*Dirk Holdorf*

# BALTIC SEA CHESS

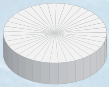
A game for 2 players aged 8 years and older, duration 20-30 minutes

## Game Idea

In this game, several animals of the baltic sea squabble in a tournament. Who beats who? The starfish a seagull, or the seal a cockle? A refreshing, fast-paced chess variant for 2 players.

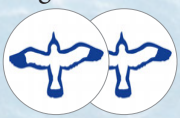
## Components

18 wooden discs



9 stickers each in two player colors:

2 Seagulls



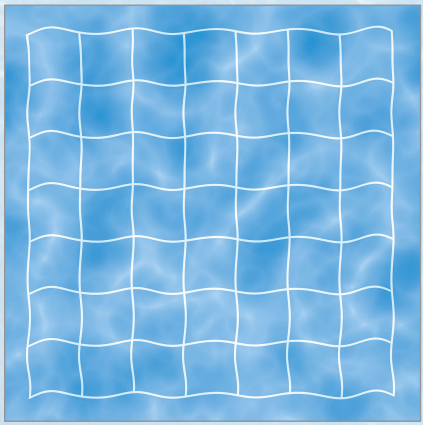
2 Seals

2 Cockles

3 Starfishes

The remaining stickers are kept in reserve.

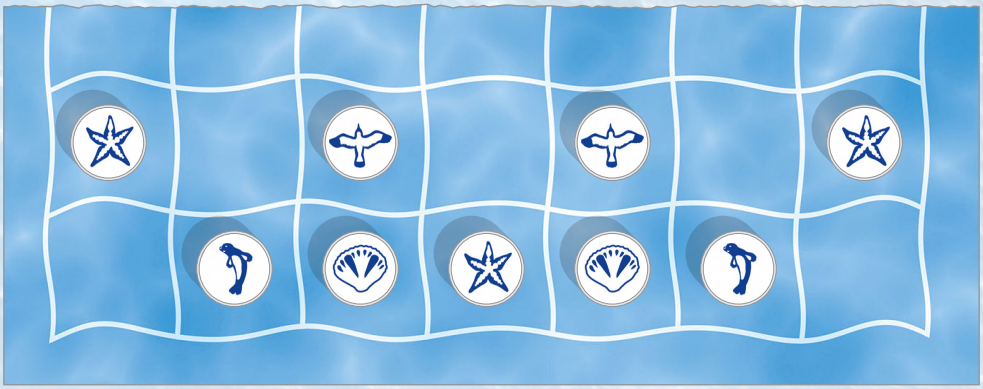
1 Game Board



## Setup

(*Before the first game, carefully remove 2 Seagulls, 2 Seals, 2 Cockles, and 3 Starfishes of each color from the sheet and stick them onto the wooden discs. The reserve remains unused.*)

Take the discs of your chosen color as your pieces and place them at your end of the game board as depicted below:



## Course of the Game

You play the game until one of you has **3 victory points** (*or one of you has only one piece left*). You get victory points by forming pieces 3 discs high or by moving your own pieces to the opposite edge of the playing field.

Whoever was last at a sea, starts the game with their first move.

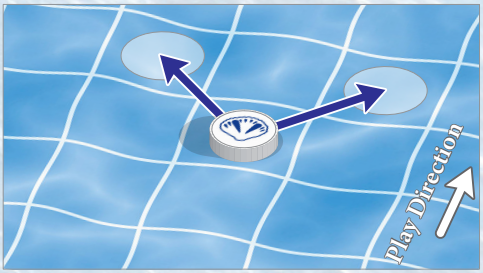
When it is your turn, you move exactly 1 own piece (*either a single one of your discs or a stack of two discs with your disc on top*) according to the animal on it. If you move your own piece onto a space on which there is an opposing piece, you place your piece on the opposing piece and thus take it over (*the maximum permitted total height is 3 discs*).

