

# Playing LinguiSHTIK Again - 3

Another look at Challenge Impossible

With more demands  
and an example of Illegal Procedure

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# Play LING Again...

- This presentation assumes that you have viewed the introductory PowerPoint called **Playing LinguiSHTIK** and checked out **Playing LinguiSHTIK – 2** which introduced Challenge Impossible.
- This game will illustrate what happens when Challenge Impossible is called and the level of difficulty is increased.
- *Reminder: Before beginning any shake, make sure you have a game with 23 cubes, a challenge cube, an Order of Play Sheet, a Demands Form, and a timer.*

# Starting the game...

- Each person rolls a red cube to begin the shake. The player who gets closest to “A” will begin.
- Lance rolled an **A**, Jessica rolled a **P**, and Mike rolled an **M**.
- Lance is Player 1 and begins the shake. Play moves clockwise, so Mike is Player 2, and Jessica is Player 3.



# Player 1 rolls the cubes and states a Sentence Pattern, Structure, OR Purpose.

Lance chooses from the list on the Order of Play Sheet.

Lance rolls the cubes and sets the sentence pattern. He chooses S-V-DO.





# Everyone writes down the demand:

- Lance writes S-V-DO on the Demands Form and on his own paper.
- Mike and Jessica write S-V-DO on their papers.



# Player 2 uses a **BLACK** or **GREEN** cube to make a Type demand.

- Mike chooses a Type demand, NOUN, from the Order of Play Sheet.
- He moves a **GREEN V** to the Demands column on the Playing Mat.
- He states his demand.
- He writes Noun on the Demands Form and on his own paper.
- Lance and Jessica also write Noun on their papers.



# Player Three uses a **BLACK** or **GREEN** cube to make a Function demand.

- Jessica chooses a function for a Noun – Indirect Object – from the Order of Play Sheet.
- She moves a **GREEN B** to the Demands column on the playing mat.
- She states her demand.
- She writes Indirect Object on the Demands Form and on her own paper.
- Lance and Mike also record Indirect Object on their papers.





# The play continues clockwise to Player One.

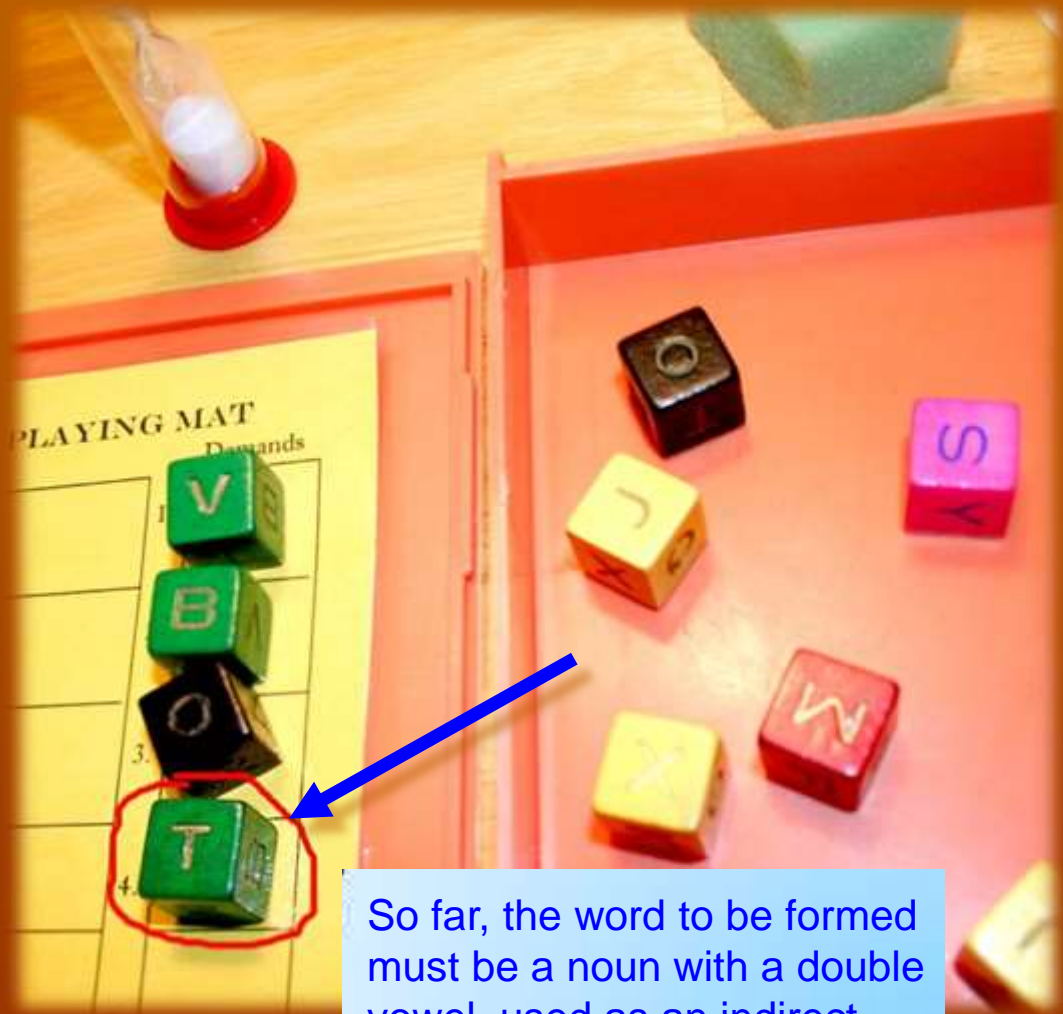
- Lance may either make a demand or play a cube to the Letters section on the Playing Mat.
- Lance uses a **BLACK** cube to demand Yellow Wild. The **BLACK O** is placed in the Demands column.
- Lance writes the demand on the Demands Form.
- Everyone writes down the demand.





