



Playing LinguiSHTIK - 2

Introducing
CHALLENGE IMPOSSIBLE

Revised by Ellen Bredeweg, 2023

A brief introduction...

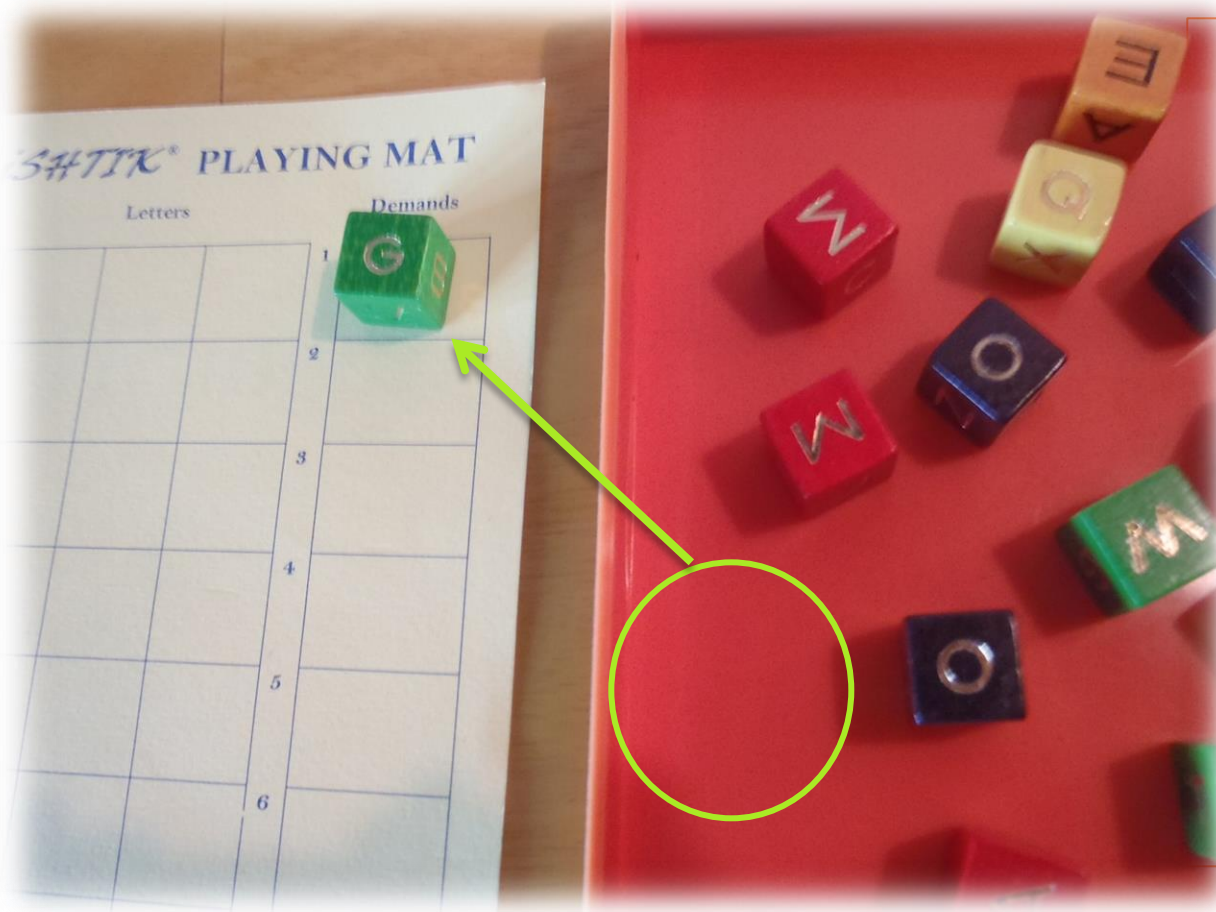
- It is assumed that readers are familiar with the basic structure and parts of the game of LinguiSHTIK.
- If not, then pause here and review the first instructional PowerPoint for LinguiSHTIK called How to Play Ling #1.
- This presentation will focus on what happens if a player calls **Challenge Impossible**.

The players are Trevor, Serena, and Jasmine.

- After each player rolls a **red** cube, it is determined that Trevor begins the game.
- As Player One, Trevor rolls the cubes and decides on an **Interrogative sentence.**



Player Two: It's Serena's turn.



- Serena places a green **G** in the Demands column.
- She chooses **ADJECTIVE** as her Type demand.

