

Geister Solitaire

This is a neat little German game that me and my daughter like to play often, and when she is not around and I get the urge, I play it solitaire – just between me and the ghosts. I know it sounds ridiculous, but there is enough rule bending with this version that some of you out there may get to like it.

The pieces are set up like in a standard game, but exercising self honesty and not looking at the true colour of the opponents which should be randomised– there are 2 sides: the greater ghosts (white facing pieces) and the grounded ones (your back pieces). And each side is governed by 2 slightly different sets of rules.

Rule Bending

The White pieces (which cover/veil blue or red) can move Diagonally one space any direction as well as the standard Rank & File move (like a Rook limited to one space). Alternatively they can move Diagonally multiple spaces like a bishop in chess, just to make things more challenging.

However they cannot capture your pieces on a Diagonal movement or a Rank & File movement- only your pieces can Capture this way (see below for White system of capture). So this means that the greater ghost side are the “Evaders”, and the grounded ghost side are the “Trappers”.

Capturing is on an Alternate basis between colours, and puts limitation on their movement and one set becomes “statues”; so if you capture with a Blue piece first then only the Red pieces may move until a Red piece captures a White, then the Reds become like wheeling statues, while the Blue pieces move until one of them captures a White, and so on.

An objective for the greater ghosts is to reach the other end of the board, where they freeze at that moment and cannot be captured by your pieces, (even if they are adjacent). A bit like frozen pawns in chess, but unfortunately no promotion. The motive behind this rule is that it sort of balances the game out, and limits win/lose options and can mete out a possible Draw.

The traditional Exit on the Corners is not employed by either side, so no one escapes.

Note that the grounded ghosts cannot occupy all the bottom rank at the same time (to try and stop greater ones getting there) and must have atleast 4 in play giving pursuit

Winning is restricted to Capturing 3 Blue greater ghosts. Losing is likewise restricted to Capturing 3 Red greater ghosts. However, the White greater ghosts Capture your pieces if you Capture a Red one of theirs, so in effect both pieces are removed off the board. So it is possible that if you Capture 3 Red with your 3 Blue, that the White side double wins! So be careful

Optionally

Optionally1, the greater White ghosts can double move, but not in a diagonal direction

Optionally2 the Statue rule that puts limitation on capturing and movement is lifted and does not apply

Optionally3 the greater ghosts can only use long Diagonal movement if they have a clear path to the end of the board (ie. the 6th Rank) - but just to be clear, they must use the full range of movement along that diagonal to reach the 6th Rank, and if that diagonal becomes blocked they can only move on space diagonally as per previous bent rule— this makes it a bit more tactical where you will have to think about blocking those diagonals, as well as give Pursuit.

Optionally4 if Solitaire is too stressful, you can rope in a reluctant opponent, but both players must understand and respect the rules of both sides and what they can and cannot do.

Thus this may lose Parity, and may have to drop the alternate colour move rule restrictions, and if there are exceptional circumstances encountered, then House rules apply.

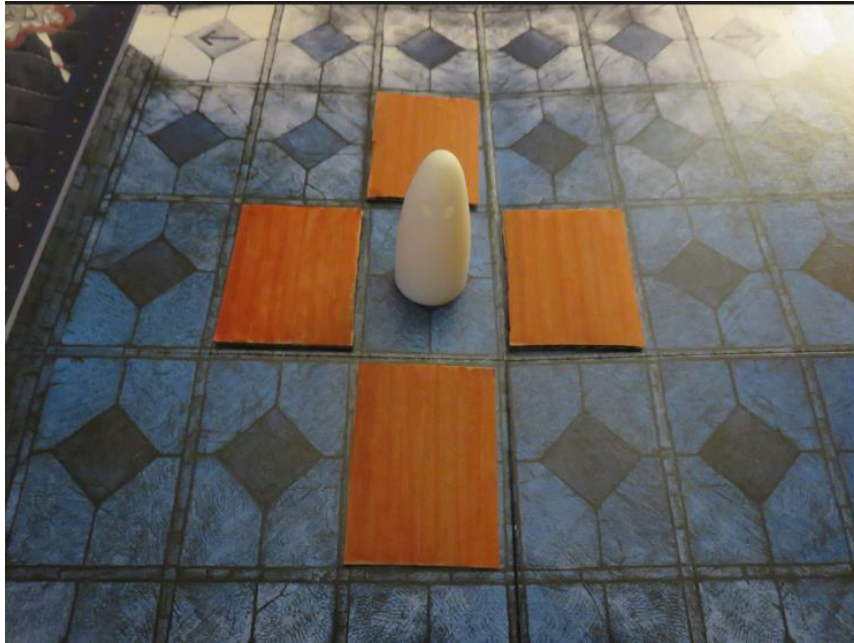
Point System

For those that prefer Points and by player agreement, rather than determining the immediate result by whoever gets 3 of a kind first – the 3 endrule still applies, but then count up the points to determine the result. So the game ends when 3 Blue, or 3 Red are Captured, or when 3 White reach the opposite end of the board.

