

magic seven (7)

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3 or 4 players from 6 years destination of game: 15 minutes

in the box:

113 card board chips, printed on both sides - 2 cm – 8 types: (7 x 15 + 1 x 8)

9 card board rings for the **magic 7**

4 wooden team chips (2 one eye nose devil – 2 girl Marit)

1 dice 1, 2, 3, 1, 2, 3 with the **red 1** for change

magic seven: is a game for a blank table. First the player lay all chips down, the nine base rings in the middle, the first player takes the dice, and the game starts.

The destination during the game is, to win 7 magic things of the same type, and in the end of the game to know, who`s your friend and who is against you, and to fight for the most seven bases together, and to win the game, together.

5 bases with chips together is the destination.

Preparation for the start and the material:



four black team chips, in the beginning disappeared, and 8 types of things
in seven types we have 15 things, **but in red only 8 - eight !**



START – every player one team chip

RULES:

On move you take 1, 2, 3 like the dice shows, from the same type to you,
You keep things of 3 types, no more, but you can change, give back to table, take new,
If you have a ring base with 7 of one type, it don't count, you have 3 types free again,
If dice shows 3, you must take 3, if the type on the table is only 2, you can't take it,
Get 7: you have 6 from one type, and you must throw 1, to complete the 7, not 2 or 3,
The first player with one complete 7 base must show, who he is, uncover team chip,
The next player must uncover, first if he has two complete 7 bases, and so on,
If one player owns 7 in one type, and another player keeps the same 7 after him,
the first owner loses his SEVEN. He must give these 7 and the base back to the table.
The red type: it's safety, if you are the owner, you cant lose this 7.
CHANGE: the dice with 1 shows a red ring, so you can change a type with another
player, one against one, instead of keeping 1 thing from the table.
Hard live for the player, with whom you are changing: if he has 4 types after change, he
must give back all things of one other type, not the changed, until he has only 3 types.
DESTINATION of game:
4 players: the team must win 5 bases with 7, owner of 5 x 7 things first (2 teams).
3 players: we have one team and one player alone: team – 5 bases, alone: 3 bases to win

and now all in pictures:



the first player get 3 red chips



after first round every player keeps some ...



3 types, deficit one **yellow** chip



and near a **red "safety"** base



one player with 3 types,



and the next with the first 7 base must uncover

RULES in practise: 3 types can a player own !



the player throws the dice - 3. Two types with 5 – here he can't take more, maximum 7 !
 ... and from red is not enough on the table, no free 3 red chips
 that's why he must change the types. He gives the 2 red back to the table and ...



changes to 3 yellow chips,

so the player goes on with 3 different types.



the player with the first 7 base

takes **one red** now, he can keep 3 new different types . Later he has 2 red chips.

CHANGING:



player with **6 red** throws 1 other player **with 2 red chips** ... must change 1 : 1



the changing player wins **7 red** - safe !

the other player has a problem with 4 different types after change



the changed coin he must keep, and he must give 1 of 4 types back to the table. **green stone** back, and 3 types to own is correct ! under pressure ...

other big rules to know:

pressing out the 7

one type can only exist in one base.

If another player later keeps the 7 in the same type, he presses out the other base, back to table!



the player throws 2, and 7 green wanted !



on the table are enough free green stones.



next 7 base he owned



the player with the green 7 base before ...



... is under pressure, the first base goes back to the table, with all stones !





the player with new green base must uncover
– he is not his friend

... and now all players uncovered



some rounds later: the MARIT girl team with 3 bases, the devil team with 4 bases

END of GAME :



devil keeps his third base with the green wooden chips



the other devil is owner of 2 different bases - and they win the game !!!

tactics in the team:

may be, one **devil player** is owner of the **yellow chip 7 base**.

The other **devil**, covered or uncovered, buys 2, 3 ore more **yellow chips** from the table.

So he will help to protect the owned **yellow base** of the team.

The **girls team** can only press out the yellow base with changing, and this is sometimes difficult. Think about this ...

Helmut Ast germany 2015