



The Witch of Pendle Hill

A Solitaire Game

Designed by Constance Metzinger

The villagers of Pendle Hill are being plagued by a wily witch and her band of ghosts. King Thomas has discovered that destroying the witch's ghosts destroys the witch herself! The king has assigned you the task of going to the witch's castle to destroy her army of ghosts - but beware, the witch herself is hiding in the castle!

Equipment

One traditional playing card deck with jokers.

Set-Up

Separate the joker (hereafter referred to as "The Witch") from the deck. Shuffle the deck well. Deal 20 cards to make your Attack Deck. Add the Witch back to the remaining cards (the Witch's Ghosts) and shuffle again. This is the Ghost Deck.

Object

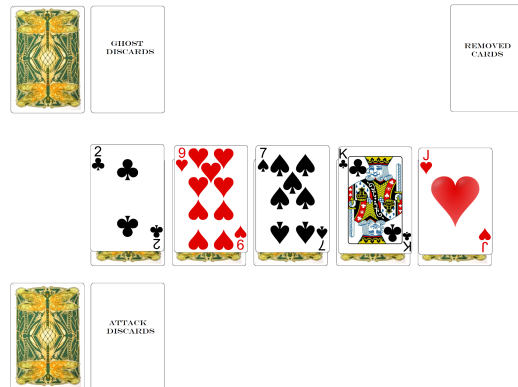
To eliminate all the cards in the Ghost Deck, leaving the Witch by herself to wither away.

Overview

The game is played over multiple rounds until you win (by defeating all of the ghosts) or you lose (by not having enough men in your army to strike an attack).

To Begin

Each round begins by placing 5 cards from your Attack Deck face down in a row on the table. This is your reserve army. Deal 4 more cards from your Attack Deck to your hand. Next, place 5 cards from the Ghost Deck face-up on top of the face-down cards on the table. These are the ghosts you must attack each round. Allow room for an Attack Discard pile, a Ghost Discard pile, and a Removed Cards pile.



Play

During every round you want to eliminate as many of the face-up ghosts as you can using the four attack cards from your hand. You can do this by using up to 2 cards from your hand to match the value of 1 or 2 (never more than 2) ghosts. For example: You can use a 2♦ and 6♣ in your hand to destroy an 8♣ ghost. A single 8♦ in your hand will also destroy it.

Suits are disregarded. Aces count as 1 or 14, Kings are 13, Queens are 12, Jacks are 11 and all other cards count as their face value.

Once a ghost card is eliminated, the face-down reserve army card beneath it can be added to your hand to strengthen your attack. You are not required to draw this card to your hand and may leave it face-down on the table for the next round, however, once you flip over any reserve army cards and have seen their value then you must add them to your hand. No peeking!

Attack cards that you use are placed face-up in the Attack Discard pile. Unused attack cards are also placed in the Attack Discard pile until the Witch appears. See “The Witch”.

Ghost cards that are eliminated are removed from play and placed in the Removed Cards pile.

A new round begins once all 4 attack cards have been used, all 5 ghosts have been defeated, OR you cannot make any further attacks. You need at least 6 cards left in your deck to make an attack (5 to replenish the reserve army and 1 to attack with).

Rounds

At the start of every round, place any undefeated ghosts in the Ghost discard pile and any unused Attack cards in the Attack discard pile. If there are less than 5 reserve army cards on the table, deal enough cards from the Attack deck until there are 5 face-down again. Deal 4 more cards from the Attack deck to your hand and lastly, deal 5 more ghosts from the Ghost deck face-up on the table.*

You are now ready to begin another round of ghost-hunting.

*If there are not enough cards in the Attack pile to draw from, shuffle the Attack discard pile to create a new draw pile. If there are not enough cards in the Ghost deck, shuffle the Ghost discard pile to create a new draw pile.

The Witch

When you are dealing Ghosts to the table and the Witch appears, put her to the side and deal another ghost to take her place. The Witch is now in play and remains in play until she is warded off.

The Witch captures all unused Attack cards from your hand during every round. All you can do is ward her off temporarily but she continues to strike back.

Warding Off the Witch

If you can defeat all 5 Ghosts in one round, you will have successfully warded off the Witch. Place her in the Ghost discard pile. Each time she reappears, she captures your unused Attack cards from your hand. Captured cards are placed in the Removed Cards pile and are no longer used in the game.

Ending the Game

The game continues until there are no cards in the Ghost deck or on the table except for the Witch...in *witch* case, you have won!

But, if you run low on Attack cards or cannot combine your last cards to make any attack, you have lost.

Advanced Game Variation

Instead of just one witch in the castle, what if three were loose? In this variation, you must contend with three wicked witches (if you have less than 3 jokers in your deck you can borrow one from another deck or use one of the promotional cards most decks come with).

Beware of letting the third witch join her sisters for once she does, all hope of saving the villagers of Pendle Hill is gone!

Everytime you are able to destroy all of the ghosts in one single round, you have the option of discarding one Witch to the Ghosts Discard pile OR drawing 4 cards from the Removed Cards pile and adding them to your Attack pile.

Once three witches are face-up on the table, you have only one round in which to destroy all 5 ghosts and remove that third witch....if not, the game ends immediately.

Magic Expansion

Alternate rules suggested by Lobo das Estepes.

You, the soldiers' army commander, enlisted the aid of an old wizard who has studied both Black and Red magic.

Set-Up

Add black and red counters/chips to the game table, making room for a separate black chip pile and red chip pile. These are your magic pots or cauldrons.

Add a joker/blank/advertising card to your 20 soldiers army (and then shuffle) to act as the Wizard.

Gathering Magic

When you capture ghosts and ALL cards involved (soldier/s and ghost/s) share the same colour, add chips equal to the ghost/s value to the matching cauldron (either black or red).

Ex: You capture a black 8 ghost with a black 8 soldier, or a pair of black soldiers adding to 8), add 8 black chips to the black magic cauldron's value.

Ex: You capture a black 5 ghost and a black 4 ghost with a black 9 soldier (or a pair of black soldiers adding to 9), add 9 black chips to the black magic cauldron's value.

Using Magic

When the Wizard is drawn from the soldiers deck, send him to his seat near the cauldrons. The magic cauldrons can only be used when the Wizard is by the cauldrons.

If the Wizard is present, you can use the chips from a magic cauldron to repel a ghost back to the castle. When a ghost is on any of the 5 ghost army slots, decrease the matching (in colour) cauldron's value and send the ghost back to the ghosts discard. You can repel as many ghosts as you want, as long as you have enough matching magic. This is useful to ward off a Witch, by clearing ghosts from her army. Note that the ghosts are not captured!

They are only repelled back to the castle, they will return, eventually...