Then it is your opponent's turn. So it goes on alternately until one of you wins.

Your movement options are:

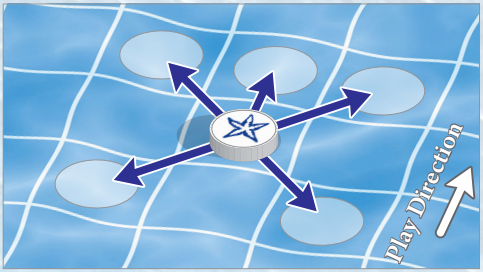
## Cockle

Move the cockle exactly 1 space diagonally to the left or right forwards.



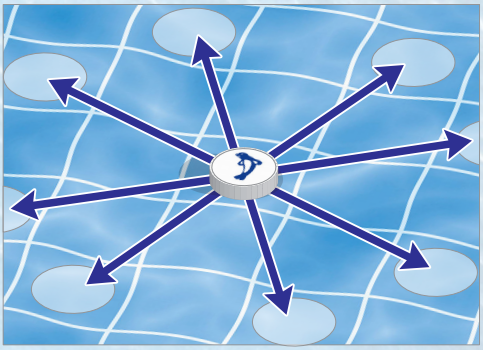

## Starfish

Move the starfish exactly 1 space forward or one space in one of the four diagonal directions.



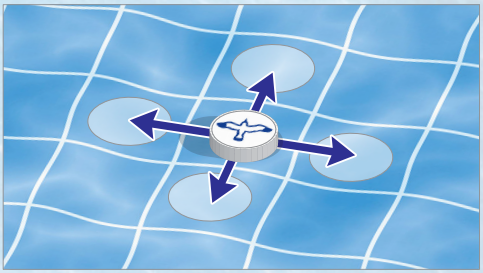

## Seal

Move the seal (*like the knight in chess*) exactly 1 space to the left, right, front, or back, and then 1 space further diagonally. Ignore other pieces along the way.

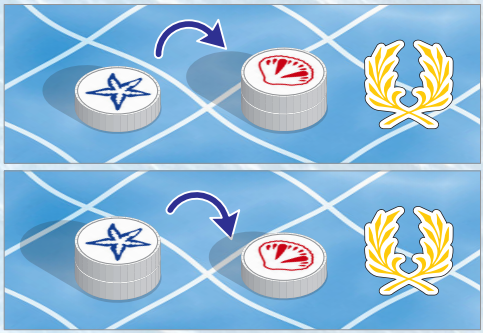


## Seagull

Move the seagull exactly 1 space to the left, right, front, or back.



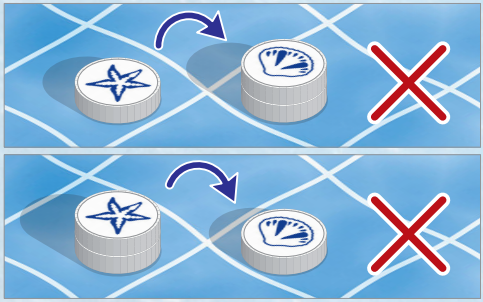
If you move your own piece onto an opposing piece, so that a piece 3 discs high is created, you *immediately* get the resulting piece as **1 victory point** and place it in front of you next to the game board.



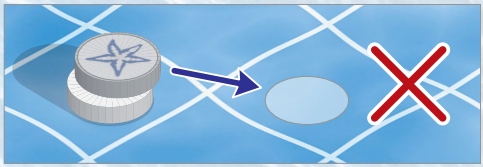
If you move one of your own pieces to the opposite edge of the board (*it doesn't matter whether it's on an empty space or on an opposing piece*), you *immediately* get this piece as **1 victory point** and place it in front of you next to the game board.

You may *never* place your own piece on top of an opposing piece if this would result in a piece that is 4 discs high.

You may also *never* place one of your own pieces on top of another of your pieces.