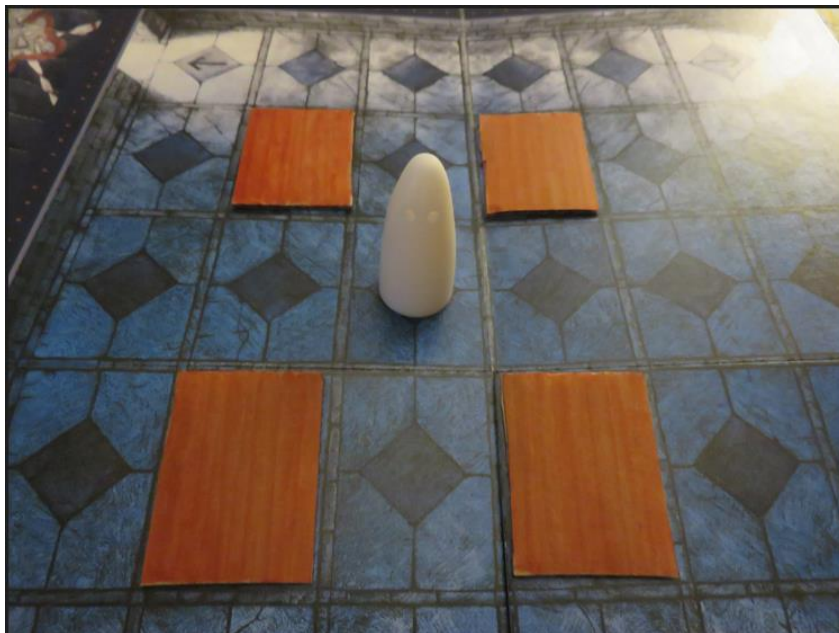
By assigning +1 point to each Blue and White, -1 point to each Red, in this way, both players will reach a total to determine the winner within a 9 point Range (Minimum is -3, and Maximum is +6) but this gives a bit more advantage to the greater ghost side,

so to balance this out a bit more alternatively, assign $\frac{1}{2}$ point to each White piece that reaches the opponents end of the board, which will produce a $7\frac{1}{2}$ point Range instead (with Min.-3 and Max $4\frac{1}{2}$)