# It is Player Two's turn next...

- Mike may either make a demand or play a cube to the Letters section on the Playing Mat.
- Mike uses a **GREEN** cube to demand double vowel. The **GREEN T** is placed in the Demands column.
- He states the demand and writes it on the Demand Form and his own paper.
- Jessica and Lance write down the demand.

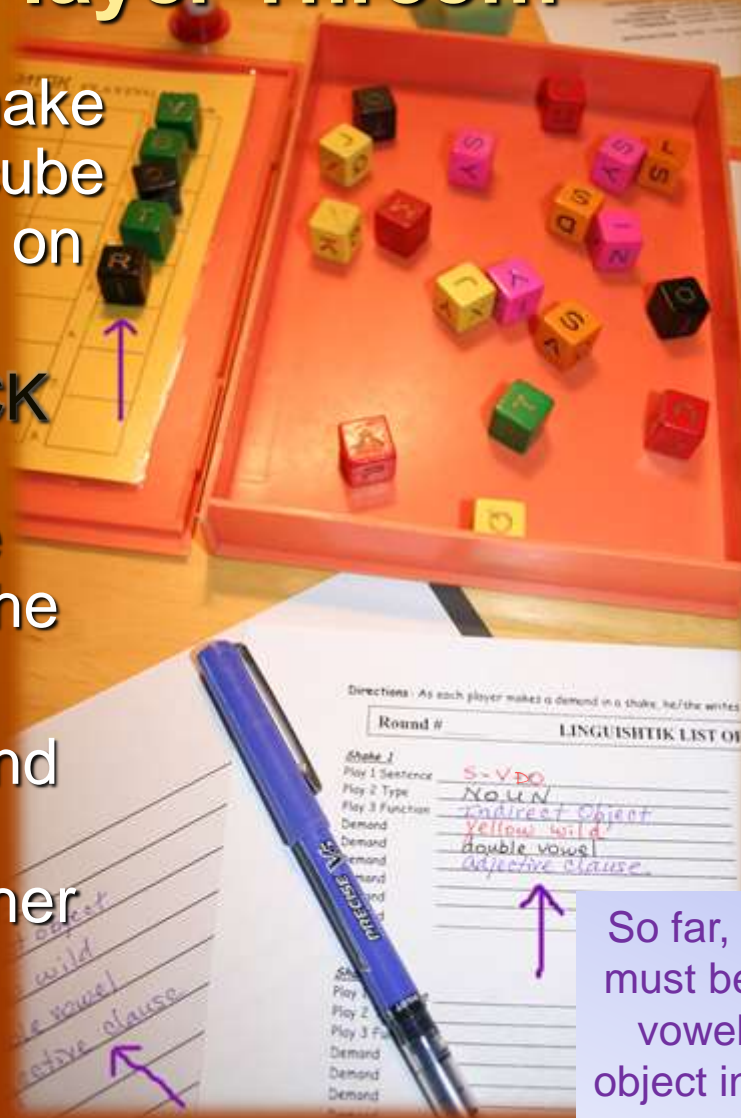


So far, the word to be formed must be a noun with a double vowel, used as an indirect object in an S-V-DO sentence.

# Moving on to Player Three...

- Jessica may either make a demand or play a cube to the Letters section on the Playing Mat.
- Jessica uses a **BLACK** cube to demand adjective clause. The **black R** is placed in the Demands column.
- She states the demand and writes it on the Demands Form and her own paper.

