The rules of 7Up7Down

- 7up7down is a trick based card game, which consists of 14 rounds. In each round you have to guess how many tricks you will get in that specific round.

- 7up7down is played with 52 cards. 13 cards per suit (Spades, Hearts, Diamonds and Clubs). Not all cards will be used in a round. The order of the cards for all the rounds from low to high is: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace. Every round a random card from the deck will be drawn. The suit of that card will be the trump suit for that round.

- In each round you will start with a different number of cards in your hand. In the first round you will get seven cards. Each next round you will start with one card less. So in the seventh round you will only have one card. In round eight you will also start with one card. After that round you will always get one more card to begin with. This means that in the last round, round fourteen, you will start with seven cards again.

- One player deals the cards. The person who sits on the left of the dealer starts bidding how many tricks they are going to get. Then the next player, on their left, in clockwise order, will do the same. The card dealer is the last person to make their guesses. The total amount of tricks that people think they are going to get cannot be equal to the number of cards people have in their hand at the start of the round. So it is possible that the card dealer, who is last person to bid, is not allowed to bid a specific number of tricks, although they wanted to, perhaps. This means that at the end of the round, there is at least one person who will be wrong. After every round we rotate clockwise for the next card dealer.

- After the bidding phase, the person on the left of the card dealer will lead the round by playing any card on the table. Then the player on their left (clockwise) will play the next card. One has to follow suit if one can. If one cannot, then it is allowed to play a trump card. A trump card is always higher than a card of a different suit. Of course, it is not obligatory to play trump in such a situation. When everybody played a card, the person with the highest card or trump (if played) will win the trick. That player will then lead with a new card for the next trick.

- At the end of the round, when people have no more cards in their hand, you check how many tricks every player acquired. If you receive the same amount of tricks that you guessed before you will get 15 points per trick. If you guessed you wouldn't get any tricks and you were right, you will earn 10 points. The player with the most points after 14 rounds wins.

- The round with (1) is a special round. You are dealt one card, which you are not allowed to look at. You must place the card on your forehead so that all other players can see your card. Now you do the normal bidding phase, except this time you only have information about the cards of the other players, but not your own.

Below we give an example of what could happen during a game. The total amount of tricks in a round is represented by N. In the case of [v] the player got the expected amount of tricks, while in the case of [x] the player was wrong.

Dealer	N	Player 1		Player 2		Player 3		Player 4	
		bids	points	bids	points	bids	points	bids	points
Player 4	7	1 [x]	0	2 [v]	30	3 [v]	45	0 [v]	0
Player 1	6	3 [v]	45	0 [x]	0	0 [v]	10	1 [v]	15

Have fun,
Martin