



*"Mad as the Sea and Wind/ When both contend/ Which is the mightier."
-- Hamlet, Act IV, Scene 1*

Blue White Rock is a game for at least 100 players. It is a rough game; expect minor injuries. One game should take around 20 minutes. The game's goal is to mimic the might and treachery of the sea, and to honor the courage of sailors. Players who cannot bring themselves to follow the rules should play something else.

To play, set up the teams, set up the play space, and then begin.

Setting up the teams:

There are three teams: blue, white, and rock.

The number of "Rock" players is decided with rules given below. They should be the largest players present. They should wear red headbands.

The other players are then evenly divided between the blue team and the white, and should wear blue or white headbands.

From each of the blue and white teams, choose six "Sailor" players and one "Sea Queen." The Sailors should be big.

The Sea Queens could be the smallest players, but they must be able and willing to scream loudly. They should be given long staves with blue or white flags on them.

Players who are neither Queen, nor Sailor, nor Rock, will play as the "Waters of the Sea."

Setting up the play space:

All players assemble in a bounded, rectangular space. This space is the "Sea Bed." No one should leave it. It should be large enough to allow the Waters to move about, but small enough to be crowded. Use a rope as the boundary, and adjust its size to fit the number of players.

The two teams of Sailors will carry "Boats", which could be broomsticks, or ropes, or beautiful (but sturdy) models of boats. The Sailors try to carry their Boats from one side of the Sea Bed to the other. Each round trip earns one point.

The Boats must be "Launched." To do this, the Sailors choose a point of the Sea Bed boundary to call "Home". Once all six Sailors are touching Home and holding onto the Boat, they may start moving to the other side.

Finally, before play begins, the Rocks strew themselves across the Sea Bed. They should be far enough apart so that Waters may move between them without being touched, but only just-- the size of the Sea Bed determines the number of Rocks. If the Rocks are too far apart, the Rock players may recruit more Rocks from White or Blue. Each Rock should make a mark on the floor, and always be touching it with at least one foot.

The goal of the Rocks is to smash the Boats. If a Rock grabs a Boat, the Boat is Wrecked, and the Rock team gets a point. The Boat is carried back to the starting point and relaunched. If a Sailor loses hold of the Boat, he or she is drowned, and becomes part of the Waters until the Boat is relaunched, though the Boat may continue. To relaunch the Boat, all six Sailors must touch it and their Home point.

During play, the Sea Queens go to a place in the Sea Bed and scream. At the end of the ten seconds, their Waters should be marching around them, swirling like a whirlpool. The Sea Queens may not move while they are screaming. The screams should ascend or descend. Going up means the sea should turn counter- clockwise about the Sea Queen. Going down means the other way. The Sea Queens may not make any sound but their scream. Neither the Rocks nor the Waters may hinder them.

The Waters are the environment of the game. They should stay in motion, stamping in time with the drummers, forming currents around the rocks. A friendly current carries its boat; an unfriendly one pushes it back, or into the rocks. The Waters may not grab Boats or Sailors, but they may push them. The Waters may hold hands or otherwise link themselves to make their currents stronger. The Waters must allow the rocks to stay in place.

To begin:

When the Sailors are gathered at home, and the Sea Bed is the proper size, and the Rocks are selected and in place, the two Queens scream, and the game begins.

The first team to get two points wins.

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