- Lance and Mike also write down the demand.



So far, the word to be formed must be a noun with a double vowel, used as an indirect object in an adjective clause in an S-V-DO sentence.

# It's Lance's turn...

- Lance may either make a demand or play a cube to the Letters section on the Playing Mat.
- He uses a **GREEN T** to demand pink wild.
- Jessica quickly says “**Illegal Procedure.**” Lance has the rest of his minute to fix the problem or he gets a -1 score and loses his turn!
- Lance changes his demand to “must be 5 letters.” He writes it on the Demands Form and his own paper.
- Jessica and Mike also write down the demand.



**Q:** Why is this an Illegal Procedure?

**A:** A player may not use a General Demand (like Color Wild) more than once in a shake.



# It's Mike's turn...

- Mike may either make a demand or play a cube to the Letters section on the Playing Mat.
- He places a **BLACK O** on the Letters section of the playing mat.
- There is no demand to write down.
- Players do not need to write anything on their papers.



# It's Jessica's turn...

- Jessica may either make a demand or play a cube to the Letters section on the Playing Mat.
- She places a **BLACK O** on the Demands section of the playing mat, stating that the word must contain a K.
- She writes the demand on the Demands Form and her own paper.
- Lance and Mike also write down the demand.

*No more demands may be made because all the demand cubes (BLACK and GREEN) have now been used.*



# It's Lance's turn...however

- Before Lance moves, Mike grabs the Challenge Cube and calls “Challenge Impossible.”
- Mike has looked at the letters in the box and the entire list of demands.
- He does not think that a word can be made that meets all the demands.
- A Challenge Impossible can be called at any time during a shake after Player One sets the sentence pattern, structure, or type.
- Mike writes the Challenge Impossible on the Demands Form.



**Q:** Didn't Mike move out of turn when he called Challenge Impossible?

**A:** No, a player may call Challenge Impossible any time, as long as he/she has not played a cube to the playing mat.

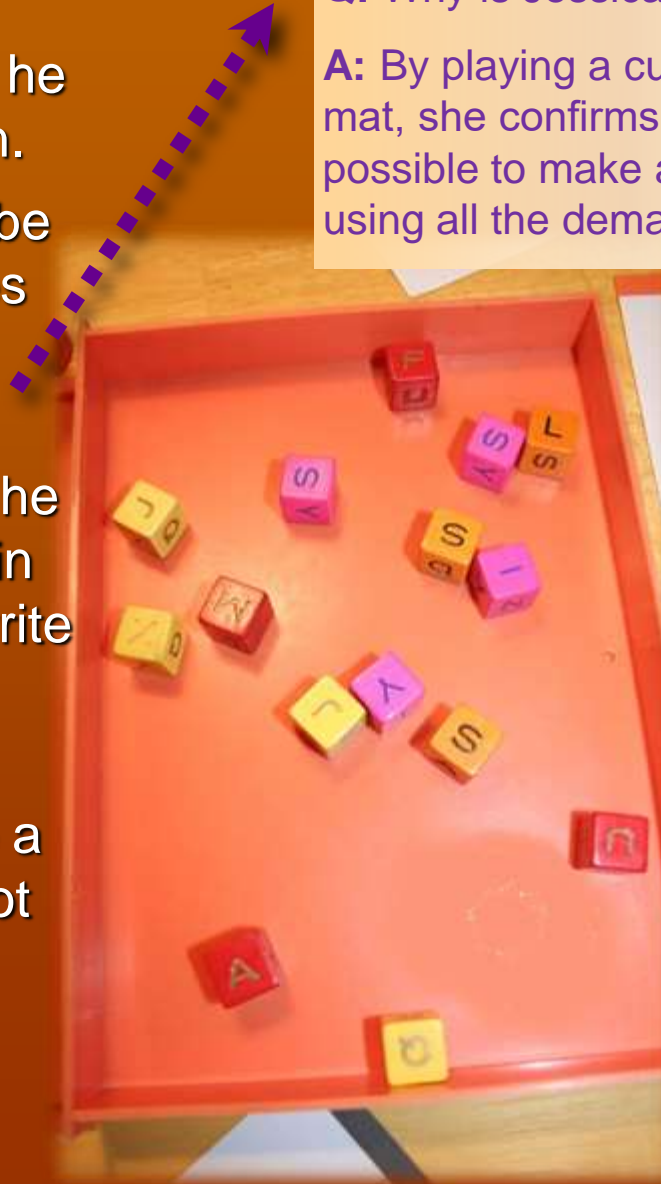


# This is what happens next...

- Since Mike called Challenge Impossible, he will not write a solution.
- Jessica put the last cube on the mat. That makes her the MOVER. She must write a solution.
- Lance has a choice. If he chooses, he can remain “NEUTRAL” and not write a solution, OR he may write a solution.
- Lance decides to write a solution, so he does not remain “Neutral.”

