



Is a strategy card game based on color, number and special properties. In general, cards are either red, green, blue, or yellow. Each color group contains three types of cards: Numbers, Actions, and Characters.

777 is the symbol of cosmic perfection. The goal of the game is to score 777 perfection by collecting one Character card, one Action card and one Number card. To collect a card, a player must win a round by being the first to go out. Only one card can be collected per round. Each collected card type adds a 7 to the player's score. The first player to collect all three types and achieve the cosmically perfect score of 777 wins the game!

QUICK START

- Deal each player 7 cards.
- The person seated left of the dealer goes first with a card from their hand.
- Cards play on color or number. For example, a red 3 would play all other reds as well as on 3s of any other color.
- 567 of the same color can be played as a single card. Green 567 would play on any green or on any 5.
- In addition to playing on all other 10s, any color 10 plays on any 9 and on any TRADE.
- All Character cards play on all other cards.
- If you can't play, take one card from the top of draw stack. If you still can't play, pass to the next player.
- Playing a card, whether to discard or reserve it, concludes your turn.
- Strategic passes are allowed, but you must draw one card first.

RESERVING & COLLECTING CARDS

Rounds

Win a round to collect one of three card types and add a 7 to your score. Rounds are won by being the first player to go out.

How to Reserve a Card

Placing a card face-down, off to the side, reserves it for collection. The card is collected if you go out. Otherwise, it gets put back into the deck for the next round.

Before The Hand Starts:

At the beginning of each round, right before the first card is played, players have the option to reserve a card from their starting hand. This is the only time reserving a card doesn't count as a turn.

During The Hand:

Cards can be reserved during the round as well, but this counts as a turn and no other play can be made.

Changing Reserved Cards

Players can swap a reserved card for another in their hand - including one they've just drawn, but they will be unable to play a card on the discard pile until their next turn.

Playing Reserved Cards

If you decide to play a reserved card, you'll have to wait until your next turn to reserve another one.

Not Required

Having a reserved card is not required, but you will not be able to collect a card if you go out without one.

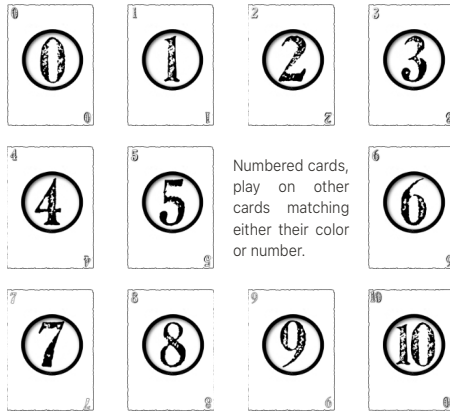
Safe from Attacks

Both reserved and collected cards are safe from attacks. They can't be stolen by a THIEF and are never a part of any trade.

Permanent

Collected cards are permanent and cannot be played.

REGULAR NUMBERED CARDS



Numbered cards, play on other cards matching either their color or number.

ACTION CARDS

Each color group also contains 3 "action" cards: the REVERSE, DEUCE, and TRADE. Action cards are numbered cards but with added, optional properties.



- Optionally reverses the direction of play
- Plays on any card of matching color
- Plays on any other REVERSE or 0
- Any other REVERSE or 0 plays on



- Optionally go again with any playable card
- Plays on any card of matching color
- Plays on any other DEUCE or 2
- Another DEUCE or 2 plays on it



- Optionally trade hands with another player
- Plays on any card of matching color
- Plays on any color 9 or TRADE
- Any 9, 10 or TRADE will play on it
- Requires an immediate response

COLORFUL CHARACTERS

Each color group contains 2 character cards; the HERALD and the THIEF.