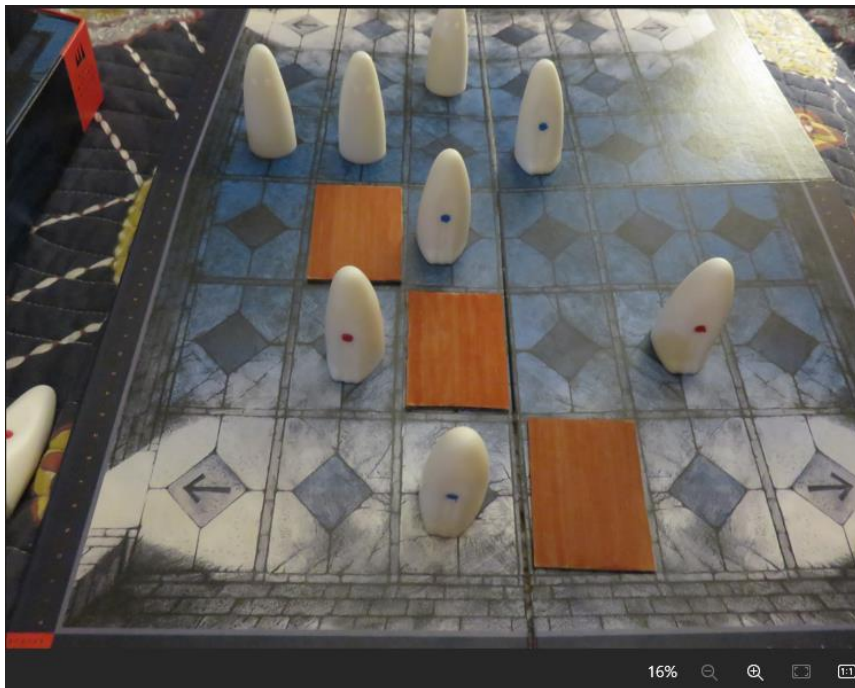
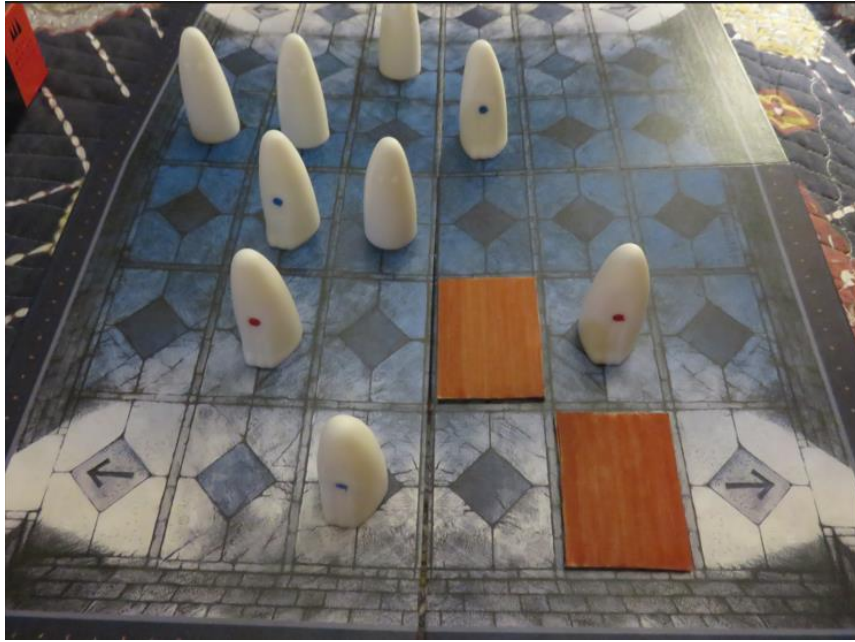
Demonstrations