You may *never* separate a piece made up of several discs.



(*If your move results in a piece 3 discs high on the opposite edge of the game board, you get that piece as a total of* ***1 victory point*** *. You may choose whether you got this point for creating the piece or for reaching the opposite edge...* ☺)

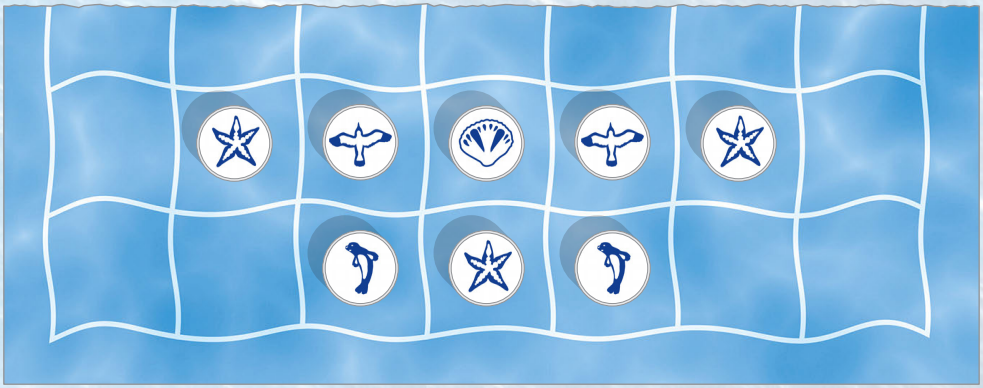
You always have free choice of moves and do not have to take over opposing pieces if you have other movement options.

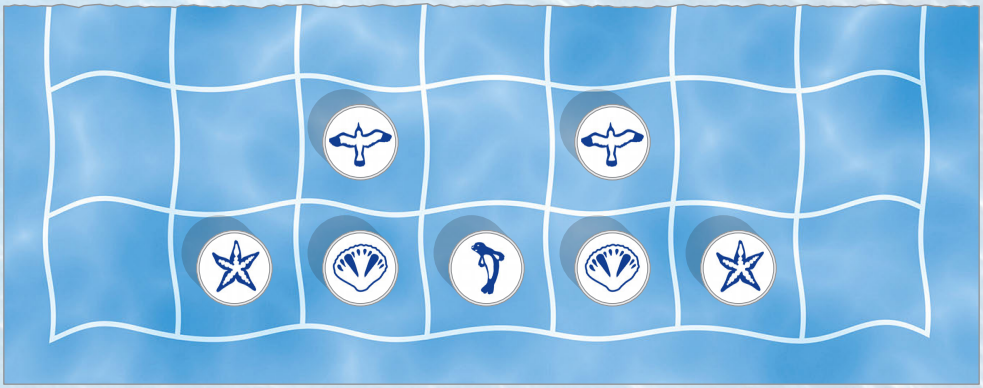
## End of the Game

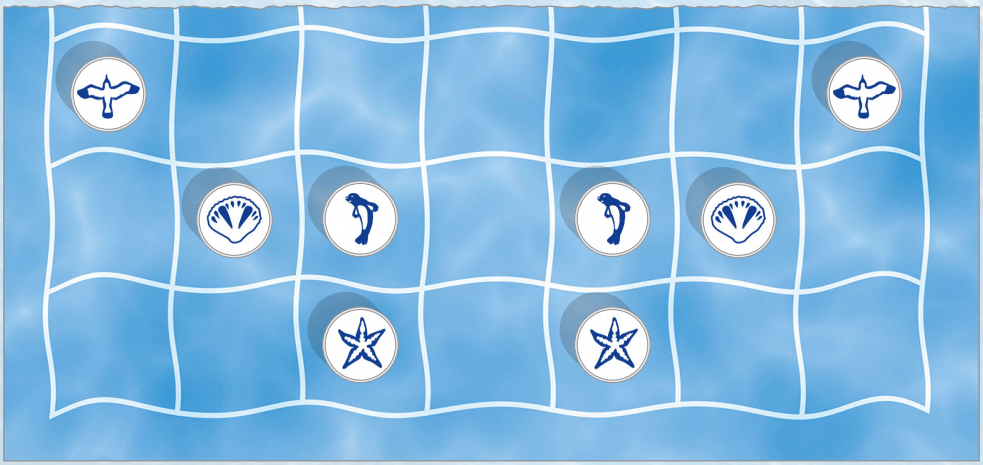
The game ends *immediately* when one of you has achieved a total of **3 victory points** and has thus won. Special case: The game also ends if one of you owns only a single piece and has thus lost.

