

Red7

Roger's Rules: Firedrake/BGG

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Goal

Have the highest score at end game.

Card values

Current rule applies first; then tie break on highest card that signifies under the rule.

Red: single highest card.

Orange: the most cards of a single number.

Yellow: the most cards of a single colour.

Green: the most cards with even numbers.

Blue: the most cards of different colours.

Indigo: the most cards with adjacent numbers.

Violet: the most cards numbered 1-3.

A higher-numbered card beats a lower-numbered card. With matching numbers, a longer-

wavelength card beats a shorter (red > orange > yellow etc.).

Setup (each round)

Shuffle all cards.

Deal 7 cards to each player (their hand) and 1 face-up in front of each (their palette).

Place the "You Are Currently Playing Red" card in the middle of the table. This is the base of the discard pile (canvas).

The player to the left of the player with the highest palette card plays first.

Play

On your turn, you may play a card from hand to palette; discard a card from hand to canvas to change the current rule; or both; or neither.

Advanced: if the card you discard to canvas has value higher than the number of cards in your palette, you may draw one card.

Action rule: if you play a 1, 3, 5 or 7 to palette you must try to activate its ability.

1: take a card from another player's palette (with no fewer

cards than yours) and add it to the top of the draw deck.

3: draw a card from the draw deck.

5: play another card from your hand to the palette.

7: take a card from your palette and discard either to canvas or to top of draw deck. Advanced: do not draw a card for doing this.

If your palette does not beat those of all other players at the end of your turn, you are out of the round; turn your palette and hand face down. (If you

discarded to canvas this turn, take that back too.)

Action rule: you may not play a 1 or a 7 if you're going out.

End round

Last player still in wins the round.

Advanced: take all the qualifying cards from your winning palette and add them to your score pile; they are each worth their face value. Play rounds until someone beats $(10 - \text{P}) \times 5$ points.