**Q:** Why is Jessica a MOVER?

**A:** By playing a cube to the mat, she confirms that it's possible to make a solution using all the demands listed.



**Q:** How is Challenge Impossible different from Challenge Now?

**A:** The players who write solutions may use any of the cubes in Resources and/or any cubes on the Letters section of the playing mat. The only cubes which may not be used are those in the Demands column.

# Three minutes later...

- Jessica and Lance had 3 minutes to write their solutions.
- When the time is up, the MOVER - Jessica - presents her solution first.

Jessica

S-V-DO

NOUN

Indirect object

yellow wild

double vowel

adjective clause

5 letters

must contain K

The librarian who gave the books new covers  
bought lunch for her friends.

**Remember:** A correct solution must be an S-V-DO sentence with a noun used as an indirect object. The word must be 5 letters long, contain a double vowel and a "k," and be in an adjective clause.

# Checking Jessica's sentence...

**Note:** If asked, Jessica is able to point out the cubes she used to make her word.

DO  
NOUN  
Indirect object  
yellow wild  
double vowel  
adjective clause  
5 letters  
must contain K

The librarian who gave the books new covers  
bought lunch for her friends.

- Is the sentence S-V-DO? Yes: librarian = subject, bought = verb, lunch = direct object.
- The word **books** is 5 letters long, contains a k, and has a double vowel.
- The word **books** is in the adjective clause “who gave the books new covers” and is used as an indirect object in that clause.
- Jessica's sentence is **CORRECT**.



# Checking Lance's sentence...

Lance

S-V-DO

noun

indirect object

yellow wild

double vowel

adj. clause

pink wild 5 letters

must contain K

The children brought their  
friends books that were  
from the library.

Although he used the same word - **books**, Lance's solution does not meet all the demands.

- Lance's sentence is

S-V-IO-DO, not S-V-DO.

- He uses the word **books** as a Direct Object.

- There is an adjective clause in the sentence, but **books** is not in it.

- Lance's solution is **WRONG**.

The children brought their  
friends books (that were  
from the library.)

# Figuring out the scoring...

C. CHALLENGE NOW NO PLAYER has a correct solution		NEUTRAL (SEE LT 26*)	CHALLENGER WRONG
D. CHALLENGE IMPOSSIBLE NO PLAYER has a correct solution		CHALLENGER	MOVER WRONG
E. CHALLENGE IMPOSSIBLE at least one player has a correct solution		SOLVER	CHALLENGER WRONG NEUTRAL
F. FORCEOUT ALL PLAYERS agreed		AGREER	WRONG

\*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.

Notice that even if Lance had remained **NEUTRAL** instead of trying to solve, he would have received 2 points for this shake.

MOVER WRONG
CHALLENGER WRONG NEUTRAL
WRONG

- On the SCORING CHART, we see letter **E** which states “CHALLENGE IMPOSSIBLE, at least one player has a correct solution.”  
The SOLVER is correct, so Jessica gets **6** points.
- Lance is **WRONG**, so he receives **2** points.

**AGLOA CUBE SCORE SHEET**  
 (Circle one game, one Division, and one Horrid)  
 EQUATIONS ON-SETS LINGUISHTIK  
 JUN SE

Game: \_\_\_\_\_  
 Division: ELEM MID JUN SE  
 Round: 1 2 3

NAME	Lance	Jessica	Mike
TEAM			
ID			
	SCORE	SCORE	SCORE
1	2	6	2
2			

**Note:** It will be Mike's turn to be Player One and roll

**Note: It will be Mike's turn to be Player One and roll the cubes.**

**...and players may begin a new shake.**



# What if ?...

- If neither the MOVER nor the other player had a correct solution, the player who said *CHALLENGE IMPOSSIBLE* would have received 6 points. In that case, if the third player had remained *NEUTRAL*, he/she would have received 4 points, and the MOVER would have received 2 points. (Note: Players should always consult the Scoring Chart for details.)
- Sometimes players are bluffing when they make demands, hoping to Challenge Impossible later.
- It is always important for each player to have a word in mind every time he/she makes a move...just in case someone calls “*CHALLENGE IMPOSSIBLE*.”
- For more examples and details about playing LinguiSHTIK, check out [www.agloa.org](http://www.agloa.org).