterflies

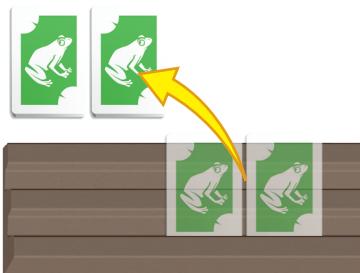
! After an exchange, you may end up with multiple families of the same Animal. Keep these families separate; do not merge them.

! You cannot split a family to make an exchange.

Plus sign icon Starting a Family

From your rack, place a family of at least 2 identical Animal tiles in front of you, visible to all players.

One or more Clovers (Wild tiles) can be used to start a family. However, a family cannot be made up entirely of Clovers.



! You cannot start a new family of an Animal already present in front of your rack. However, you may start a family of an Animal already in front of another player.

Four leaf clover icon Retrieving a Clover

You may retrieve a Clover (Wild tile) from a family placed in front of you or another player. From your rack, take an Animal tile that matches the family.

Replace the Clover with this tile and place the Clover on your rack.



Star icon Special Action: Two for One

Once per turn only! Discard 2 tiles face-up from your rack and draw one other tile, either visible or hidden.

4 - End of Turn

Your turn ends if:

- Your rack is empty. Announce “Clear!”.

OR

- You choose to pass. Announce “Pass!”.

You are never required to perform all possible actions.

⚠ If you have **6 or more tiles on your rack**, you must **discard exactly one tile**. This tile is **removed from the game**, face-up (not placed back in the tile reserve).

End of Game

The game ends **when a player takes the 77 token** or when the last tile is drawn.

The player who triggers the end finishes their turn as normal.

Each other player takes one final turn, then points are tallied.

Note: If there are no tiles left to draw, skip the drawing phase on the final turn.

Scoring

Each tile placed in front of you scores 1 point.

- Add **1 point** for each **7 token** you have
- Add **2 points** if you hold the **77 token**.

Tiles left on your rack do not score any points.

The player with the most points wins.

In case of a tie, the player holding the **77 token** wins.

If the **77 token** is not held by any tied player, the tied players share the victory.

Example: This player was the first to create two families with 7 tiles each.

*They took the **77 token** (worth 2 points) and triggered the end of the game.*

They have a family of 7 Birds (7 points), a family of 8 Squirrels (8 points), and a family of 2 Foxes (2 points).

*During the game, they also collected two **7 tokens** (worth 1 point each).*

The two remaining tiles on their rack (Butterfly and Swan) do not score any points.



Total Score for this Player:

7 points (Birds)
+ 8 points (Squirrels)
+ 2 points (Foxes)
+ 1 point (**7**)
+ 1 point (**7**)
+ 2 points (**77**)

= 21 points

EXAMPLE OF A GAME IN PROGRESS:

This is a detailed example to help understand all the game mechanics.

Debora starts her turn.

A First, since there are no face-up tiles in the tile reserve, **Debora flips** one over.



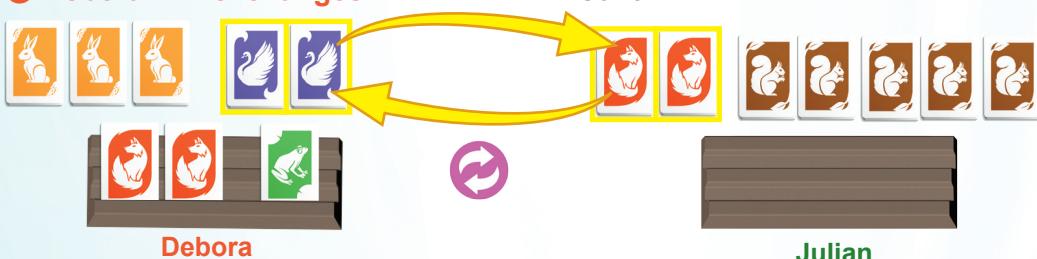
B **Debora** did not finish her previous turn with an empty rack (she still has a Fox tile). So, she needs to **draw 2 tiles**.

The Bird tile does not interest **Debora** at the moment. She **draws** a random tile (a Frog).



Then, she **draws** a second hidden tile (a Fox), as the Bird still does not interest her

C **Debora** now **exchanges** her 2 Swans for **Julian's 2 Foxes**



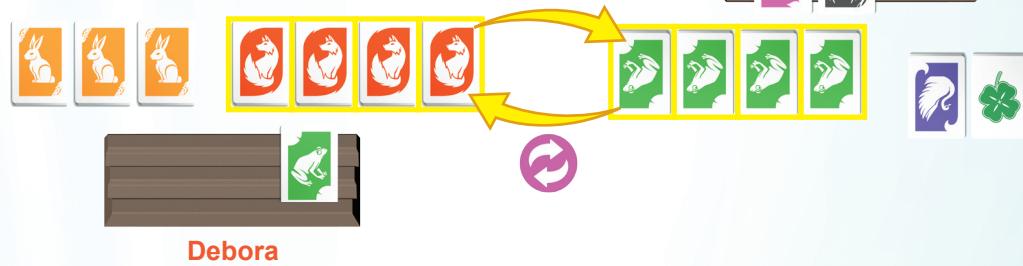
D **Debora expands** her Fox family by adding the Foxes from her rack. She now has a family of 4 Foxes.



