

Alice

🐇 2-4 / ⌚ 30-45 min / 🐇 12+



Wonderland is all topsy-turvy! Help Alice and the White Rabbit to put all the crazy characters back into their chapters. But watch out for the Cheshire Cat!

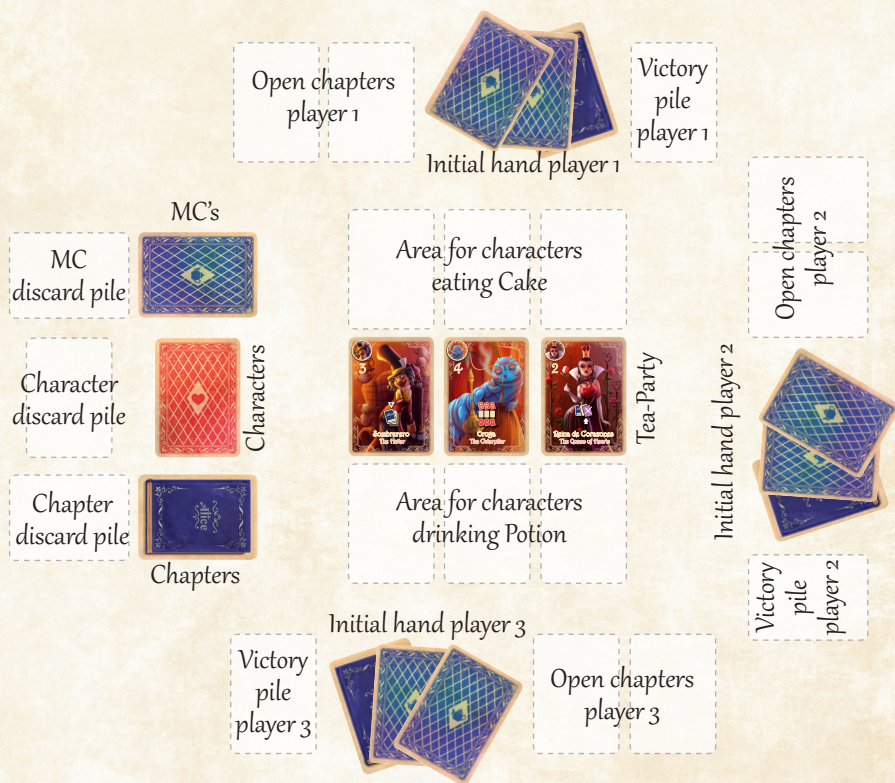
Components

- 100 cards, which are: 30 main character cards (blue), 43 character cards (red) and 27 chapter cards (dark blue)
- Rule booklet

Set Up

Put the main character (from now on “MC”), the character and the chapter cards into three different stacks and shuffle them separately. Place the three decks in the centre of the table and give each player 1 chapter card and 2 MC cards. These 3 cards will be your starting hand, and you should keep them hidden from other players.

Now reveal 3 character cards from the deck face up on the table forming a central market (from now on “Tea-Party”) as shown in the following drawing:



The sleepest player will be the first player and thus play the first turn. Turns will go on in clockwise order until the endgame is triggered. Now you are ready to start!

Turn Order

Every turn consists of 3 phases: **Discovery**, **Adventure** and **End of Turn**.

1 Discovery

This is the first phase of your turn. Here you will acquire new MC cards and new chapter cards.

This phase is obligatory. You have to draw a MC card or a chapter card from their corresponding deck and put it into your hand. You can choose which deck you want to draw the card from. If you start your turn without any cards in your hand, you have to draw a second card from any of those two decks.

2 Adventure

This is the main phase of your turn. Here you will be able to play cards to activate their wonders, recruit character cards from the Tea-Party and open the book to bring the characters back to their chapters to complete them.

This phase is optional, so you decide how many cards, if any, you want to play. You can just skip it, but it is usually a good idea to play cards!

The cards you play have to follow these simple rules:

- **“Presence Order”** rule: You can only play a MC or character card if its presence value (upper left corner) is equal or higher than the presence value of the the last card you played this turn. So, if you want to play more than one card, you will have to play them in ascending order. *For instance, you could play a Card Soldier (presence value 0), then a Queen of Hearts (presence value 2), then a Knave of Hearts (presence value 2) and finally the Blue Caterpillar (presence value 4). You are not allowed to play a Duchess (presence value 1) after the Blue Caterpillar.*

You can't bring order back to Wonderland if you aren't organized!



