

Approximately ninety-five percent of the ocean is still undiscovered, so many countries have been sending out ships to scout the waters and see if they find new land. In this particular case, a group of nine uninhabited islands was discovered by four ships simultaneously, two ships from one country and two from another. The islands were oddly enough arranged into almost a three-by-three square with one island in the center. The two nations argued about who should own the islands, but they couldn't come to an agreement since they had arrived at similar times. In the end, they decided to peacefully share the islands, but since there was an odd number, they decided to split each island in half. News spread quickly, and many ships from the people of the two countries sailed to the islands in hopes of having a fresh start in life. Each nation established one village on every island. However, not too long after, it was soon apparent that the people of the two nations settling in the villages couldn't get along with each other. They constantly got into quarrels about the smallest things that turned into large fights that disturbed the peace. This started to become a big problem, and the four captains of the original ships, who were also the leaders of the islands, decided that they had to do something about it. As a result, they gathered together and held a meeting, trying to think of a solution to solve this problem. After a while of discussion, they couldn't come up with a peaceful solution, so they almost agreed on war. However, one of the captains suddenly suggested an idea to hold a competition, and that whoever won would gain control of all nine islands, while the other one would peacefully back out and take down any villages they had established.

The captains started discussing and agreed on the competition rules, writing them down. At the end of a two-year period, whichever nation had more points would be declared the winner. Each established village on an island would equate to one point to the respective nation. Due to the size of the islands, they could each only hold a maximum of three villages. When villages are established, they have to be built on the lowest possible elevation, meaning that a newer village will be built higher up than an older village. Every island needed a ruling body, and that position would go to the country that has ownership of that particular island. A nation takes ownership of an island if they own the highest village on that island, or in other words the newest-established village. Three owned islands in a straight line would provide efficient transportation and would equate to a bonus of six points to the respective nation for every row. However, established villages and owned islands can be taken down. Each nation has the right to burn down villages of the other, freeing up space for a new village and potentially changing the ownership of the

island. After exactly two years, points will be added up, and whichever nation has more will get control of all nine islands. Let the competition begin!