



Hot7 Rules

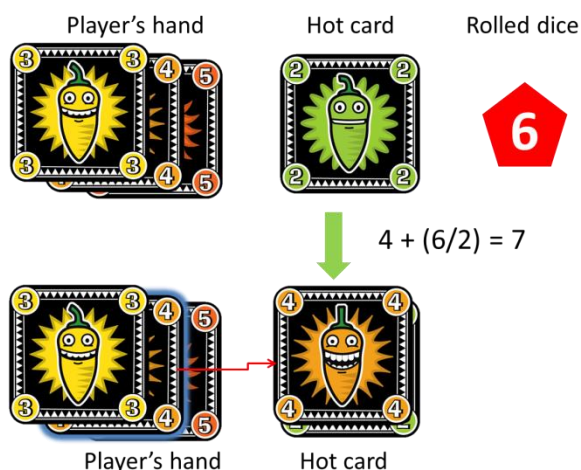


Aim of the game: To get rid of all your cards by making the number 7

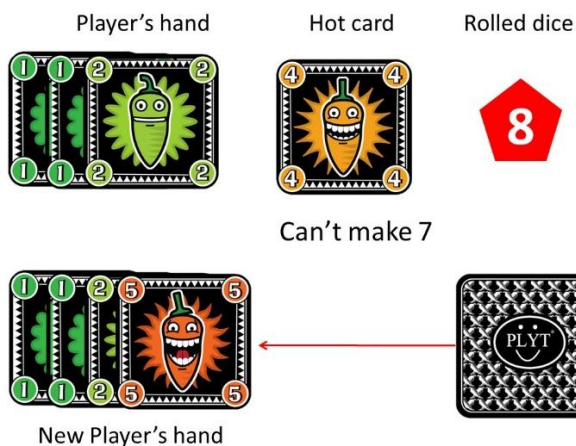
Players: 2 to 6 players

Start the game: Shuffle the deck of Whotchilli cards and deal 3 cards to each player. Place the remaining deck of cards face down in the centre and turn the top card over (the Hot Card) to form a new pile. Each player rolls the dice and the player with the highest number goes first.

Playing a Round: The first player rolls the dice and tries to combine the rolled dice number and the Hot Card together with one of the cards from their hand to make a total of 7. If they can make 7 using one of their cards, they call out the equation and put down the card from their hand face up on the centre pile - this becomes the new Hot Card. e.g.



If the player can't make a total of 7 they must take the top card from the centre deck and add it to their hand. Play then moves in a clockwise direction.





Winning the game: The first player to get rid of all the cards in their hand wins the round. All other players add the remaining cards in their hand and the winner gains the total points from these hands. Additional rounds are played and the player with the most points after every player has taken their turn to deal, wins the game.

You don't always have to chase 7 – feel free to roll the dice to set a different target number if you wish

Please also see videos on www.plyt.co.uk for how to play

