

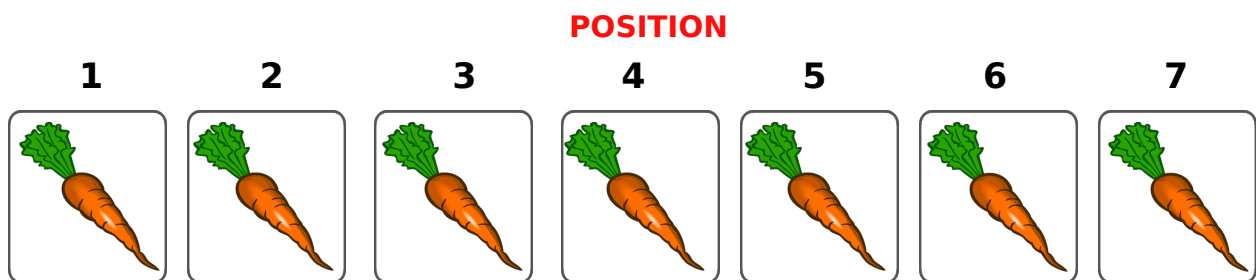
Lucky 7 Carrots™

A game of competitive solitaire for **1** or more players with **7** cards (numbered **1** through **7**) per player, placed in **7** Positions.

The goal is, turn all **7** cards number side up for the highest score. At the end of each round, players add up the numbers on their cards turned ... the player with the highest total wins the round.

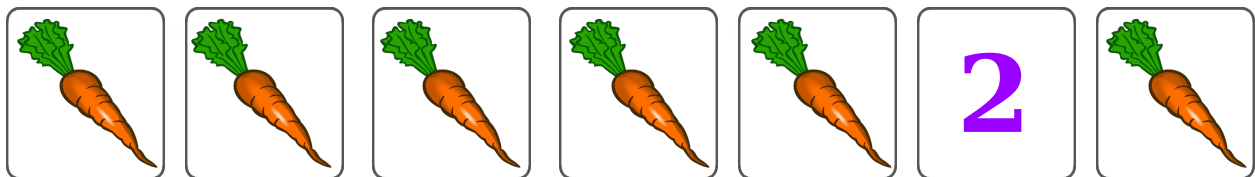
Turn over all **7** cards, **Lucky 7 Carrots**, and score **7** extra points.

To start a round, players shuffle and lay their cards in a row ... number side down.

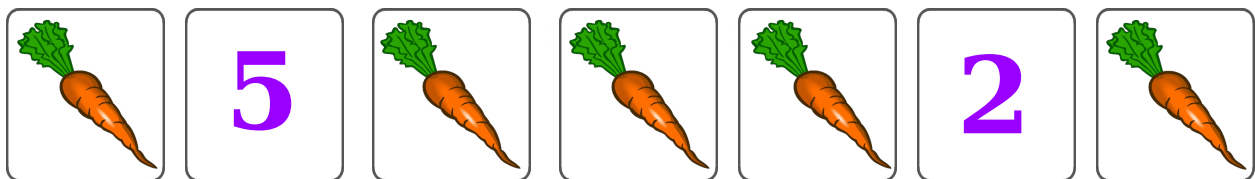


Players then turn over **ANY** one of their cards and leave it in place ... number side up.

The number on the card turned, denotes the **POSITION**, always reading left to right from **Position 1**, of the next card to turn over.



e.g. if the card turned displays **2** ... the player then turns over their card (reading left to right from **Position 1**) in **POSITION 2** ... and leaves it in place number side up.



e.g. if the card in **POSITION 2** displays **5** ... the player turns over their card (reading left to right from **Position 1**) in **POSITION 5** ... and so on.

However, if a player turns over a card that displays the **POSITION** of a card already turned number side up, the player is bust and their round is over.

Lucky 7 Carrots may be played for the best of each round ... or, an agreed number of rounds ... or, the first to reach a target score - e.g. **100**.