

7 Stones Marvel Edition



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Summary

This is everything needed to print and play 7 Stones - Marvel Edition.

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This is everything needed to print and play 7 Stones - Marvel Edition.

I took and altered a design from this listing :<https://www.thingiverse.com/thing:3589211>

I altered the board to print on my printer, also editing the designs and symbols to go with my theme. Therefore, I had to also edit the size and shape of the stones slightly to fit the board. I custom made the markers as well.

The storage case is coming once I get the design and print corrected. I will edit this listing to link to it when I have finished.

RULES for SEVEN STONES

Aim of the game:

At the end of the game to have the upper hand over more colors/symbols than the opponent or to bring all seven stones of a color/symbol to his side; in this case the game is finished immediately.

Preparation:

The 49 stones are well mixed (e.g. in a bag) and then placed on the board by the two players at random.

The scoring board is placed next to the board and is easily accessible for both players. The counting markers (7 different symbols with the corresponding color) are placed on the middle (neutral) marker.

The players decide amongst themselves who starts the game. In further games, the loser of the previous game may decide who may start.

Procedure:

A move is made alternately. Each move allows the removal of stones of the same color/symbol from the board - but only if at least one corner of this stone or stones is freely accessible. At the beginning of the game, these can only be the stones in the four corners of the board, but already after the first moves, the possibilities become more varied. So the player who has the move chooses a color/symbol and takes at least one of the accessible stones or (if possible) several accessible stones of the same color/symbol.

Depending on how many stones have been removed from the board, the corresponding counter on the scoring board is then moved in its own direction (to whichever player removed the stones). Example: a player takes three stones of one color from the board. The corresponding counter is moved three places in the direction of the player at the end of the move.

If in another move the opponent removes stones of the same color from the board, the counter is moved by the corresponding number in the direction of the opponent.

End of the game:

If a player manages to get a marker completely on his side, the game ends immediately and the player wins.

If this does not happen in the course of the game, the game continues until all stones have been removed from the board or a player gives up.

The winner is the player who has moved more counters to his side at the end of the game.

Category: Games

Model files

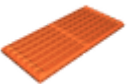


Board

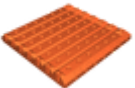
4 files



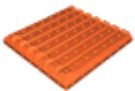
7_stones_board_whole.stl



7_stones_score_board.stl



7_stones_score_board_a.stl



7_stones_score_board_b.stl



Markers

7 files



7_stones_markers_black_widow.stl



7_stones_markers_captain_america.stl



7_stones_markers_daredevil.stl



7_stones_markers_deadpool.stl



7_stones_markers_iron_man.stl



7_stones_markers_spider_man.stl



7_stones_markers_thor.stl



Stones

7 files



7_stones_stone_black_widow.stl



7_stones_stone_captain_america.stl



7_stones_stone_daredevil.stl



7_stones_stone_deadpool.stl



7_stones_stone_iron_man.stl



7_stones_stone_spider_man.stl



7_stones_stone_thor.stl

[Find source .stl files on Thingiverse.com](#)

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