

Contents:

- * 18 wish cards;
- * 10 wooden markers;
- * 5 player aid cards;
- * Rules of play.

Setup

- * Determine how many cards you'll be playing with. Shuffle them and place them face down in a pile in the middle of the play area. Place remaining cards back in the game box.

* 3 players = Remove the cards for games with 4 players (*Flight*, *Spaceship*, *Universal Translator*) and 5 players (*Immortality*, *Teleportation Grid*, *Quantum Supercomputer*)

* 4 players = Remove the cards for games with 5 players (*Flight*, *Spaceship*, *Universal Translator*)

* 5 players = Use all cards



Cards with 4+ players symbol



Cards with 5 players symbol

- * Remove from the game the top card from the deck, without revealing it to any player.
- * Place the top two cards face down in the middle of the table.
- * Each Player draws three cards, looks at one of them and places the cards face down in front of them.

You may not share any information about the cards in front of you at any time.

* The player who most recently had a wish come true is the starting player.

* If there is a dispute, the youngest player becomes the starting player.

* If you're playing multiple games, rotate the starting player one seat clockwise each game.

Sequence of play

* Beginning with the starting player, each player takes turns performing two of the following Actions.

Players may not take the "Declare End Game" action during the first three rounds of the game.

Peek

* Look at any card in front of any player or in the center.



Switch

* Switch the position of any two cards

* Variant: You may only swap cards if one of them is your own.

Shuffle

* Shuffle the three cards in front of you, put them back face down and then look at one of them.



Declare End Game

* You may only Declare End Game if it is the fourth round of play or beyond.

* You also may only perform this action if it's the only action you perform on your turn.

End of the Game

* Once a player has declared End Game the game is over and all players reveal their cards.

* If a player *has one of each*: Superpower 🌍, Gift 🎁 and World Harmony 🌸 they score points equal to the total printed value of the cards taking into account any special rules on their cards unless their cards state otherwise.

* If a player *doesn't have one of each*: Superpower 🌍, Gift 🎁 and World Harmony 🌸, they lose the game even if any of their cards states otherwise.

* The player with the most points wins.



Symbols: Superpower, Gift and World Harmony



In the case of a tie the tie goes to the player who declared end game or to the person who is seated closest to them in clockwise order.

Playing multiple games

- * If you are playing multiple games, use the wooden markers to award points.
- * The player who wins the first game gets 1 victory marker;
- * In any subsequent game, the winner gets either 1 victory marker if they did not win the previous game or 2 victory markers if they won the previous game.
- * As soon as a player has 5 victory markers, they chain of games is over and that player is declared grand master of 3 Wishes.*

Special cards



* Time Travel

If you have this card at the end of the game, you lose, regardless of any other cards you may have. Be smart and pass this card away before the game is over.



* Cornucopia, Cold Fusion

If you have exactly one of these two cards at the end of the game *and* you meet the winning condition (having one card of each type), double the total on your other two cards.

If you have both of these cards at the end of the game *and* you meet the winning condition (having one card of each type), you simply win the game, no questions asked.



F.A.Q.

Q: Can I declare End Game after taking a different action?

A: No, you may only declare End Game if it's the only action you perform on your turn.