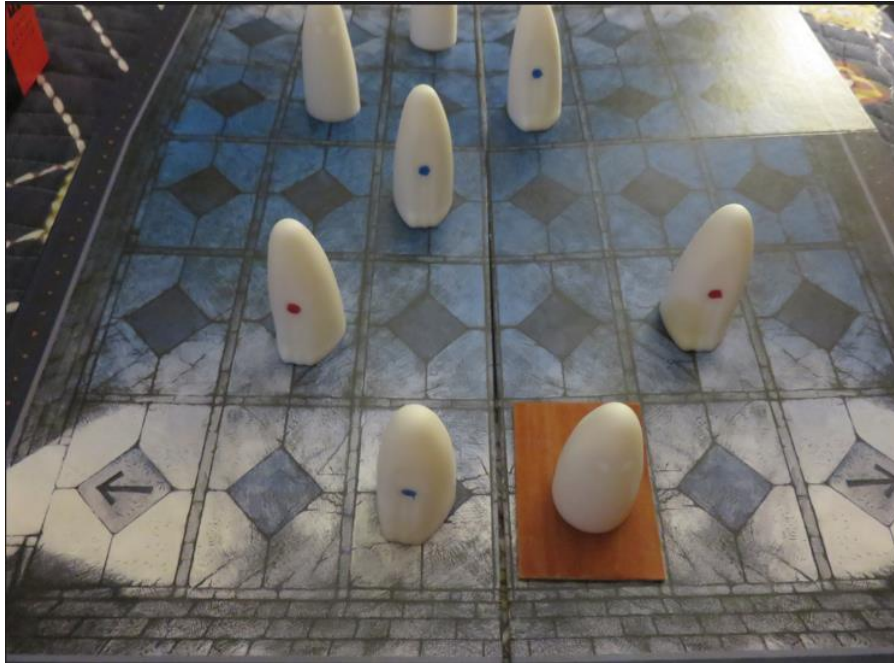


Illustrating the tangential movement along and across

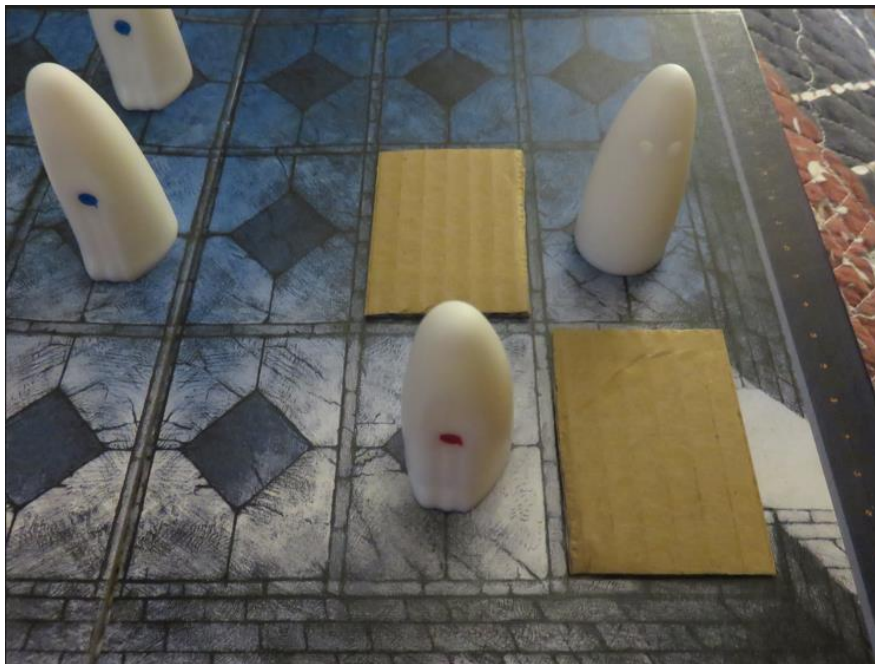


Illustrating the diagonal movements

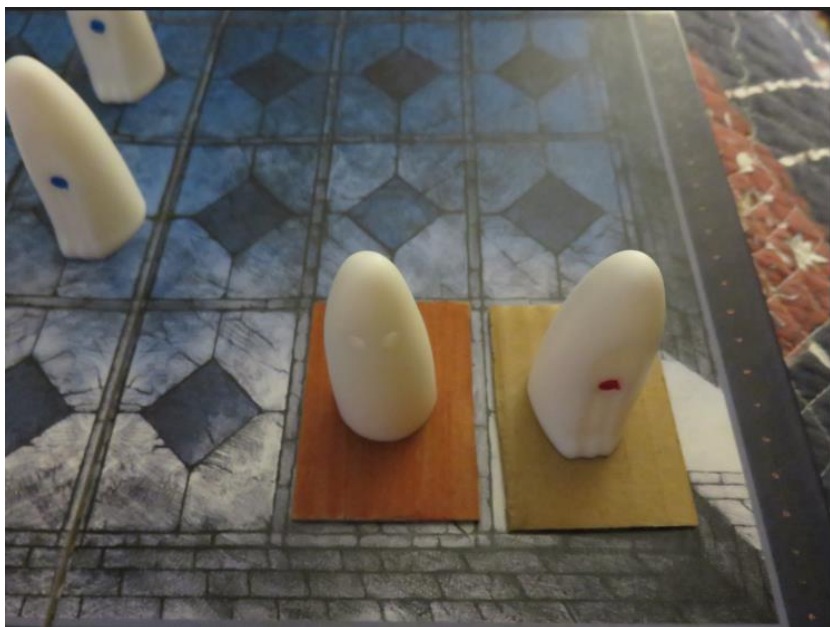
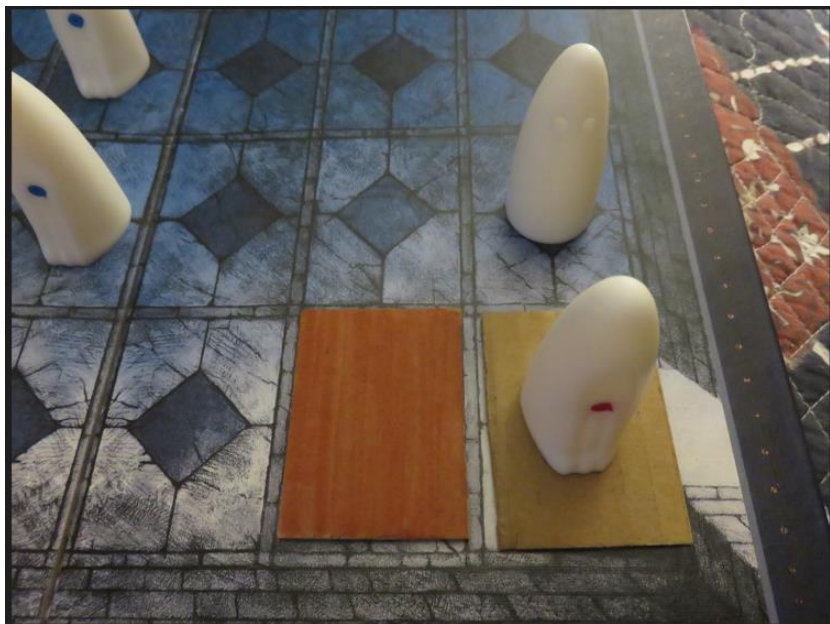