- Plays on all other cards
- Any 4 or HERALD plays on it
- Often changes the color and number
- Must be announced when played

The HERALD is a special 4 that can be played on all other cards. The HERALD loves to be the center of attention and must always announce his arrival. For example, if you play a green herald you must announce it by saying "Green 4!" When someone plays a HERALD, try to call out its color and number before they do. This will force them to immediately draw four cards. They can't respond with a SAINT to get out of having to draw because the SAINT only helps with moves made by other cards - callouts are not cards. A HERALD can't be called out once it is covered by another card.



- Plays on all other cards, any 6 or THIEF plays on it
- Can steal the show
- Can steal opponents last card
- Can play as a regular 6 of color
- Vulnerable to a REAPER until covered

The THIEF is a sleight of hand master who has many talents. It can be played several different ways. Just beware the REAPER!

Steal the show - The THIEF can be played at any time, on any other card to change the number in play to 6 and the color to its own. Playing it this way is called "stealing the show".

Steal a card - The THIEF can also be used to target any player caught holding only one card. Play the THIEF against them to steal their last card. Unless they can respond with a SAINT or a REAPER, they'll have to give you the card and draw 7 new ones.

Regular 6 - The THIEF doesn't have to be a thief! It doubles as a regular 6 of color. It can always be played on any card its own color, on any 6, or any other THIEF - all without stealing. When played as a regular six, it can be used to make a 567 combo. The REAPER has no quarrel with a THIEF played as a regular 6.

MAIN CHARACTER CARDS

Characters are the most powerful cards in the game. They are used for attack, defense, and strategy. All Character cards can be played on all other cards regardless of color or number.

SAINTE



- Ignore a SINNER
- Deny TRADES
- Repel a THIEF
- Negate a REAPER
- Optionally change the color anytime

The SAINT is immune to all attacks and retaliations made by other cards. But she can't resist a SAMARITAN as his pass is considered a gift, not an attack. Nor can she help a HERALD who gets called out for not announcing - callouts aren't attacks either.

SAMARITAN



- Play then pass a card or a combo
- Maximizes a combo's strength
- Keep another player from going out
- Change color anytime

The SAMARITAN is a happy-go-lucky chap who is always ready to lend a helping hand. His gifts are too good to refuse!

The SAMARITAN must pass a card to the next player except when it is your last card and playing it will cause you to go out. In that case, there's no need to pass a card because the round will be over as soon as you play it. You can always draw a card and pass it if you prefer to hold onto your other cards.

SINNER



- Plays on all other cards
- Make all others draw four cards
- Make all others lose their turn
- Reset the color

The SINNER enjoys making things difficult for everyone else. When you play a SINNER, every player after you must respond when their turn comes. Unless they can respond with a SAINT or REAPER, they will have to draw four cards and lose that turn.

Playing a SINNER can be risky because it always attacks all the other players. Each of them will get a chance to play a REAPER when their turn comes. You'll have to individually and immediately respond to each REAPER as it is played. So, you'll need a SAINT for each REAPER to avoid having to draw four cards for that particular instance.

REAPER



- Smite a SINNER
- Punish a THIEF
- Reset the color
- Requires an immediate response

The THIEF is vulnerable until it is covered with another card.

The REAPER makes a show-stealing-thief immediately draw two cards, one for the number and one for the color they stole.

The REAPER makes a card thief immediately draw 7 cards, one for each card their victim had to draw.

The SINNER attacks all the other players. One or more player(s) may have a REAPER. Unless the SINNER has a SAINT for each REAPER, as soon as it is played against them, they must immediately draw 4 cards.

ABOUT ATTACKS

Attacks and counterattacks, which are made directly against a specific player, require an immediate response. This will often require a player to respond out of turn, temporarily disrupting the turn cycle. For example, if someone plays a TRADE or a THIEF against you, you must respond immediately. Unless you have a defense card, like the SAINT, you'll have to submit. Once the entire exchange is complete, the turn goes back to the person who would have been next had the attack never happened. This feature of game-play is important to consider as you develop a strategy for attacks and defenses.

COMBINATION EXAMPLES

