

Competere: Chart Alpha

Overview: Competere is a game of strategy and skill utilizing a sailing theme. Players seek to *draw* (remove) the opposite-colored ships from the game board. The game can be played with 2 to 6 players (or against a computer opponent). Charts: The first chart of the game is noted as Chart Alpha and is included with the initial game. Other charts will be developed to add variety and skill difficulty to the game. Participants will be encouraged to submit their own charts for distribution. The game was originally developed as a board (table) game but could be adapted as a computer game either multiplayer online (similar to poker, etc. at yahoo games) or a stand alone game. The game's appeal is its originality, especially language, adaptability with a multitude of charts that can be developed, and options for 2 to 6 players.

Game Materials: Competere gameboard (*chart*), six tokens (or ships).

1) Set Up: Each player or team (*competere*) begins with three tokens (*ships*). Coins can be used—pennies for red, dimes for blue (suggested). Start with coins heads up. Ships are placed on the three octagons (*quay*) on either end of the game board marked with the corresponding colored dots (*piers*).

2) Game Play: Red begins. Blue follows. Each color then takes turns moving. If a *competere* consists of more than one player, then each member of the team takes turns moving their ship. Each color only gets one move each turn. Ships are moved along colored squares (*seas*). A ship on its first voyage is a *ketch*. Initially, red can only move through red seas and blue can only move through blue seas. Both colors can move on a two-color square (*lee*). A ship is safe if it rests in a lee (*see below*). Ships cannot go backwards until they are *turned* (*see below*). Ketches must maintain at least one sea (square) distance from ships of the opposite color. Ships of the same color can reside on adjacent seas (squares).

3) Game Objective: The object of the game is to *draw* (remove) the opposite-colored ships from the game board. This is accomplished by first reaching a pier within the opposite color's quay with one or more ketches. The ketch is then turned (from heads to tails) and becomes a *windjammer*. The windjammer can then go backwards or forwards and can travel through both red and blue seas. A piece is *drawn* when a windjammer moves into an adjacent sea of the opposite color. For example, a red windjammer moves onto a blue sea that is adjacent to a ship of the blue quay. Windjammers can move to the adjacent sea of any ship on the board but will not draw a ship unless the sea they are on matches the color of the opposite quay or the other ship rests in a lee. Drawn pieces can be restored by windjammers of their own quay if their team's windjammer returns to its original quay and lands on a pier. The drawn piece is then *requayed* (restored to the board) by placing it on an unoccupied pier in its original colored quay. It returns to the board as a ketch whether it was a windjammer or not and begins play as if from the beginning.

4) Game End: Play ends when one *competere* has either drawn or blocked all of the other *competere*'s pieces (*forte*). Play ends as well if all pieces on the board are unable to move (*quiescence*). One *competere* cannot continue to play if the other *competere* is unable to move. The winning *competere* is the one with the most active ships on the board. If both teams have the

same number of active pieces, then the game also ends in a quiescence. Games are played in rounds of threes (*trio*). The competere with two fortes wins the trio.

5) Strategies for Chart Alpha:

Offensive: attempt to be the first to occupy the lees in the center of the board, effectively blocking the other competere.

Defensive: remain near the home quay by moving sideways across lees that attach the piers.

