

# *The History of the Game*

## 7

Almost everyone, in every culture, knows that the number 7 is special. To discover why, we can first look at the oldest manuscripts, such as the Bible, to see the ancient origins of this very unique number. In the first place, there are 7 days of the week. It is said that God created the Earth, and all that is in it, in a 7 day week, with creation taking six days and God resting on the 7<sup>th</sup> day, to contemplate and enjoy His work. God set aside the 7<sup>th</sup> day as special for the human race, as a remembrance day for showing thankfulness for the gift of life itself. Thusly, from the very beginning, the number 7 has stood out as unique and special from all the other numbers.

In the Book of Revelation, the apostle John speaks of the “7 Spirits of God”. This is particularly noteworthy because elsewhere in the Bible it says that “God is light”, and light is made up of exactly 7 colors. Also interesting is the fact that the periodic table of elements, from which all things are made, is divided into 7 categories because of their likened attributes. Similarly, the table of genes and chromosomes, from which all humans are made, is likewise divided into 7 categories because of likened attributes.

There are 7 seas, 7 continents, 7 notes on the musical scale, 7 openings in the human head, 7 layers of skin, and 7 vertebrae in the neck. In the Bible there are 7 seals in Revelation, a 7 year debt maximum, 7 feasts of God, 7 covenants with mankind, and 7 miracles described in the Book of John. In short, the number 7 is truly amazing and unique, and no one seems to know exactly why.

It was following this investigation of the number 7 that Co-founder and Creative Director of *Seven Interactive*, Bart Sibrel, who has loved to play games since childhood, decided to invent the game 7. First, he looked at a wooden chessboard that his father had made, and on which he had been playing chess since the age of 7. He quickly realized that if the game was to be called 7, then it should have 7 rows of squares horizontally and 7 rows vertically. He then got out a roll of duct tape and covered up one row horizontally of the 8 by 8 chessboard with the tape and also covered up one row vertically, thusly making a 7 by 7 board.

“Humm,” Sibrel mused to himself, “This makes a **Center Square.**” (There is no center square on an 8 by 8 checkered board.) Next, he noticed that there are four corners to the center square, and that these four corners point to four squares that surround the center square. Sibrel quickly decided that occupying all four of these squares simultaneously will be the object of the game. After this, it seemed quite natural to Sibrel, seeing how the game is called 7 and has a 7 by 7 board, that each player will have 7 pieces and that each piece will move 7 spaces each turn. Thusly, the game 7 was born.

Unfortunately Sibrel, as usual, had several projects going on simultaneously, and often has many more ideas than hours in the day to fulfill them. Subsequently, finishing the game 7 “went on the back burner”, that is to say, completing it was postponed until an unknown future time. After 7 years had passed, and after Sibrel’s completion of an important film 7 years in the making, the game 7 kept coming to his mind. Simultaneously Sibrel’s 7 year film was receiving quite an internet following, one of whom was John Hyams, Co-founder and CEO of *Seven Interactive*.

Hyams wrote to Sibrel by email to compliment him on his film, unfortunately Sibrel's bank had just lost all of their client's email addresses to hackers and he was receiving about 200 spam emails a day. After weeks of checking each spam email every day for fear of an important correspondence accidentally escaping his attention, Sibrel grew tired of this and started to hit the "delete spam folder" button every day without checking it. This went on for about 7 weeks, until one day, a small quiet voice inside of Bart urgently cried out "Don't delete your spam folder! Check it!" Sibrel did and found Hyams' email therein, which was about to be deleted for all time, with Sibrel's finger literally over the "delete" button when he was suddenly compelled not to do so. If it were not for that small quiet voice inside of Bart, the game 7 would undoubtedly still be in limbo today.

Hyams and Sibrel corresponded through email several times back and forth and then started talking over Skype. After finding out that Hyams played chess, Sibrel instantly suggested that they play a game over Skype, each with their own home board that mirrored the other's. This reminded Sibrel of the game 7 that he had started creating, yet never completed, and he invited Hyams to finish the game with him. Over the next 7 years Hyams and Sibrel wrote the rules of the game 7, created the graphic design for the board, and put together a business plan for investors. At this moment, the two have hired a software development team to write the program for the game 7 as a popular smartphone and desktop computer application.

Seeing how most of the games out there are either "gobble up" arcade games, or "shoot 'um up" war games, or "civilization building" games, the founders of 7 believe that what the 160 billion dollar annual gaming market needs, and is lacking, is an entirely new two player *strategy* game. 7 has the familiar checkered board pattern of a classic game that we all grew up with, yet with the unique twist of being a 7 by 7 board instead, with 7 pieces on each team, that must move 7 spaces each turn. The game 7 is elegant, simple, and uses that all familiar and mysterious number 7 in a completely original way. We firmly believe that 7 will be timely for investors too!