

D O U B L E L U C K Y 7 L E B L O U D

PREDICT. PLAY. OUTSMART.
FAST ROUNDS, SMART MOVES & BIG LAUGHS!



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DOUBLE LUCKY 7

GAME RULES

Check your cards and predict your chances. Influence your opponents, create unexpected twists, and drive your fellow players insane. But... will you let fate decide your advantage with the Lucky Dice, or will you play it smart with your Escape Pawn? With the right strategy, you'll win Double Lucky 7!

Don't feel like reading the rules? Watch the 5-minute tutorial video at: DoubleLucky7game.com/demo



ONLINE DEMO



Double Lucky 7 - The Base Game

INTRODUCTION

Double Lucky 7 is a game for young and old, playable with 2 to 7 players. The game is played in 7 or 14 rounds. Each round consists of 1 or more tricks. In the first round, each player is dealt 1 card; in the second round, 2 cards; and so on until the seventh round, where each player plays with 7 cards. The eighth round is also played with 7 cards. From the ninth round on, the number of cards decreases again: 6, 5, 4, 3, 2, and finally 1 card in round 14.



The goal of the game is to **correctly predict how many tricks you will win** in each round by placing the corresponding bid token. If your prediction is correct, you score points. With the addition of the **Lucky Wheel**, the game becomes even more surprising and challenging.

HOW TO START THE GAME?

Each player receives a set of bid tokens (0-7) in their own color. One player writes down the names of all participants on the score pad and takes the black round tokens. The black token with the letter **D** is the dealer token.



The dealer for the first round is determined by having each player draw one card; the highest card becomes the first dealer. The dealer takes the dealer token, places it in front of them, shuffles the cards, and deals 1 card face-down to each player clockwise. The remaining cards are placed face-down in a pile at the center of the table. The top card of this pile is flipped over and determines the **trump color**. The round token with the number 1 is placed next to it, showing that there is 1 trick to be won in this round.

Players look at their card and predict whether they think they will win the trick. The dealer makes their prediction first (placing a bid token of 0 or 1), followed by the other players clockwise. In the first round, only 0 or 1 trick can be predicted. The last player has the advantage of knowing everyone else's bids, but also the disadvantage that **the total of all predictions may not equal the number on the round token**. This means there is always at least one player whose prediction cannot be correct, ensuring at least one loser each round.

HOW TO WIN A TRICK?

The dealer plays the first card face-up, then the other players follow clockwise:

- You must play a card of the same suit as the dealer's card. (**follow suit**)
- If you don't have that suit, you may play a card of another suit.
- The highest card of the dealer's suit wins the trick.



If a **trump card** is played, the highest trump card wins. A trump card may only be played if you don't have the required suit, but you are not forced to play a trump. A trump 1 will always beat a 14 in the dealer's suit.

The **Joker** may be played at any time and always wins the trick. If the Joker is flipped as the trump card, there is no fixed trump color for that round. Instead, all cards played by the dealer count as trump cards for that round.

SCORING

A correct prediction scores **10 points + 2 points for each trick won**.

- Example: predict 0 and win 0 = 10 points.
- Example: predict 2 and win 2 = 14 points.

An incorrect prediction scores **0 points**, even if you have won tricks. The **7th round** (the Double Lucky 7 round) is special and scores double.



THE NEXT ROUNDS

After recording the scores, the dealer token passes clockwise to the next player. That player places the dealer token in front of them and shuffles all the cards.

- In round 2, each player receives **2 cards**; in round 3 → 3 cards, and so on.
- This increases up to a maximum of **7 cards in rounds 7 and 8**.
- From round 9 onward, the number of cards decreases again, down to 1 card in round 14.

In each round, the trump color is determined by flipping the top card of the deck (unless it's the Joker). The trump color applies for all tricks in that round. The round token with the number 2 is placed on top of the 1, showing that there are 2 tricks to be won. The round token always indicates the number of tricks in play for that round.

Each player decides their tactics based on their cards and the trump color. The **dealer makes their prediction first**, followed by the other players clockwise. The previous dealer is now the last to predict and may be at a disadvantage, since the total of all predictions may not equal the round token.