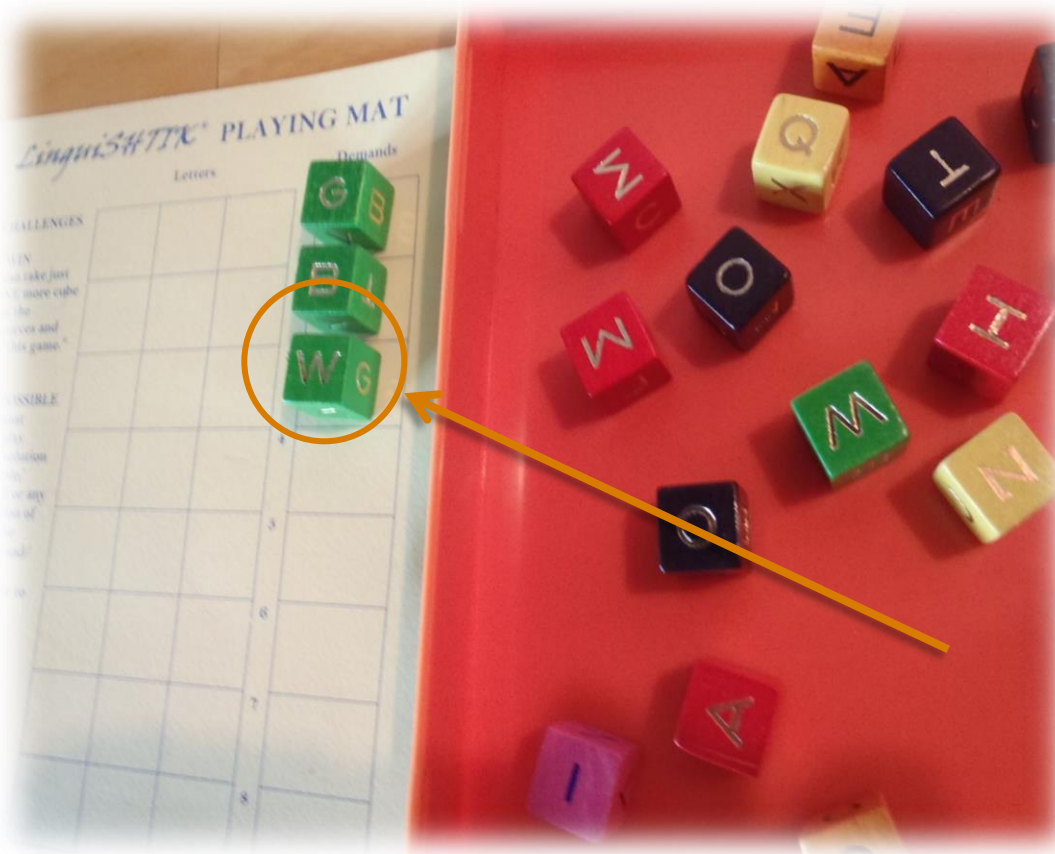
Player Three: Jasmine

- Jasmine chooses the function for the Adjective:
Predicate Adjective
- She places the green **B** in the Demands column.
- Note: all players are writing the demands on their own papers and on the *List of Demands* Form as play continues.



Play returns to Trevor.

- As in all shakes, each player has one **1 minute** on the timer to take his/her turn.
- Trevor decides on an additional demand.
- He moves the green **W** to the Demands column and states that the word must contain a **double consonant**.



As Serena takes her turn, all the players are looking for possible words in the Resource cubes.

- Serena places the pink “N” on the mat in the Letters section.
- Remember, the “N” may or may not be included in the word to be formed.
- Another reminder, cubes placed in the Demands column may NOT be used to make the word.