Double Seven,
a game by Michael Schacht,
illustrated by Christine Alcouffe.

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75008 Paris, France.

E Next, **Debora exchanges** her family of 4 Foxes for **David's** family of 4 Frogs.



F Finally, she **expands** her Frog family with the Frog tile from her rack. She ends her turn by announcing "**Clear!**".



It's now **Julian's turn** to start.

Julian does not need to flip a tile from the Tile Pool because there is still a face-up tile: a Bird.

G Julian finished his previous turn with an empty rack.

As a result, he **draws 3 tiles**. He draws a Frog, a Deer, and a Rabbit, in that order. He did not take the face-up Bird tile, as it does not interest him.



H Julian decides to use the "**Two for One**" Special Action.

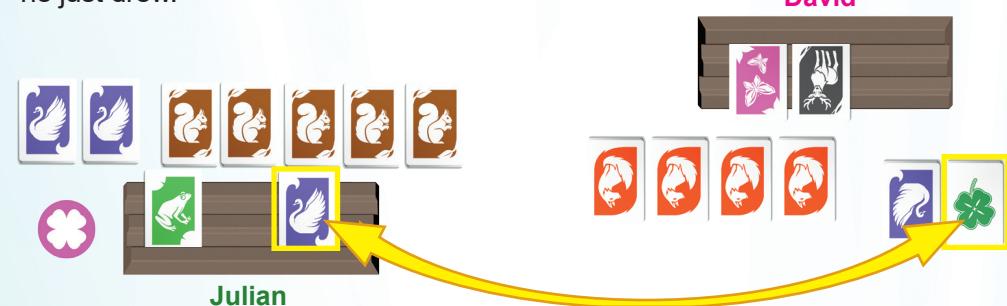
Reminder: This action can only be performed once per turn.

The Deer and Rabbit he just drew do not interest him at all. He places them face-up in the tile reserve (these tiles can now be picked up by other players).



He then draws another tile, a Swan. This is perfect because...

I ...He **retrieves** the Clover from **David's** family by exchanging it for the Swan he just drew.



J Julian then **exchanges** his family of 5 Squirrels for **Debora's** family of 5 Frogs.



K Finally, **Julian expands** his Frog family with the Frog tile he drew and the Clover he just retrieved.



SUMMARY OF YOUR TURN:

- 1 - If there are **no face-up tiles** in the tile reserve, **flip one over**.
- 2 - **Draw 2 tiles** one by one, or **3 tiles if your rack is empty**.

"Rainbow": Immediately after drawing all your tiles, if you have 5 or more tiles on your rack, each representing a different Animal (with no Clovers), declare "Rainbow" and draw an extra tile.

This action can only be performed once per turn, after drawing.

- 3 - **You may perform as many actions as you want** (or can).

Each action can be repeated multiple times, except for the Special Action. Clovers are Wild tiles and can replace any Animal tile.

⚠ GOLDEN RULE A family placed on the table cannot:

- **Be merged with another family** of the same Animal.
- **Be split apart**.

+ Start a family: From your rack, place a family of at **least 2 identical Animal tiles**, as long as you don't already have this Animal in front of you.

↑ Expand a family: From your rack, add a tile to expand a family already placed in front of you.

"Seven!": Each time one of your families reaches **at least 7 tiles**, take a **7** token and place it next to your rack with the **+1** side up.

"Double Seven!": If you are **the first to achieve a second family with at least 7 tiles**, also take the **77** token.

This triggers the end of the game, and each remaining player will take one final turn before the game ends and points are counted.

⟳ Exchange a family: Swap one of your Animal families with another player's family, as long as both families have the **exact same number of tiles**.

♣ Retrieve a Clover from a family already placed on the table:

From your rack, take an Animal tile that matches the family.
Replace the Clover with this tile and place the Clover on your rack.

Special Action "Two for One": Once per turn only.

★ Discard 2 tiles from your rack face-up into the tile reserve.
Then, **draw another tile**, either visible or hidden.

- 4 - **End of turn:** Your turn ends when your **rack is empty** ("Clear!") or when you decide to **pass** ("Pass!").

⚠ If you have **6 or more tiles on your rack**, you must **discard exactly one tile**. This tile is removed from the game, face-up.