The dealer always plays the first card (after all predictions), followed by the others clockwise. The winner of the trick collects the cards and places them face-down next to their bid token, so it is always clear how many tricks they predicted and how many they have already won. Next, the dealer plays the second card, again followed by the other players. Scoring points always requires a mix of luck and strategy—taking into account your own cards, the trump color, the cards already played, and the predictions.

In round 3, the dealer token moves again, the round token increases, and each player is dealt 3 cards. Each round, the card count goes up by one, up to a maximum of 7 cards in rounds 7 and 8. Round 7 is the Double Lucky 7: scores are doubled (maximum 48 points). From round 9 onward, the card count decreases again, while one round token is also removed from the stack each round. In round 14, only 1 card is played.

WHO IS THE WINNER?

After 7 or 14 rounds, the player with the most points wins the game.

GAME VARIANTS

The base game can also be played in two variations:

- **Short game:** Play only 7 rounds, then determine the winner (including the doubled 7th round).
- **Play for Fun:** Invent funny challenges or penalties for round losers. But be careful with alcohol when taking shots, avoid unnecessary risks, and always play responsibly.

Double Lucky 7 is now even more exciting! The Lucky Wheel adds two new modes of play:

- **Tactical Escape Mode:** Use your Escape Pawn once per 7 rounds to claim an advantage on the Lucky Wheel. Once chosen, that option is blocked for everyone else.
- **Lucky Dice Mode:** Let fate decide! Roll the special 8-sided die for a random advantage. If you roll an option that's already blocked, you are Double Lucky and may choose freely from the remaining options on the Lucky Wheel.

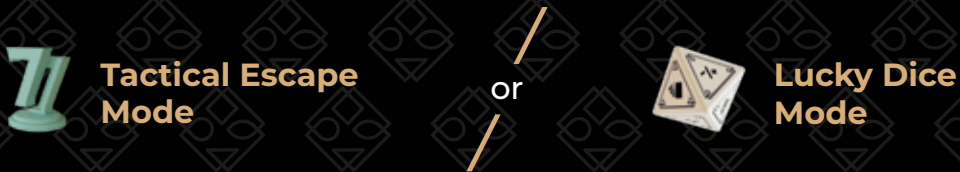
Find more variants at www.DoubleLucky7game.com

Double Lucky 7 - Lucky Wheel Expansion



GENERAL EXPLANATION

Each player receives an Escape Pawn in the same color as their bid tokens. The Lucky Wheel can be played in two ways:



In a 7-round game, each player may **use their Escape Pawn only once**. In a 14-round game, each player gets their Escape Pawn back after the 7th round, and round 8 begins with a cleared board. Each player may then again use their Escape Pawn only once in rounds 8-14.

Whoever uses their Escape Pawn first or rolls an option blocks that option for the rest of that 7-round series. Place the Escape Pawn on the chosen option of the Lucky Wheel so it is clear which options are already used.

If you do not use a Lucky Wheel option at all during the game, you receive **10 penalty points**. Write this down on the score pad in the penalty box for the player. If you play 14 rounds and fail to use your Escape Pawn in both halves, you lose 2× 10 penalty points from your final score.

TACTICAL ESCAPE MODE – PLAY TACTICALLY!

After the cards are dealt and the trump color determined, all players make their predictions. Once the last player has finished just before the dealer plays the first card the dealer asks the player to the left if they want to use their Escape Pawn. This continues clockwise until one is used or all pass. **Only 1 Escape Pawn may be used per round.**

- A player who uses their Escape Pawn places it on a free space of the **Lucky Wheel**.
- That option is now reserved only for them—no one else may use it.
- In a 7-round game, you may use your Escape Pawn only once. In a 14-round game, all Escape Pawns are returned after the 7th round, and round 8 begins with a cleared board.



Tip: Use your Escape Pawn early for more options—or save it for the big moment!

LUCKY DICE MODE – LET FATE DECIDE!