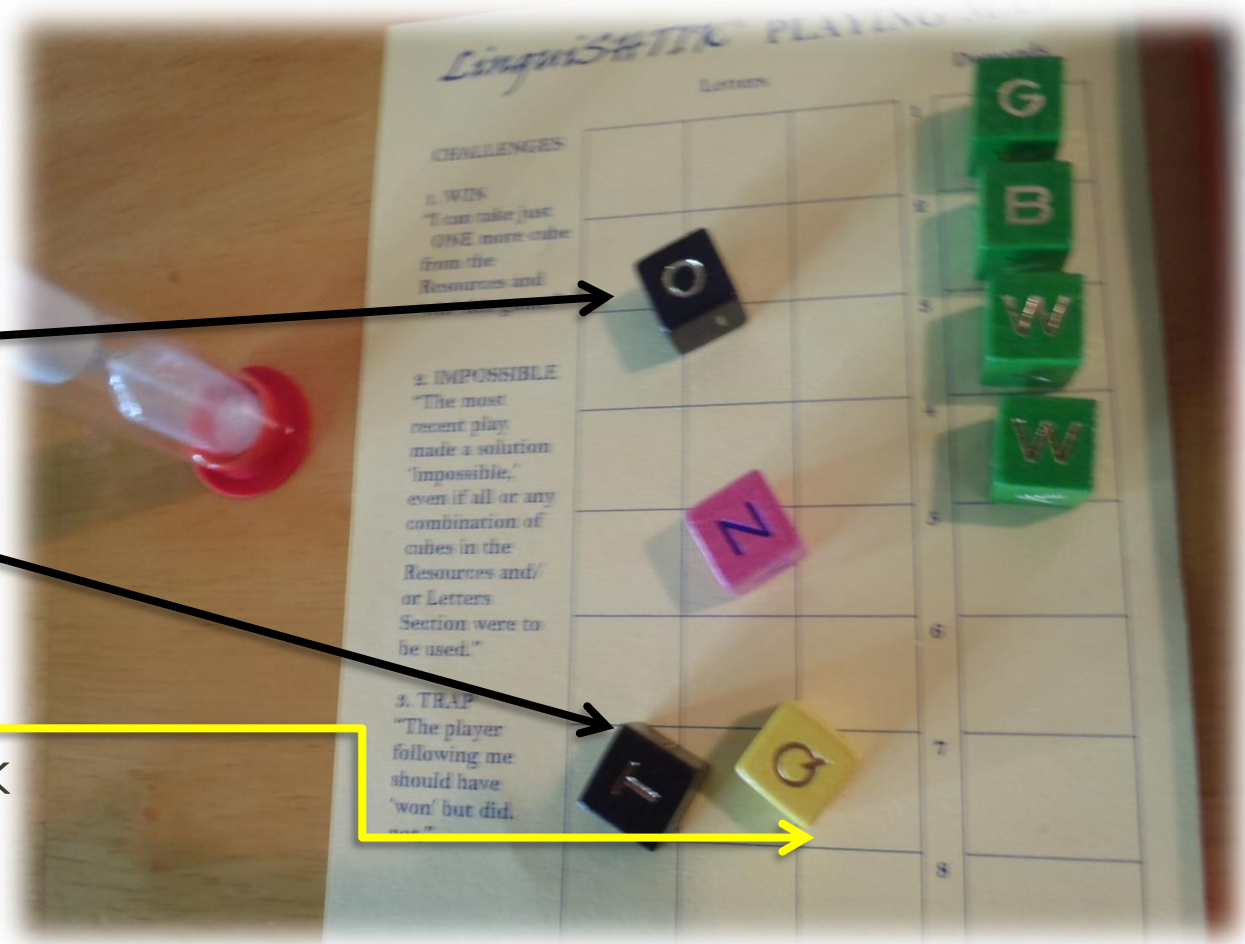
Jasmine makes another demand...

- Placing a green **W** in the Demands column, Jasmine demands that the word must be **6** letters long.
- Now the game is getting harder.
- The word has to fit **all** the demands.



In the next 3 turns, 3 more letters are added to the mat...

- All are placed in the Letters section.
- Trevor adds a black **O**.
- Serena places a black **T**.
- Jasmine moves a yellow **Q**.
- Players check for 6-letter word possibilities.



