



WONDER TALES solo rules
Rumpelstiltskin

You play Blue, Rumpelstiltskin is Red.
Play the usual 3 rounds (5x3 tableau, 4x4, then the pyramid) but with the following rules:

1. Shuffle the cards to create a draw deck.
2. Lay the first card, red side up, to start the tableau. If it is the Witch or Stepmother then ignore its action.
3. Draw the next card for your hand.
4. You start with 0 points, Red with 50.
5. On **your turn**: Draw the top card from the deck (you can now see what card Red will play next). Choose one of the two cards from your hand and add it to the tableau, blue side up, touching the existing cards and within the tableau shape specified for that round.

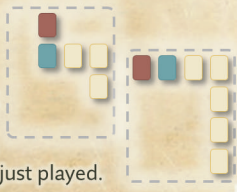
Rumpelstiltskin's card

Apply the following placement rules in order of precedence:

- It must **touch** another card.
- It must **fit** within the tableau shape.
- If possible, it should **touch the blue card just played** (or, if you just played the Witch, then the card now in that position).



- Where there is a choice of positions touching the previous card, choose the one that **touches the most** existing cards.



- If there is still a choice, then preference is in the following order: **above, left, right, then below** the card just played.

Instead of determining the winner as a best-of-three contest, you can use the score card to sum scores across all three rounds.

Score track
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Use two counters or cubes: one to represent tens (e.g. a dime) and the other ones (e.g. a penny).

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- 6. On **Rumpelstiltskin's turn**: take the top card from the draw pile and add it to the tableau, red side up, using the rules on the Rumpelstiltskin card.
- Repeat steps 5 and 6 until the round is completed. Then score both Red and Blue cards as normal.
- After all rounds are completed, you win if your total score (Blue) across all three rounds exceeds Rumpelstiltskin's (Red).
- Advanced mode:** In step 2, place the first four cards in a 2x2 square on the table, red sides up. If any of these are the Witch or Stepmother cards then shuffle them back into the deck and take another. Arrange the cards to generate the most possible points for Red from these cards.

- If it cannot be played next to the previous card (because it would go outside the tableau shape) then place it in the **first available position** within the tableau, starting from the top and proceeding to the right.
- When Rumpelstiltskin plays the **Witch** or **Stepmother** cards, swap or flip the previous card played. If it is not touching that card then choose another blue card using the same top then left preference as in the previous bullet point. If no blue cards are available then choose a red card using the top then left preference.

