

7 BOOM



A game by:
2-5 player ages 6 & up

Game content

- 73 cards: 45 numbers cards: 1,2,3,4,5,6
• 8,9,10 - five of each.
• 20 7 cards- five of each.
• 8 "Boom" cards.

Game goal

Being the first player to finish his cards.

Game assembly

The card deck is shuffled; every player receives 7 cards, facing down. The rest of the cards serve as deck. The upper card from the deck is placed facing up in the middle. The youngest player starts playing.

Game play

In his turn, each player puts one card on the pile. Only a card with a higher value than the one that is currently on top of the pile can be placed. If a player does not have a suitable card, he must draw one from the card deck.

- * When you reach card number 10, the next player starts again from a low number.
- * When you reach high numbers and the players does not have a suitable card, the game can be continued by placing a relevant 7 card.

While the regular number cards serve only as regular numbers, the 7 cards are not played as numbers - they are wild cards.



The various 7 cards:
"Change direction" 7 card

Switches the direction of the card placing flow, from higher to lower, or from lower to higher.



"Transparent" 7 card
Keeps the value of the last card under it.



"Reset" 7 card
Resets the value of the pile.
The next player can play any card.



"Costume" 7 card
Can have any value, according to the player that played it.



"Boom" card
A "Boom" card can be placed only on a 7 card. If one of the players plays a 7 card, any other player can immediately put a "Boom" card on it even if it is not his turn to play. Only the first player to place the "Boom" card counts. If a player that played 7 gets a "Boom" card, he has to draw cards from the deck to complete to an amount of seven cards in his hand. This player starts the new round playing any card he wants.

Winning the game

The game ends when one of the players manages to get rid of all of his cards. If a player places a 7 as his last card and another player places a "Boom" card on it, he doesn't win, since he needs to draw 7 cards from the deck. After that the game continues as normal. In case the draw pile has run out of cards, you shuffle the cards in the middle pile and create a new draw pile.