

Sensible Sevens a.k.a. Spike

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1 General Rules

1. The standard 52 card deck can be used, optionally with 1 or 2 wild cards (Jokers). For larger games, 2 or more decks combined are recommended.
2. Players should figure out who starts first, and whether the game is initially played clockwise or counter-clockwise.
3. Each player starts with 7 cards, there is one community drawing deck, and one community face up card to start the play deck, just like in Crazy Eights or Uno, and players put cards down from their hands on top of the play deck.
4. On their turn, the player has to put down one or more cards of the same kind (a *stack*), so that the first one they put down matches the top of the play deck in kind or suit. Only the top card of the stack *plays*.
5. If the player does not have a matching card, they have to draw, and they may opt to draw one card at a time, for any reason whatever. After the 3rd consecutive draw, any opponent may say "Show!", which forces the player to show every draw and to play the very first draw that can be played by the rules.
6. One wins the game by getting rid of their cards by the end of their own turn. The turn does not end until the player draws all the cards required by the rules. One does not win by starting a turn with no cards.
7. When the drawing deck runs out, the top card of the play deck becomes the new play deck, while the rest of the old play deck is shuffled and becomes the new drawing deck.
8. If completely out of cards, a new deck should be shuffled and added to the game.

2 Card Effects

Individual card effects should be considered exceptions from the general rules.

[card] when the card can be used and what happens when the card *plays*

- [2] The next player draws 2 cards; with 3 or more players in the game, the next player also skips their turn.
- [3] The *player* draws 3 cards.
- [4] The next player draws 4 cards, does not skip a turn.
- [5] The player gets another turn, and if out of cards, the player has to draw.
- [6] Can be played in or out of turn, by itself or as a stack; if it's the last card and the player says "Spike!", the player wins. This supersedes all other rules and works even when the player is due to draw.
- [7] No effect.
- [8] Can be played over any 7, regardless of suit; has to be followed by 8 or a *different* suit.
- [9] Reverses the order of the action.
- [T] All opponents in turn put down one card of their choice, even if normal rules do not allow it; if out of cards, an opponent has to draw and discard. These cards do not play. The action comes back to the player. Opponents who are forced to discard their last card do not win.
- [J] Can be played over any card, gets covered by the next card from the drawing deck; after that, the player may opt to add more cards of the same kind, and the top of this stack plays.
- [Q] Can be played over any card, player calls a suit for the followers to match.
- [K] The player gives any card from their hand to an opponent of their choice; this effect stacks, so if one plays 2 Kings at once, for example, then they have to choose two *different* players to give 1 card each; any number of kings can be stacked, but the number of cards given away cannot be greater than the number of opponents, and all the recipients must be different.
- [A] The next player draws a card and skips a turn; this effect stacks, so if one plays 3 Aces at once, for example, then the next 3 players each draw a card and skip the turn, possibly including the player who played the Aces.
- [W] The player announces what the wild card (like a Joker) stands for in the standard 52 card deck, kind and suit, and then the effect applies normally.