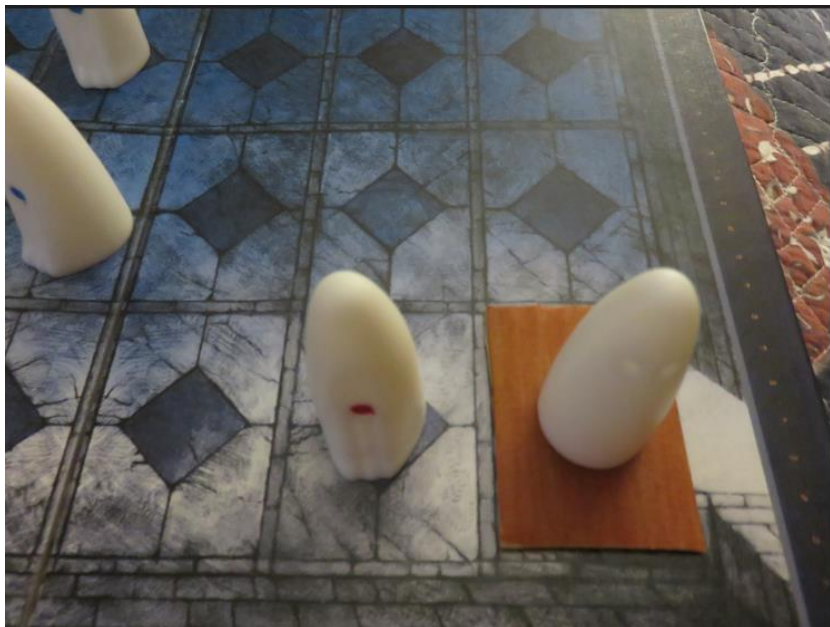
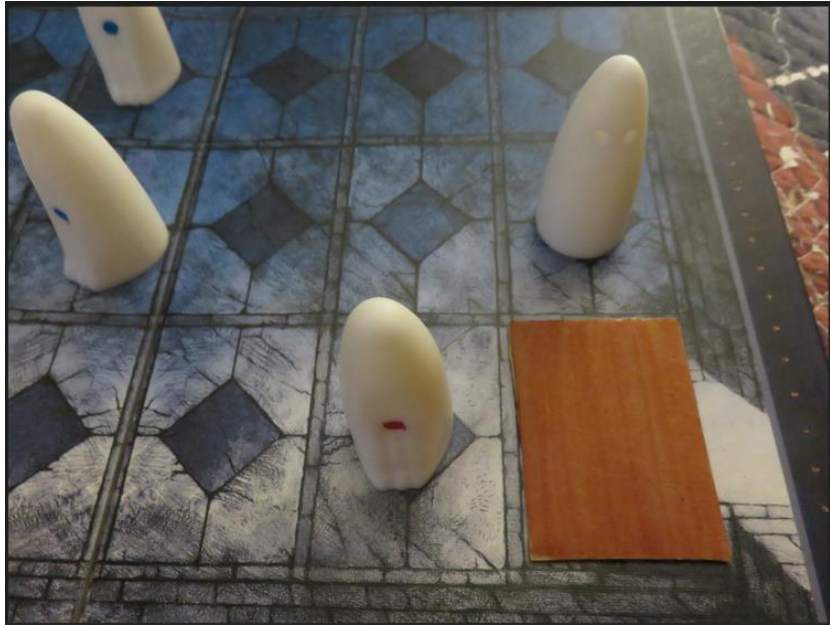
Illustrating the long diagonal movements to the 6th Rank



Cornering, where on the grounded ghosts' turn, it can move up or across to try and check the greater white ghost



However the attempts are futile, as if it tries to block, the greater ghost diagonals to freeze point adjacent



And if it waits, then next turn the greater ghost just shifts on the tangent to adjacent freeze



In-house game using optionally3, optionally4 and point system, where the greater ghost won
 $1 \frac{1}{2}$ pts : - 1 pt



Another In-house game where the greater ghosts win again by the same margin

for Lilly

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