- Use the special 8-sided die.
- After predictions and before the first card, the dealer asks clockwise, starting with the player to the left, if anyone wants to **roll the die**. This continues until someone rolls or all pass.
- The die has **7 sides with advantages** and **1 side with an X: a miss**. You gain no advantage this time, but when you may roll again later, you get a new chance.
- If you roll an option that is already blocked, you are Double Lucky and may choose any available option on the Lucky Wheel.
- Place your Escape Pawn on the rolled option on the Lucky Wheel to block it.



LUCKY WHEEL OPTIONS - THE 8 POSSIBILITIES



1. Change Bid

Adjust one player's bid by +1 or -1 (including your own), even if this makes the total equal to the round number. Impossible changes are not allowed: a player can never bid more tricks than exist in that round, or less than 0.



2. Player Swap

Have two players exchange their entire hands—you may include yourself. This is perfect for creating funny situations, for example by swapping a player with a high bid and one with a low bid, giving both a tough challenge.



3. Change Dealer

Move the dealer token to another player or yourself. In the next round it continues clockwise as usual. This lets you decide who starts and who plays last. Both positions can offer advantages, or you can plan ahead to use it in the Double Lucky 7 round.



4. Double Points

Double only your own points in this round. Not allowed in round 7 (since that round already scores double).



5. Change Trump

Choose a new trump color. Place your Escape Pawn pointing to the chosen color on the board. The previously revealed trump card from the deck in the center is turned face-down again so it is no longer visible.



6. Extra Card

Draw the next card (beneath the trump card) from the deck and place it face-up in front of you. You may play this card at any time during your turn. This card is not bound by the follow suit rule—you are not required to play it.



7. No Trump

In this round, there is no trump color. Only the follow suit rule remains mandatory. The highest card in the dealer's suit wins the trick—unless a Joker is played, which always wins.



8. Unlucky (X)

If you roll the X side, nothing happens. You simply lose your chance at an advantage in this round. When you are eligible to roll again later, you will get a new chance.

Quick Start

Goal: Predict how many tricks you will win each round by placing the correct bid token.

Game Modes:

- **Classic mode**
Deal cards → Make predictions → Play tricks → Score points.
The dealer predicts first and also plays the first card. The Joker always wins.
Always follow suit; trump only if you don't have the suit. The 7th round scores double.
- **Tactical Escape Mode**
Use your Escape Pawn once per 7 rounds to claim an advantage.
That option is then blocked for everyone else.
- **Lucky Dice Mode**
Roll the special 8-sided die for a random advantage.
Rolling a blocked option makes you *Double Lucky* — choose any free option.

Game Setup

- Decide in advance whether you will play 7 or 14 rounds and which game mode.
- Each player takes bid tokens (0–7) in their own color.
- Write the players' names on the score pad and place the black round tokens.
- Place round token 1 in the center: it shows the nr. of cards and tricks for round 1.
- Determine the dealer by having everyone draw a card; highest card is the 1st dealer.

Playing a Round

- The dealer shuffles and deals as many cards as indicated by the round token.
- Flip the top card of the deck to determine the trump color (Joker = dealer chooses).
- The dealer predicts first, followed by the others clockwise.
- The last player cannot make the total of all predictions equal to the round token.

Playing a Trick

- The dealer plays the first card, the others follow clockwise.
- **Always follow suit; play a trump card only if you don't have the suit.**
- The highest card in the led suit wins; if trumps are played, the highest trump wins. The Joker always wins.
- The winner of the trick places the cards face-down next to their bid token.
- If cards remain, play the next trick; if not, the round ends.

Scoring

- Correct prediction = **10 points + 2x number of tricks won.**
- Incorrect prediction = 0 points.
- Round 7 = double score.
- Deduct any penalty points.
- After 7 or 14 rounds, the player with the highest score wins.

Tip: Watch the tutorial video via the QR code and start playing in just 5 minutes!



Game Setup at a Glance

Everything in place for the perfect game night

Double Lucky 7 - High Rollers Club

Exclusive to legendary winners scoring 140 or higher



	DATE	NAME WINNER	SCORE
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			

DOUBLE LUCKY 7

SCAN AND PLAY



ONLINE DEMO
&
GAME MANUAL

www.doublelucky7game.com

20 - 40
MIN

2 - 7
PLAYERS

14+
AGE

