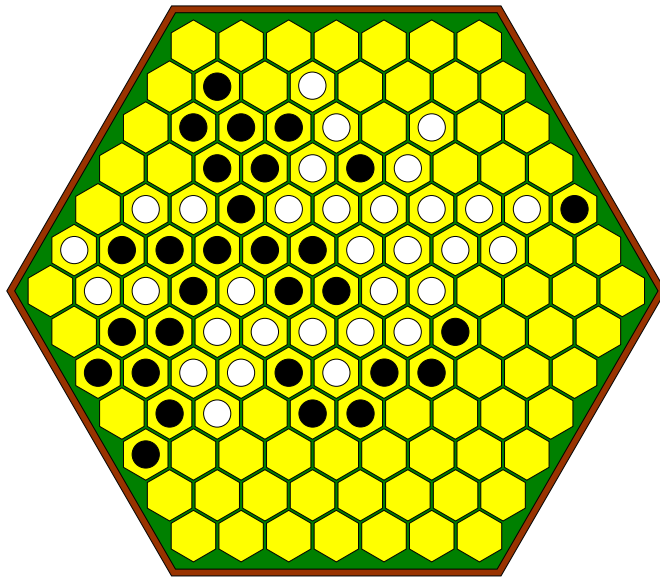


Shout 7™

The Seven in a row Game



Shout 7

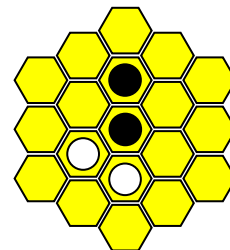
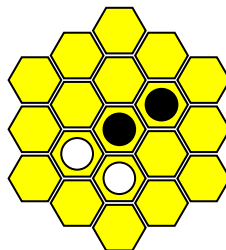
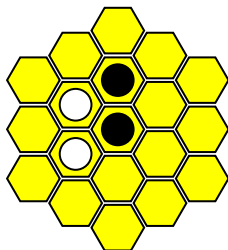
© Colin Leamon. 27/11/07. For two to four players.

The Rule.

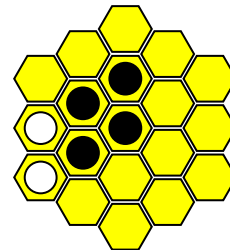
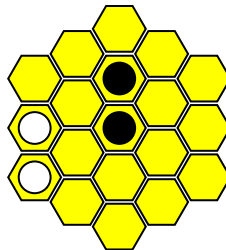
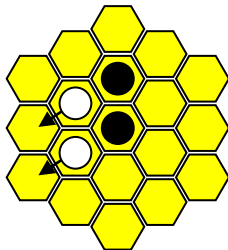
The first player to make seven or more of their own pieces in a straight, uninterrupted, row/ line, whether they made it themselves or were pushed into it, is the winner. Taking turns a players move is pushing any two (& only two) connecting opponents pieces, including the two just laid, both one cell parallel to each other in the same direction & then laying two of their own pieces in those two, now vacated, cells. Pushes can be in any & all legal direction; i.e. you must be able to move both pieces. You cannot push pieces into any occupied cell.

Set up. For two players; Black & White; 63 pieces each.

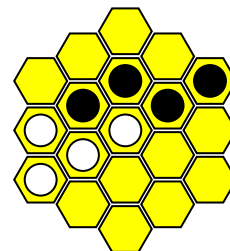
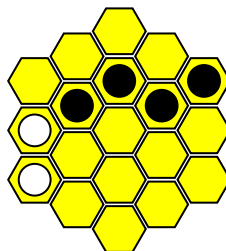
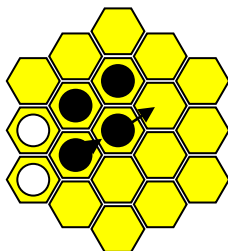
1. Black lays two pieces next to each other in any two adjacent hexagon cells on the board.
2. White then lays one piece next to a Black piece & then lays a second piece next to his own piece & another piece already in play. Here are three Set Up examples:



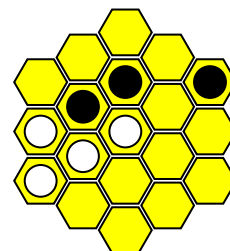
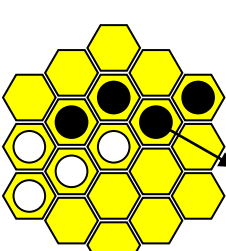
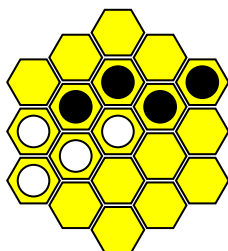
3. Taking the first example; Black moves.