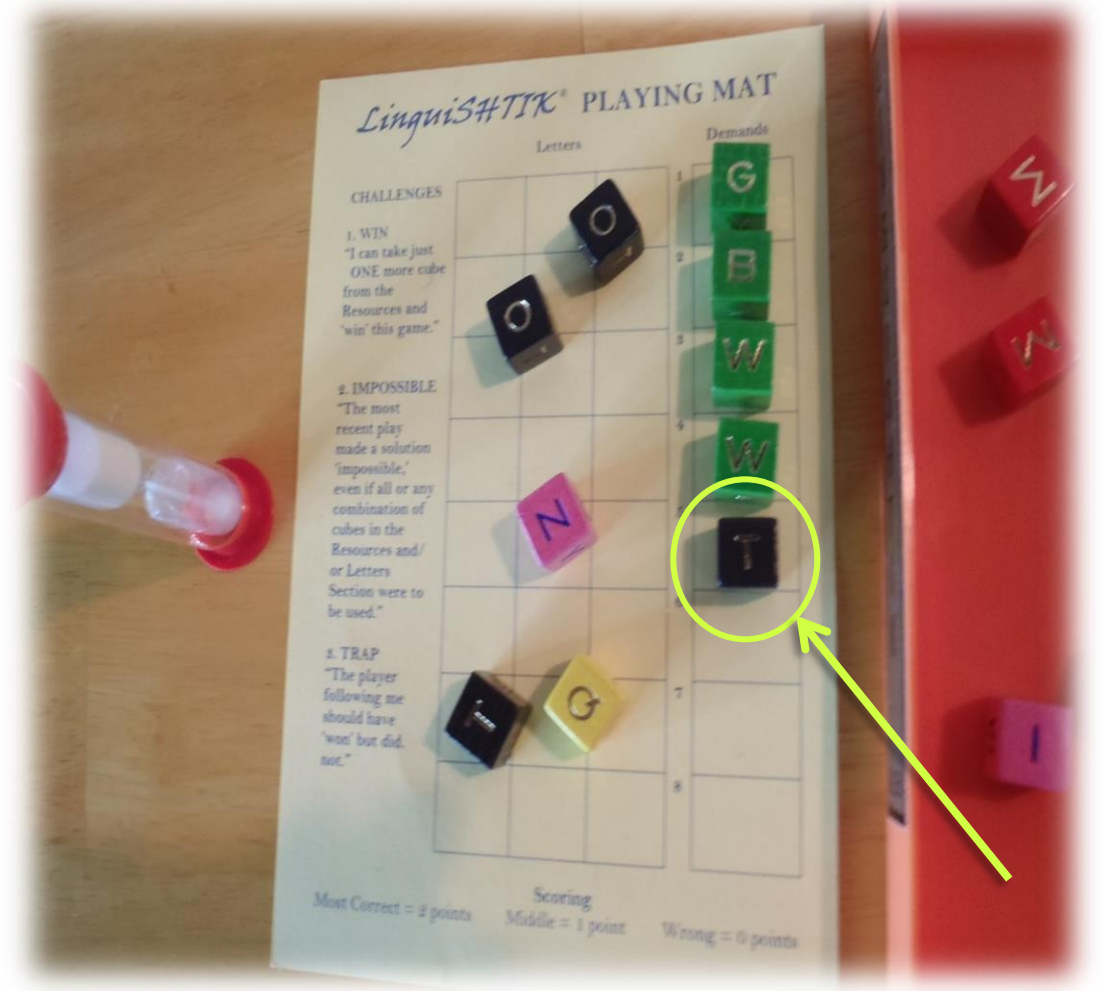
As the game continues, Trevor has a word in mind.



- He moves another black **O** to the Letters section of the mat.
- His strategy is to put the letters in place so he can call **Challenge Now** if another player puts in the right letter.

Serena moves next...

- Serena has another demand.
- She makes the word more complicated by demanding that it contain an "N."
- To make the demand, she places the black **T** in the Demands column.
- Remember, only **BLACK** and **GREEN** cubes may be used for demands, so in this shake no more demands can be made.



Challenge Impossible!



- Trevor picks up the **challenge block** and says "Challenge Impossible."
- The word he planned to make was "cotton."
- He cannot make it now since the last T was placed in the Demands column.
- Anyone may make a Challenge except the person who has just moved, so Trevor may Challenge even though it isn't his turn.

Now what happens?

- By saying **Challenge Impossible**, a player is stating that it is impossible to write a solution sentence with a word which meets all the demands listed.
- Here's what happens:
 - The person who placed the last cube is the **Mover**. He/she must write a solution.
 - The third player may decide to write or remain **Neutral**. A Neutral player does not present a solution.
 - Players who solve may use any of the cubes in Letters and as many cubes in Resources as they need.



