

FOLIUM

FOLIUM is a minimalist abstract game for 2 players, inspired by Bruno Faidutti's **Babylon/Soluna**.

COMPONENTS

A blank sheet, a pen and scissors.

O	O	O
	O	X
	X	X

SETUP

Cut the sheet into nine fragments. Place them on the table, three rows of three fragments each. Each fragment will be a **pile of fragments**. When you start the game each pile contains a single fragment.

GAME

The youngest player starts the game. Players play on turn. On each turn a player make one of two possible actions:

- **Mark a fragment.** The player draws a symbol (a cross [X] or a circle [O]) on a blank fragment. The player can draw different symbols in the game.
- **Move a fragment.** The player moves a **pile of fragments** onto an adjacent orthogonally **pile of fragments** which has a top fragment marked with a different symbol (a cross [X] onto a circle [O], a circle [O] onto a cross [X]). Existing piles cannot be divided, which means that only all the fragments in a pile can be moved. The player can't move a blank fragment or move onto a blank fragment or move diagonally.

The movement of a pile of fragments will create gaps in the rows that will limit future moves. It's not possible to move a pile of fragments onto another if piles are not adjacent or if there is a gap between them.

Once a player has made an action it is the opponent's turn.

END OF GAME

The game ends when one of the players can't make an action. He has lost and the other player wins the game.

We suggest playing the best of 5 rounds. In each round a different player starts.

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