

# green greener greenest

A game for 3 players,  
a game for 2 players and  
a game for 1 player by  
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## INTRODUCTION

**Green**, **Greener** and **Greenest** are three games<sup>1</sup> that use the same set of components. **Green** is a game for 3 players derived from *The House Of The Flying Blades* and brother game of *RED* and *BLUE*, by the same designer, that uses a non-transitive capturing mechanism<sup>2</sup>. **Greener** is a capturing game for 2 players, where both must capture the same colour. **Greenest** is a solo puzzle with the same mechanism as **Green**.

## MATERIAL

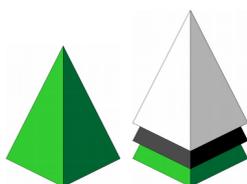
Depending on the set<sup>3</sup>, you'd have:

- Basic: a 6 x 6 board, 15 black pyramids, 20 green pyramids, 15 white pyramids.
- Advanced: a 6x9-9x9 board (using one or both pads), 30 black pyramids, 45 green pyramids, 30 white pyramids.

The pyramids are stackable<sup>4</sup>. There are more than needed, in case you lose any. Don't step on them!

## DEFINITION

A '**stack**' is either one pyramid or several pyramids stacked on top of each other.



A **stack** is controlled by the colour of the topmost pyramid. So a 'Black' stack is a stack of any height with a black pyramid on top, and so on...

- 1 Somehow reminiscent of Sid Sackson's *Focus* (1963) and other games inspired by it.
- 2 Also cleverly implemented in *18 Ghosts*, by Michael Rieneck (nestorgames)
- 3 It can be played on any rectangular board with a number of cells divisible by 3.
- 4 Any stacking piece will do. There is a well known gaming system that uses pyramids, but I ignore how many sets you need to play *Green*.

# green

a game for 3 players

## SETUP

Place the board in the middle of the playing surface.

Determine the board size (6x6, 6x9 or 9x9) Randomly fill the board with the same number of pyramids of each colour (black, green and white), one on each cell<sup>5</sup>. Keep the remaining pyramids inside the case.

Each player has an allocated colour (Black, Green or White). Turn order is Black-Green-White. Players sit accordingly. *Tournament mode* is recommended (see below).

Black takes a black pyramid and a green pyramid from the game case and stacks the black one on top of the green one, placing the stack before her, outside the board. This is to remind players that Black stacks capture Green stacks (by stacking on top of them).

Green does the same with a green pyramid on top of a white pyramid. This means Green captures White.

White does the same with a white pyramid on top of a black pyramid. This means White captures Black.

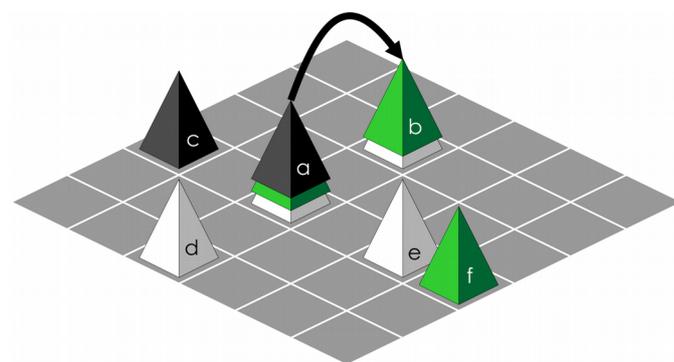
## HOW TO PLAY

Black starts. Players take turns (Black-Green-White) during the game until all players pass in succession.

On your turn, you **must** make **one** capture if possible. Otherwise you **pass** the turn. Notice that passing the turn doesn't mean that you're out of the game, as further capturing opportunities may arise.

Stacks capture other stacks that are on the same row or column and with no other stacks in between them, by stacking on top of them. Stacks cannot be split.

As mentioned above, Black can only capture Green; Green can only capture White; White can only capture Black.



Example: Black stack 'a' can only capture stack 'b'.

'c' can't be captured by 'a' because it's black.

'd' can't be captured by 'a' because it's white.

'f' can't be captured by 'a' because there is a stack in between.

- 5 You might be tempted to cheat by placing them in such a way that benefits you, but the more random the setup is, the more fun you'll have playing the game.

The **game ends** when all players pass in succession. The player with the highest combined height of controlled stacks wins the game. In case of a tie, the player with the highest stack wins. If the tie persists, play again (except in tournament mode).

