

 GAME DESIGNER:
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Enchanted paths

Game rules

Components

- 4 ENCHANTED GAME BOARDS

Each game board can be folded in 24 unique ways (different picture combinations).

- 90 MAGICAL CHALLENGE CARDS

30 easy challenges: locating characters/items on the same fold of the game sheet

60 difficult challenges: locating characters/items connected by the footpaths

Aim of the game

Fold and unfold your game sheet in different ways and be the first to complete the magical challenges and help the fairytale characters meet!

Setup (2 to 4 players)

Take the cards of the preferred difficulty level (you may choose to play just with the easy or hard challenges — or both), shuffle them and place the deck face down on the table.

Each player has their own game board.

Playing the game

One of the players picks up the top card from the deck, reads the challenge out loud and places the card face up on the table. The players immediately start searching for the solution on their game boards, folding and unfolding them in different ways.



Note:

- Solutions to easy challenges must be precise (there must be no less and no more characters/items on the fold than required).
- For the difficult challenges, the footpaths may lead to other characters/items (the ones NOT listed on the card) as well.
- A footpath is considered leading to the character only if it connects directly to the character's clearing. Be careful: some characters/items aren't connected to anything at all.
- Some challenges might have several possible solutions.

THE CHALLENGE



1

THE SOLUTION



2

The player who has found the solution on their game board first must put their hand down on the challenge card on the table. The game stops at once and all of the players check the proposed solution.

- If the player's solution is correct, they keep the challenge card.
- If they have made a mistake, nobody gets the card — the card is then put away in the box and the player loses one of their cards (if they have any). The players may agree not to forfeit cards, especially when playing with small children.

Thus the round is completed. The players then start a new round following the same rules by drawing a new challenge card from the deck.

End of the game



The first player to collect 5 challenge cards wins the game!

Solo game

You can also play *Enchanted Paths* alone: flip the challenge cards and mark the time it took you to complete the challenge. During the next round, try to better your time and beat your own record!



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