

Seven as played by NCCC

Four to twenty-five players can play, as dictated by space.

Any player can start the deal. Deal cards one at a time in a clockwise direction.

The deal may end with some players having an extra card. By rotating the deal clockwise through seven hands things should even out a bit.

Seven hands constitutes one game.

In order to play a card into the layout certain rules must be followed.

Players can only play one card at a time.

The player with the Seven of Spades starts the play with that card. The play continues in a clockwise direction.

At this point the only cards that can be played are the Six of Spades, Eight of Spades or any Seven, all of the Spades and the Sevens are called Control Cards.

The Spades are played in numerical order in one row either in descending or ascending order from the Seven of Spades. No skipping a number.

The other Sevens are played in any suited order in a column with the Seven of Spades in any order.

To play a Non-Control card (The rest of the Deck) the same number in Spades must already be played as well as the cards in its sequential Suite.

For example, the six of spades and the seven of diamonds have been legally played, the next player in order can play the six of diamonds or a joker in the row to the left of the seven of diamonds.

So, to play a Non-Control card both the number and the suite must match both of the Control cards Vertically and Horizontally. A Joker can be subbed for any Non-Control card. A Joker can NOT sub for a Control Card.

If the current player has no cards that play, they must ask for a card from the player to their right. Holding out your hand to the player on your right is an excepted sign and adds a little drama to the game. The player must accept whichever card they are given. Receiving a card ends that players turn.

When the Joker is played the card it subs for becomes a dead card because it can't be played anywhere. Jokers and Dead cards count 50 points each.

All players must knock when they are down to one card. They have until the next card is played. Any player can call the error to anyone's attention. More drama. The penalty is accepting a card from the player on their left.

Play continues until a player has no cards left. That ends that hand. Seven hands makes a game.

Scoring:

Ace to Nines count face value.

Ten to King count 10.

Jokers and Dead cards count fifty (Two Jokers, Up to two dead cards.)

Low score wins.