### TOURNAMENT MODE (RECOMMENDED)

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In tournament mode, three games are played (players rotate colours). Players score as many points as the total heights of their stacks during the 3 games. The highest score wins.

### STRATEGY

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- Avoid creating stacks too high, as if captured by an opponent, several points will be lost (unless you have a plan).

- In the following example, Green loses no matter whose turn is it. So it might be better to keep your pieces on the periphery.

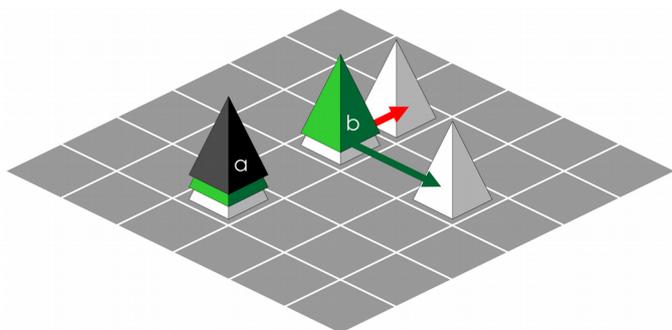


- Try to reach places where your stacks aren't threatened, right from the start.

- Try to maximize the number of possible captures on your turn.

- Manage the 'tempo'. Sometimes delaying the capture of a given stack can be a good idea, as that stack can first capture other stacks and grow bigger.

- Running away from a threatening stack in the same direction is not a good idea, as that stack can still capture you from away. Escape orthogonally instead.



Example: avoid capturing in the direction indicated by the red arrow. Go in the direction of the green arrow instead.

# greener

a game for 2 players

### SETUP

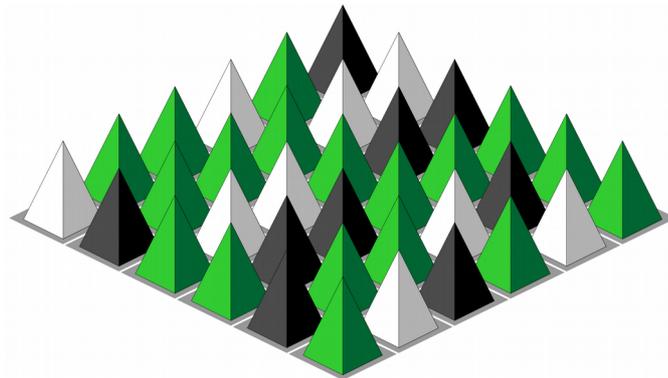
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Place the board in the middle of the playing surface.

Determine the board size (6x6, 6x9 or 9x9) and the number of Black and White pyramids to be used (same number for both). It must be a number between 1/4th and 1/3rd of the board cells. 9 black, 9 white and 18 green is recommended for the first game on a 6x6 board (36 in total). Randomly place that many black pyramids and white pyramids on any empty spaces of the board (one pyramid per cell). Fill the remaining cells with

green pyramids. In any case, there must be *at least* as many green pyramids as black (or white) pyramids.

Each player has an allocated colour (Black or White). Green is a neutral colour. Players may place a pyramid of their colour from the case before them, in order to remind them (or spectators) which player is which colour.



Setup example (6x6) with 9 black and 9 white pyramids

### HOW TO PLAY

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Black starts. Players alternate turns during the game until both players pass in succession.

On your turn, you **must** make one capture if possible. Otherwise you **pass** the turn.

Stacks capture other stacks that are on the same row or column and with no other stacks in between them, by stacking on top of them. Stacks cannot be split.

But this time, you can capture stacks of **any** colour (even your own!).

The **game ends** when all players pass in succession. The player with the most green pyramids captured (being part of stacks they control) wins the game. In case of a tie, the player with the highest stack wins. If the tie persists, play again.

You can also play in tournament mode (playing twice swapping colours) and add the scores of both games.

### STRATEGY

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Capturing opponent's pyramids is a good strategy, but each time you do so you're not capturing green ones! Try to find the perfect balance between the two.

# greenest

a game for 1 player

### HOW TO PLAY

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Setup the board as in *Green*. The goal of the game is to end up with a **single stack**, by making captures also as in *Green* (Black can only capture Green and so on), but in any order. This is, you can capture several times with the same colour, or reverse the order.

Whether all initial configurations are solvable or not still remains an open question. Your feedback on this will be greatly appreciated.