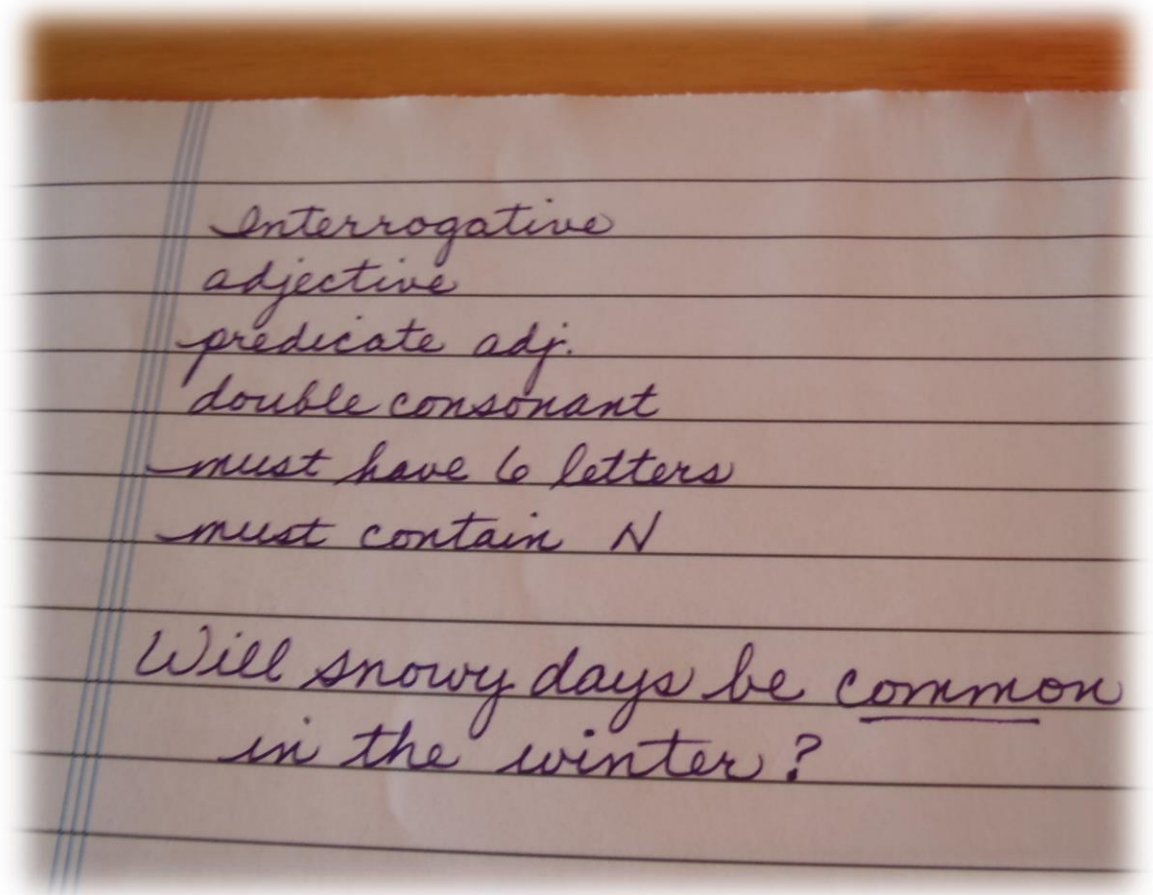
What did the players do?

- Serena is the **MOVER** since she placed the last cube on the mat (a demand).
- So, Serena **MUST** solve.
- Jasmine checks for a word and decides that she will solve also.
- Cubes may be used from the **Letters** section on the mat and from **Resources** *(do you see a word?)*



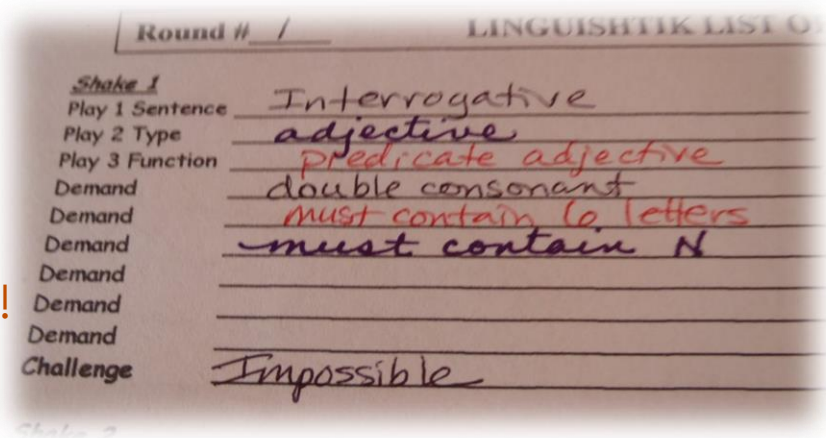
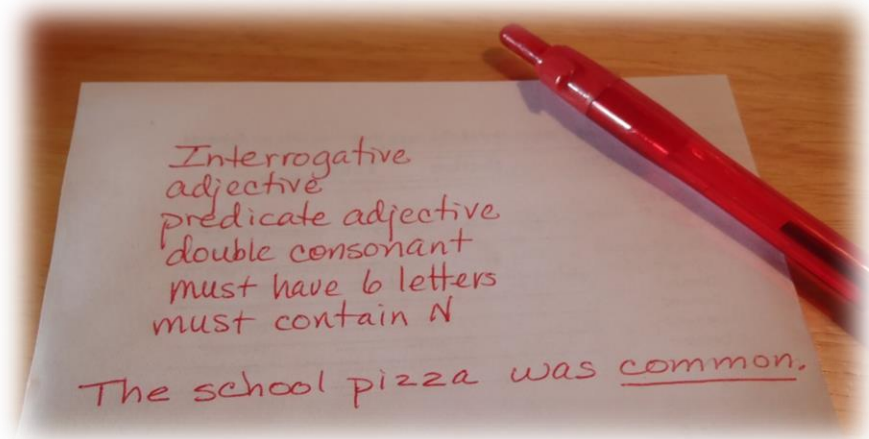
Time's up...ready to check the solutions.