- **“Only One Chapter”** rule: When you play a chapter card, you open the book and its vortex power activates so you can try to fill its pages as best as possible. You cannot play cards after playing a chapter card. So if you play a chapter card, it will always be the last action of your turn.

3 End of Turn

If at the end of your turn another player’s chapter is completed (all the pages have characters on them), that player gets to score its points. Congratulations! You’ve helped Alice to further complete the book! In order to score a chapter’s points, take all the characters on it and put them into their respective discard piles (except for the Card Soldiers, if any). Put the chapter card and Card Soldiers cards face down into your victory pile.

The more valuable cards you have in your victory pile, the closer you are to winning the game!

After scoring, fill up the gaps in the centre row of the Tea-Party with new face up character cards that you draw from the deck. The centre row always shows 3 face up character cards at the end of any turn.

Now the player on your left plays his turn.

How to Play Cards in “Alice”?

Play MC and Characters Cards

At the beginning of the game you will just have MC cards in your hand, but you will soon get character cards from the Tea-Party, too. In order to play a card, just place it in front of you and activate its abilities in the following order.

1. Potion or Cake

If the card you played is a MC card, it may give one of the characters in the Tea-Party a Potion or a Cake. In this case, you will have to apply its effect immediately. A Potion will shrink the character, but a Cake will make the character grow. In any of those cases, the transformed character will make room for new character cards in the Tea-Party. We will tell you how this works further on (check section “Tea-Party, Potions and Cakes”).



This White Rabbit gives a Cake to a character in the Tea-Party.

2. Wonder

MCs and characters have special abilities called Wonders that will help you complete the chapters of the book or bug other players. On the card, you can find the Wonders just above the name. You can also check each Wonder in the section “Wonders”. *For instance, the White Rabbit makes you take up to two character cards from the Tea-Party into your hand.*

Some cards have more than one Wonder separated by a bar: you will have to choose only one of them.

Cheshire Cats are special: they can block Wonders, usually when another player wants to benefit from them. The Cheshire Cat’s Wonder is the only one you can activate during another player’s turn.



Some cards have more than one Wonder, you have to choose which to activate when playing it.

3. Enter a Chapter

If the character you just played fits into one of the pages of one of your uncompleted chapters (the icons match), you can place it into its page even after having used its Wonder. A Cheshire Cat can’t stop a character from entering a page even if it has blocked its Wonder. If it doesn’t fit a chapter or if the card was a MC card, you have to put it to its discard pile!

Now you can play another MC or character and follow these three steps but remember: you have to maintain the Presence Order!

Play a Chapter Card

When you play a chapter card from your hand, you open the book and activate its vortex power, which will absorb as much characters as possible into its pages. They can be absorbed from your hand and from the Tea-Party!

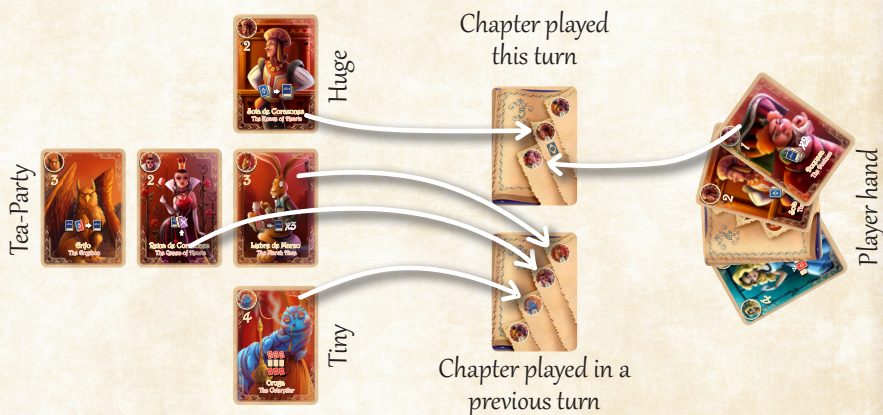
Follow these steps:

1. Place a **chapter card** from your hand in front of you. This card will stay here until you complete it or the game ends.
2. **You opened the book and activated the vortex. Swoosh!** Check if any of the characters in your hand or the Tea-Party match the characters any of your chapters demand and place them on their pages. You don't have to complete a chapter doing so, you can just fill it partially!

