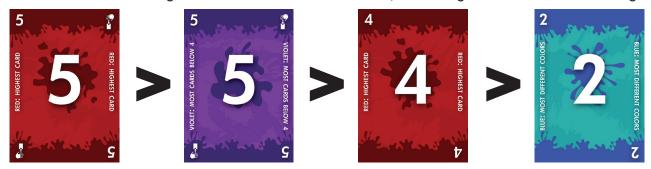


Created by Carl Chudyk & Chris Cieslik Graphic Design by Alanna Cervenak Playtested by Lindsay Garside & Kat Dutton Inspired by 7Deck by Andrew Greene & Denis Moskowitz Rules v1.0



The rules of Red are simple, have the best card! But Red is just one of seven games you'll be playing. If you're not winning the current game at the end of your turn, you're out -- and the last person standing wins the round.

The deck is 49 cards, numbered 1-7 in each of the seven rainbow colors. A 7 is always higher than a 6, but for cards of the same number, a Red is the highest and Violet the lowest, in order (Red, Orange, Yellow, Green, Blue, Indigo, Violet).



To play Red, deal out a seven card hand to each player, and then deal one more card face up in front of each player to start their palette. Start a discard pile with the You are Playing Red card. The top card of the discard pile determines what the rules are. The player with the highest card is currently the best at Red, and the player to their left goes first.

On your turn you can do either or both of two things. You can play a card from your hand to your palette, or discard a card from your hand to change the game to its color. You cannot discard a card if you would not be the best at its rule afterward (see below).

If you cannot be the best by the end of your turn, you are out of the round. Take your palette into your hand and place it face down in front of you. If you're ever the last player left, you win the round!

You are winning a game if your palette contains the most cards that meet its rule out of any player. Ignore the other cards in your palette. If you have the same number of cards as another player that meet the rule, whomever has the single highest card in the group (including color order) is winning. Examples are below for each rule. One card is always enough for any of the rules.

GAME	PALETTE RULE	EXAMPLE
RED	HIGHEST CARD	5 1 6 4 > 3 6 1 1
ORANGE	CARDS OF ONE NUMBER	2 2 2 7 7 Em 1 2
YELLOW	CARDS OF ONE COLOR	2 6 4 1 6 M 4 1
GREEN	MOST EVEN CARDS	4 2 6 3 3 1 6 1
BLUE	CARDS OF ALL DIFFERENT COLORS	7 5 4 6 gg gg 1
INDIGO	CARDS THAT FORM A RUN (I.E. 4 5 6)	4 5 7 6 2 3 4 5
VIOLET	MOST CARDS BELOW 4	1 2 3 5 5 7



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Once you've played Red a few times, you might be ready for some advanced rules, and scoring between rounds! We present to you: ADVANCED RED!

Advanced Red has two additional rules.



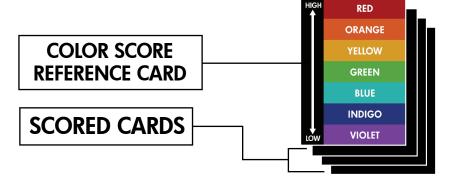
You cannot discard a card that is lower than the number of cards in your palette. This means changing the rules becomes harder as the round goes on, and you will need to plan out more strategically how you proceed.



The winner of a round scores points. Take all the cards used to win with the last rule (For example, for Most Different colors, score your highest card of each color), and place the underneath your reference card. The next hand is dealt out without these cards, as they are now your score pile. Cards are worth their face value in points, and the first to (40, 35, 30) with (2, 3, 4) players wins! If there are not enough cards to deal out a new hand, the game is over and the highest score wins.

POINTS TO WIN 2 PLAYERS: 40 POINTS **3 PLAYERS: 35 POINTS**

4 PLAYERS: 30 POINTS



Optional Action Rule:

You might also notice that the four odd numbers have icons in their corners. These are an optional rule for actions, meant for experienced Red players. They can be mixed with either Basic or Advanced Red. If playing with these actions, when you play a 1, 3, 5, or 7 to your palette (not discard), you *must* perform that card's action.



Discard another card from your palette. It must be a legal discard, as it becomes the new rule. This means you must be winning the new color's game, and if playing Advanced Red, it must be at least as high as the number of cards remaining in your palette.



Play another card from your hand to your palette. You can still discard, even after playing multiple cards.



Draw a card from the deck. If it is empty, nothing happens.



Take a card from another player's palette, and place it face down on top of the draw deck.





