

Folded Wishes **SOLO**

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Your spirit partner is stuck in the other side of the plane. You need to find each other and avoid evil animal spirits out to stop you.



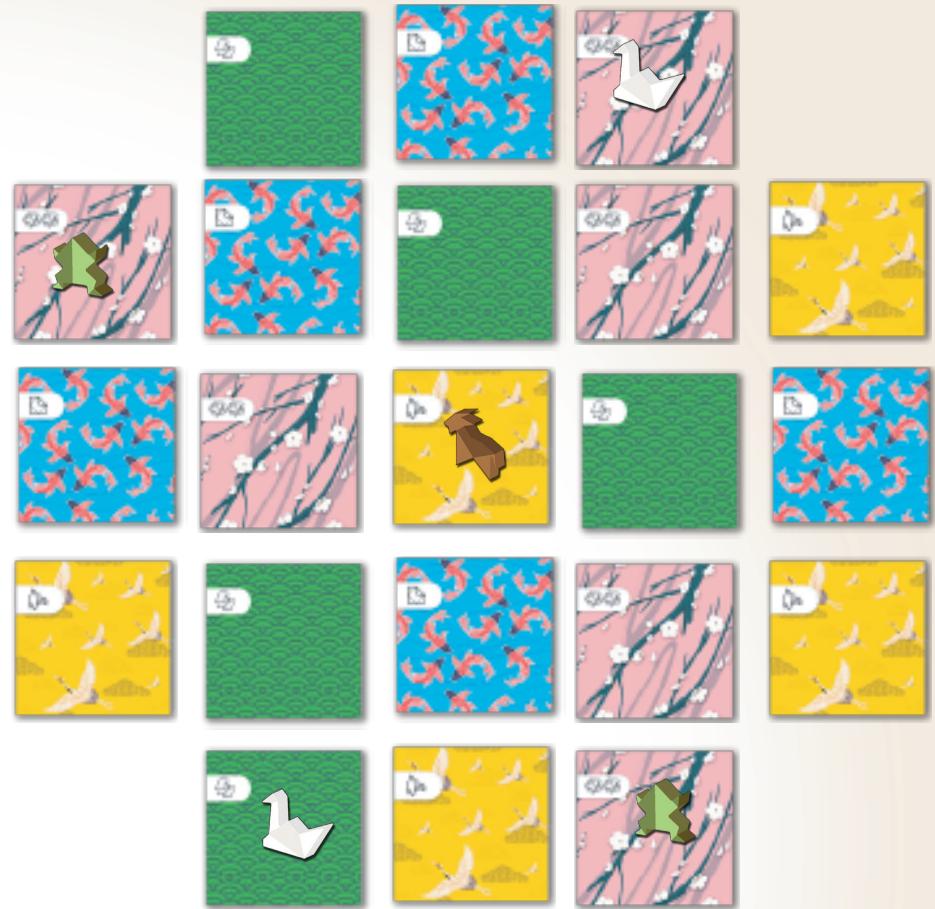
You win when you bring your two animal spirit tokens together in the same tile **WITHOUT** any evil animal spirits reaching you.

You lose if BOTH of your spirit tokens are captured.

Setup:

- 2 swan tokens (your tokens)
- 2-4 frog tokens (evil spirits)
- 1 goat token (neutral)
(boat token if it's the 1st edition)

Take the starting tiles set aside as your hand, randomly remove one from your hand and shuffle to the rest of the tiles. Arrange the rest in a cross formation. (It's like a 5x5 grid but without the 4 corners, or 3 rows of 5



tiles crossing 3 columns of 5 tiles)

Place your swan tokens as shown in the picture, place the enemy frogs also as shown. Place the goat in the middle center tile.

Return the skill cards to the box, they won't be used in this variant.



Player Turn

Choose any tile in your hand to play, do the steps of the original game the same way except with some modifications.

1. Place tile chosen from one of the three in your hand. (no new swan tokens are added on it)
2. Activate actions the same way as before except the crumple can only target the frogs once, the other crumple must target the goat.
3. Push tile into the grid, tokens ejected in this manner are placed back to any adjacent tile (empty or not).
4. Take new ejected tile and add it into your hand of tiles.

!IMPORTANT!

*You are now allowed to put **multiple tokens on the same tile**, unlike the original where only one token can occupy a space. You are still allowed to move diagonally as well (swans, frogs, pigeons and goats) just like the original game.*



Enemy Turn

1. Move 1 nearest frog one step towards their nearest swan.
 - **If what you played this turn was a Mountain fold tile and activated its power,** move the nearest frog twice towards the nearest swan,
 - **If you played a Swap tile and activated its power** move two different frogs twice to their nearest swan. (Reminder, diagonal movement is allowed in the game.)
 - If two or more frogs are equidistant, you may choose which frog moves.
2. Check if you have won after frogs have moved:
 - **If both swans have frogs on them, you lost** the game.
 - If only one swan was captured, you have not yet lost but you can no longer move that swan until you manage to move the frog away from it.
 - **If both of your swans are in the same tile with no frogs on that tile, you win!**



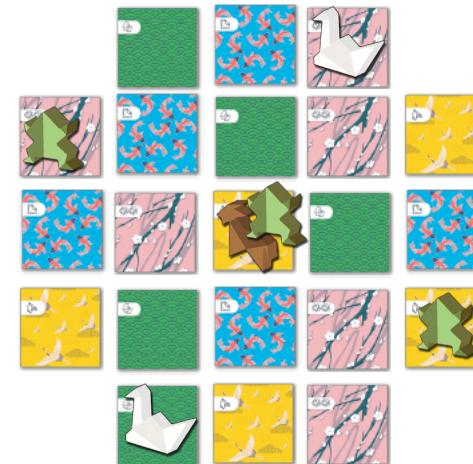
Easy Difficulty:

2 swan tokens (your tokens)
2 frog tokens (evil spirits)
1 goat token (neutral)
With the configuration as shown



Normal Difficulty:

3 swan tokens (your tokens)
4 frog tokens (evil spirits)
1 goat token (neutral)
With the configuration as shown



Hard Difficulty:

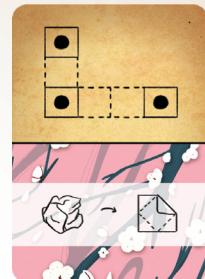
2 swan tokens (your tokens)
4 frog tokens (evil spirits)
1 goat token (neutral)
With the configuration as shown



Meddling Pigeons Variant:

(can be added in any difficulty level)

Take the Journeyman Skill cards from the box, shuffle them together and create a face down stack.



Choose any number of pigeons to add in the game depending on your preferred difficulty as shown in the diagrams.

At the start of your turn draw a skill card place it face up beside the draw deck. The pattern shown on the card is now referred to as the flight path card.



After Frogs move, all pigeons will move directly to the nearest tile matching the pattern of the revealed flight path that does not have a pigeon on it.

Swans in the same tile as these pigeons are not able to move normally. **You do not lose even if both your swans are with pigeons on them.**

Pigeons **must always move to a new tile** every time they move. After moving all the pigeons, discard the flight path card back to the box.

If there are no more skill cards, you lose the game.