- Serena presents her solution.
- It meets **all** the demands.
- Her word is "common."
- **The other players accept her solution.**
- Remember, she had 3 minutes total to write her solution after the Challenge was made.



What about Jasmine?

- Jasmine also saw the word “common” and used it in her sentence.
- Is her sentence OK?
- Let's match it up with the demands:
 - ✓ “Common” is an adjective.
 - ✓ It functions as a predicate adjective in her sentence.
 - ✓ It has a double consonant, 6 letters, and an “n.”
 - ✓ The sentence is NOT interrogative!
 - ✓ Jasmine's solution is **incorrect**.
 - ✓ **The other players do NOT accept her solution.**



Now to Score this shake...

- The players check the Scoring Chart.
- This is a Challenge Impossible with at least one player with a correct solution.

AGREER	A player who agrees to a <u>Forceout</u> and presents a correct solution.		
	6 POINTS	4 POINTS	2 POINTS
<u>E. CHALLENGE NOW</u> Challenger DOES NOT have a correct solution	CHALLENGER		
<u>B. CHALLENGE NOW</u> Challenger DOES NOT have a correct solution, but another player does	SOLVER		
<u>C. CHALLENGE NOW</u> NO PLAYER has a correct solution		(SEE LT 26*)	WRONG
<u>D. CHALLENGE IMPOSSIBLE</u> NO PLAYER has a correct solution	CHALLENGER	NEUTRAL	CHALLENGER WRONG
<u>E. CHALLENGE IMPOSSIBLE</u> at least one player has a correct solution	SOLVER		CHALLENGER WRONG NEUTRAL
<u>F. FORCEOUT</u> ALL PLAYERS agreed		AGREER	WRONG

Serena is the **SOLVER** and gets **6** points.

Trevor is the **CHALLENGER**, and Jasmine was **WRONG**, so they each get **2** points.

*LT 26: If a player is four or more points ahead of any other player when the warning has been called, and the leading player CHALLENGES NOW, and NO PLAYER has a correct solution, ANY NEUTRAL PLAYER receives six 6 points.

The score is recorded on the SCORE SHEET.

AGLOA CUBE SCORE SHEET
(Circle one game, one Division, and one Round)

Game: EQUATIONS ON-SETS LINGUISHTIK

Division: ELEM **MID** JUN SEN

Round: **1** 2 3 4

NAME	Trevor	Serena	Jasmine
TEAM			
ID			
	SCORE	SCORE	SCORE
1	2	6	2
2			

- Jasmine is the scorekeeper for this round.
- She records the players' scores on the Score Sheet.
- The shake is over.
- The players begin a new shake.
- Play continues clockwise, so Serena will roll the cubes for the new shake.

Resources:

- Everything you need to play LinguiSHTIK is available on the AGLOA website:

www.agloa.org.

- Download the forms you need:

- Order of Play, Demands, & Scoring forms
- Dictionary of Terms
- Current Tournament Rules



Most importantly, download the current edition of the *LinguISHIK Handbook and Judges Manual*.

- It's a resource for **everyone**: beginning and expert coaches and players at all levels.
- It contains a detailed guide which explains all the rules for playing LinguiSHTIK.
- It explains, defines, and gives examples for all of the elements on the Order of Play Sheets.