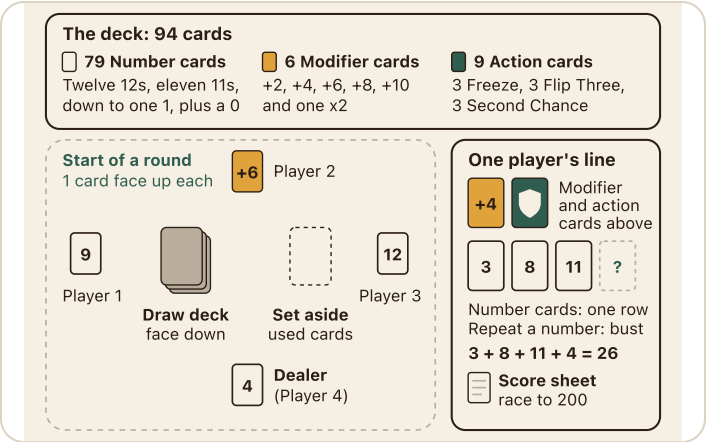
THE LUDARIUM · TEACH SHEET

Teach Flip 7 in ten minutes

3 or more players · About 20 minutes · Ages 8 and up

The goal: Have the most points when someone reaches 200, by flipping cards each round and stopping before a number repeats.



On your turn

1. On your turn, Hit (take a card) or Stay (bank your points and leave the round).
2. Number cards go in one row; modifier and action cards go above it.
3. Flip a number already in your row and you bust: 0 points this round.
4. You can Stay only with at least one card in front of you.
5. Action card: give it to any active player, yourself included.
6. Freeze: that player banks their points and is out of the round.
7. Flip Three: that player takes the next 3 cards, one at a time.
8. Second Chance: keep it. It cancels one duplicate; discard both.

Three tips for your first game

1. Each number has that many copies, so 12s bust you most often.
2. Freeze yourself to lock in a big row without another flip.
3. Aim Flip Three at a long row, unless that player is one number from Flip 7.

Setup

1. Shuffle all 94 cards thoroughly into one face-down deck.
2. Grab a pen and paper, or the publisher's scoring web app.
3. Choose a dealer for the first round.
4. More than 18 players: add a second deck.
5. The dealer deals 1 card face up to each player, themself included.
6. Action card during the deal? Pause and resolve it, then keep dealing.
7. After each round, set used cards aside and pass the deck left to the new dealer.

Scoring

- Add up your number cards.
- x2 card: double that total.
- Then add any +2 to +10 modifiers.
- Flip 7 (seven different numbers): add 15 bonus points.
- Busted: 0 points for the round.
- Modifiers and action cards never count toward the seven.

Game end: A round ends when everyone has stayed or busted, or the moment someone flips 7. After a round where anyone has 200 or more, the highest score wins. Tied? Everyone keeps playing rounds until there is one winner.

Free course: theludarium.com/academy/flip-7/

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