

# Sevens A Whole Rule book

1. Only 2 players are allowed to play.
2. The board comprises 7 pieces of the Tangram.

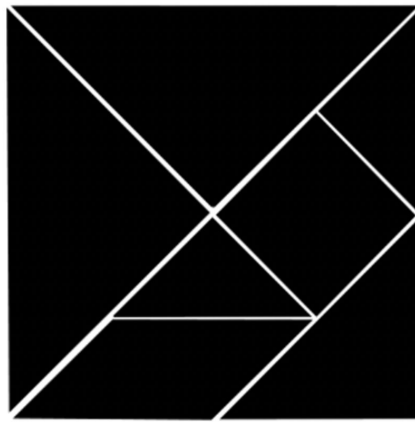


Fig. 1. Board

3. These pieces are used to create or depict the silhouettes of real world objects.  
The object of which the silhouette is created **MUST** exist in a real world context.  
Made up objects cannot be used.





Fig. 2. Battleship Silhouette made with Tangram pieces

4. Game starts with a coin toss. This decides who are the players 1 and 2.
5. Player one always plays first for every round.
6. **The game is played for three rounds.**
  - **Every round will be a minute less from the previous round starting from three minutes in the first.**
  - **That is, for each player, the first round is 3 minutes, the second round is 2 minutes and the third round is played for 1 minute.**
7. At the start of each round player one is the **ARRANGING PLAYER** (the player who arranges the pieces before the start of timer) and player two is the **GUESSING PLAYER** (player who guesses the positions of the pieces after the timer starts).



8. The ARRANGING PLAYER creates a silhouette with the help of tangram pieces.

- Creating a silhouette, simply means arranging the 7 pieces in such a fashion that it conveys meaningful information about the boundaries/borders for an object.
- For the type of object that can be created refer to Rule 3 or the sample booklet provided. The sample booklet can only be held by the ARRANGING PLAYER and not the GUESSING PLAYER.



Fig. 3. The Players

9. While the ARRANGING PLAYER creates the silhouette, the GUESSING PLAYER isn't allowed to take a look at how the pieces are being arranged else he/she can be disqualified.



10. Now once the ARRANGING PLAYER has created a silhouette, it is shown to the GUESSING PLAYER for 10 seconds.

- In this time the second player has to memorize the silhouette.
- After this, the round timer starts and the GUESSING PLAYER has to arrange the pieces in the exact manner as the ARRANGING PLAYER had created.
- And must stop when the timer hits the mark.

11. When the timer ends, score points are recorded for the GUESSING PLAYER. After which player one becomes the GUESSING PLAYER and player two gets the role of ARRANGING PLAYER.

12. When player one is the GUESSING PLAYER and the round timer ends it conveys the end of a complete round. Points are recorded again according to the correctly arranged pieces for the GUESSING PLAYER (here player one).

13. The number of pieces arranged correctly by the GUESSING PLAYER in the manner as that of the ARRANGING PLAYER records the number of points the GUESSING PLAYER will score in the respective round.

- This will be proved by cross checking their final silhouettes with each other.
- Hence, a score of 0-7 points can be achieved per round per player.



- An exception is only permitted for the GUESSING PLAYER if the silhouette looks exactly the same although the position of shapes can be different with no minor or major changes in its shape and size.
- In case of such an exception if the silhouette is the same, the GUESSING PLAYER can score a perfect 7.

**14. If the GUESSING PLAYER is not able to recall the silhouette, he/she may ask for a SNEAK PEEK of 5 seconds, only once, in a round.**

- However, a SNEAK PEEK will cost the GUESSING PLAYER to lose 2 points, for the round.

**15. If, for a particular round, a PLAYER loses the round, he/she is given a SERENDIPITY CARD. A SERENDIPITY CARD can include any one of the following:**

- **Piece Unveil:** This card can be used to reveal the position of any piece (that ARRANGING PLAYER wishes) in the next round.
- **Regain Sneak Points:** This card allows the player to regain the “lost” sneak peek points.
- **+ 5 Seconds:** This card allows the player to be given 5 more seconds to take a look to memorize the pieces at the start of next round.
- **5 Piece Round:** This card makes the next round to be played with any 5 pieces the ARRANGING PLAYER wishes.



16. After the third round a final score is calculated by summing up the scores in every round for the respective player.

17. The player with the highest score wins!

Round	Player 1	Player 2	TIME (Min.)
1	7	5	3
2	4	6	2
3	4	1	1
Total	<u>15</u>	12	

Fig. 4. Example Score Table