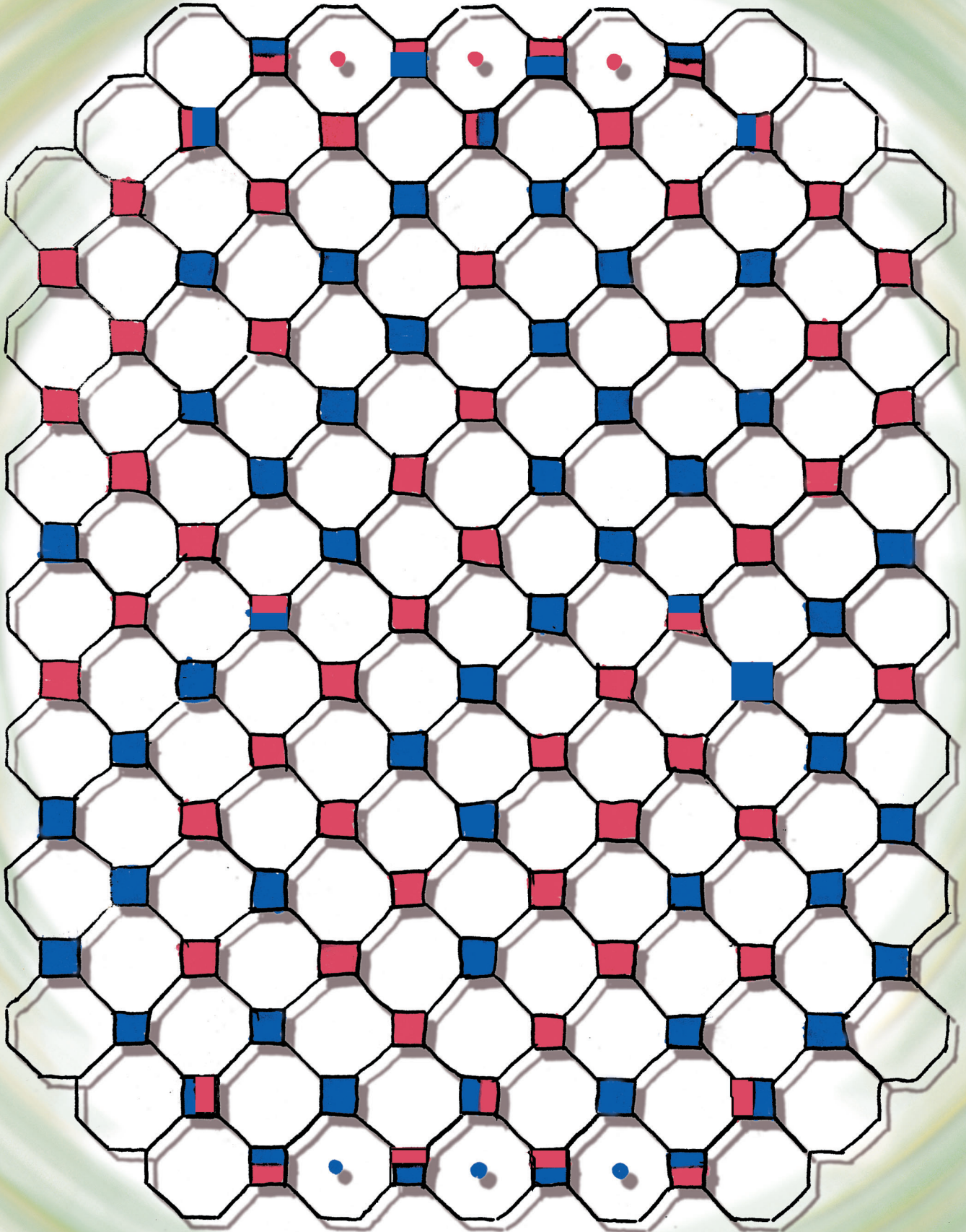
Glossary of terms:

- Competere (com-pe-ter)- the name of the game as well as the title of the contestants or teams.
- Chart- the competere gameboard
- Ships- the playing pieces
- Quay (Ke)- port. The starting point of a competere's ships, represented by the three octagons at either end of the playing board marked by colored dots.
- Piers- the three colored dots within the three octagons of a quay.
- Seas- the red and blue colored squares on the gameboard.
- Ketch- what all ships begin as at the beginning of the game as well as when they are *requayed* (see below). Ketches can only go forwards on seas the color of their quay.
- Lee- the two-colored squares on the gameboard. Serve as safe and strategic locations.
- Turned- when a ship reaches the opposite end (quay) of the board and is switched to a *windjammer* (see below).
- Windjammer- a ketch that has been turned. Windjammers can move in any direction on any sea and can *draw* other ships from the game (see below).
- Draw- to remove a ship from the board.
- Requay (re-ke-d)- to restore a piece to the board.
- Forte (for-ta)- a win, constituted by having the most active pieces on the board than the other competere who has all their ships either drawn or blocked from moving.
- Quiescence (ke-sens)- a tie, constituted by both competeres having an equal number of active pieces on the board and/or are unable to move.
- Trio- three rounds of competere. A player must win two fortes to win a trio.

Windjammer and Ketches Mock Ups:



Competere



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