## Variants

For other gaming experiences, you are welcome to try out the following variants of the start setup, partly with a different number of pieces:







# Software Challenge 2022

The Software Challenge is a programming competition in which all schools in Germany that train for university entrance can take part. The subject of each school year is the computer version of a board game for which a game strategy has to be programmed.

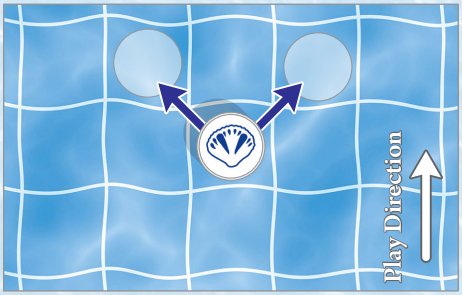
The students are supported in learning how to program by staff from universities and technical colleges. The participating classes, courses and groups play a championship towards the end of the school year, which involves cash prizes and scholarships.

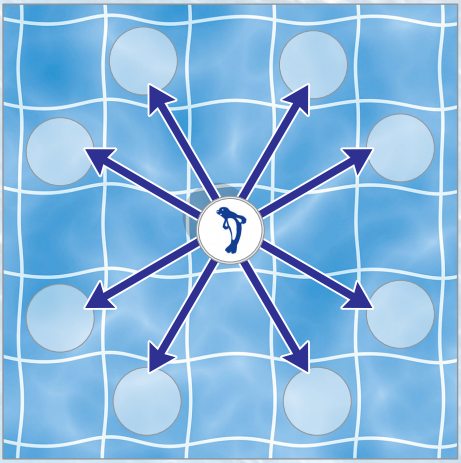
In addition to the local connection to the Baltic Sea, the organizers of the Software Challenge have chosen the game Baltic Sea Chess for the Software Challenge 2022 mainly because it is quick to learn and yet offers a variety of strategy options.

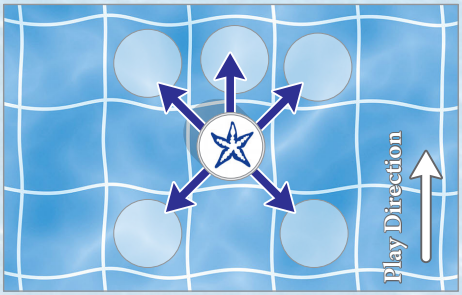
Registration is possible from the end of June to December via the following link: **https://software-challenge.de/** . There is also detailed information with instructions in the form of text and videos.

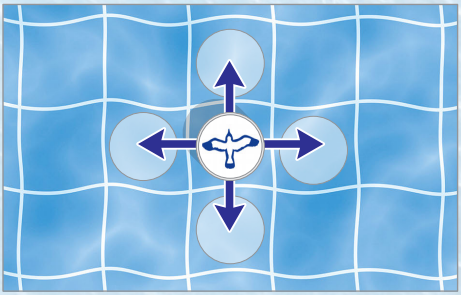
# Movement Overview

*Have you noticed yet? The illustrations of Cockle, Starfish, and Seagull indicate the possible movement directions graphically.*






## Imprint

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