4. White moves. When the two pieces are pushed not only in the same direction but also along the same line, a 'convoy' move, as demonstrated here, they are moved two cells to make two spaces as otherwise the 'second' piece would actually occupy the 'first' pieces space.



5. White removes a Black piece (any in play, his choice) & returns it to the Black players pot. This is only in a two player game to help even out the advantage. Take turns playing as Black/ Black going first.

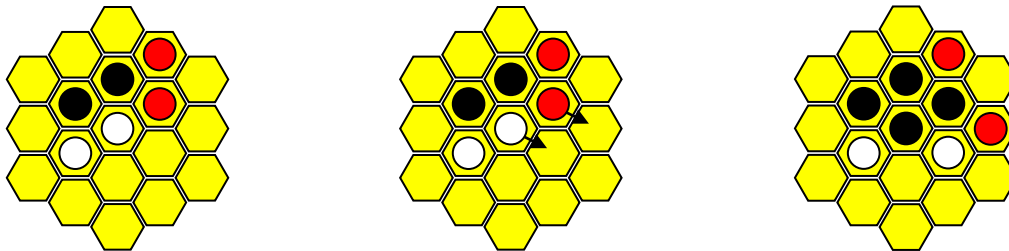


6. Black moves. Continue taking turns until a player wins.

Around the board are forty two Pits; the piece can be pushed off the board into these Pits but once a Pit is occupied no further pieces can be pushed into it; these directions off the board are now blocked. As always you can only push the pieces if the move can be completed; for example a convoy move may not be possible if when the first piece is pushed off the board the Pit is occupied - so the move cannot be completed.

Set up for 3 players: Black, White & Red' 42 pieces each.

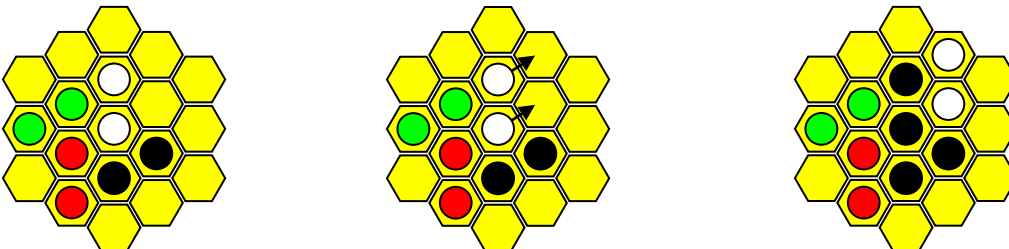
1. Black lays two pieces next to each other in any two unoccupied cells.
2. White then lays one piece next to a Black piece & then lays his second piece next to his own piece & another piece already in play
3. Red then lays one piece next to at least one other piece already in play, & then lays his second piece next to his own piece & at least one other piece already in play.
4. Black goes first. There is no 'remove a piece'.
5. Here is an example set up & an example move. White then moves, then Red; etc.



Set up for 4 players: Black, White, Red & Green; 31 pieces each.

1. Black lays two pieces next to each other in any two unoccupied hexagon cells.
2. White then lays one piece next to a Black piece & then lays his second piece next to his own piece & another piece already in play
3. Red then lays one piece next to at least one other piece already in play, & then lays his second piece next to his own pieces & at least one other piece already in play.
4. Green then lays one piece next to at least one piece already in play, & then lays his second piece next to his own piece & at least one other piece already in play.
5. Black goes first. There is no 'remove a piece'.

Here is an example set up & an example move. White moves, then Red, then Green; etc.



General Rules

- In a two player game a piece that gets disconnected to all of its own pieces cannot be moved again until it becomes re-connected.
- If for any reason you cannot make a move you miss your go for that turn.
- The pieces in the Pits do not contribute to the rows on the board, or get moved in the Pits.
- A variation is that the pieces in the Pits MAY contribute! But they still do not get moved.
- In the three or four player game a move is pushing any two connecting opponents pieces, whether the pieces belong to the same opponent or not.
- If a piece is not connected to any other piece it cannot be moved until it becomes re-connected.
- If for any reason you do not have any pieces in play on the board you are not 'out' as you will have pieces in play as soon as you make your move!
- In the event of no player making a winning row the winner is the player with the most pieces in the Pit.