The vortex is powerful! Once you open the book, you can also place characters from your hand or the Tea-Party into chapters you played previously. You can even decide to play a chapter card just to fill **ANOTHER** chapter with the vortex power of the open book!

Some pages of the chapters demand a **tiny** or **huge** character. In those cases, you will have to take the characters from the right row in the Tea-Party. You can't use characters that are not the right size! If the page doesn't demand a specific size, you can take the character of any size, even **tiny** or **huge** ones!

Important: placing characters in their pages of a chapter does NOT activate their Wonders!



3. **The Book Closes.** Once you've placed all the characters you wanted in their pages, the book closes. Move on to the End of Turn phase.

The Tea-Party, Potions and Cake

The Tea-Party is a row of cards from which each player can recruit characters or put them into their chapters when the book is open. Also, the characters in the row can get **tiny** or **huge** due to a Potion or a Cake.

If a player plays a card with a Potion or Cake ability, that player has to choose one of the characters in the Tea-Party and slide it up (if it became **huge** due to a Cake) or down (if it became **tiny** due to a Potion). If by doing this the character would overlap with another character, place the card you just moved on top of the other one. A covered up card is non-existent as long as the card(s) on top of it aren't removed somehow. You can use a Potion or a Cake to bring a character back to its normal size (e.g. using a Cake on a **tiny** character). This is the only case in which a card in the centre row could get covered up. There is only one level of tininess and hugeness, there will never be more than 9 cards or card-stacks in the Tea-Party!

After applying the effect of a Potion or a Cake, fill up the Tea-Party immediately, occupying the centre gaps with new character cards. Sometimes, this is useful to have more available characters during your turn.

①



Play a MC card with a Cake.

②



Pick a card from the Tea-Party. This card grows and moves up to the area for characters eating Cake.

③

Characters



Fill up the gap immediately with a new card from the character deck. Move on with your turn activating the Wonder of the MC you played.

Wonders

Wonders are special abilities MCs and characters activate once you play them. They are obligatory, although some cards let you choose between more than one Wonder. Cards have symbols explaining their Wonders, but you can also look them up in this chart:

	Alicia     Choose a character from the Tea-Party and activate its Wonder as if you had just played it. The character stays in its place. You can put Alice into any of the pages of your chapter as if it was the matching character.
	White Rabbit   Take up to 2 character cards from the Tea-Party into your hand. If they are tiny or huge, they become normal sized in your hand.
	Cheshire Cat    Discard it at any time to block another Cheshire Cat from blocking. Discard it at any time to block any character's or MC's Wonder. Discard it from your hand during your turn to draw another MC card.
	Hatter   Place the first card from the chapter deck face up in front of you. Doing this, the Hatter opens the book and activates its vortex, so you can place character cards into your chapters as usual. Once the book is closed, you can proceed with your Adventure phase normally.

	Blue Caterpillar  Put all tiny and huge character cards from the Tea-Party into your hand. Even those that are covered up by other cards!
	Gryphon  Steal 1 character card from each other player from their open chapters and place them in yours. You can't steal characters that don't fit into any of your own chapters.
	March Hare  Reveal 3 cards from the character deck and place as much as you can into your chapters. Put the rest back to the bottom of the character deck in any order.
	Duchess  Draw 2 chapter cards from the chapter deck into your hand.
	Knave of Hearts  Reveal 1 card from the MC deck and put it into your victory pile. That MC card will score you points at the end of the game.

	Card Soldier Soldier fight! Discard this card along with another Card Soldier placed on one of your chapters to get rid of it. Place the Card Soldier on any page and chapter as if it was the matching character. If this chapter is scored, the Card Soldier will go to that player's victory pile and score 2 negative points.
	Queen of Hearts Off with their heads! Name a character. Each other player discards one of the named character from one of their chapters, if possible.

End of the Game

Your adventure ends when the character deck or the chapter deck runs out of cards. Once this happens, the character who drew the last card still gets to play his or her turn, but it will be the last one. Once the turn is over, you will have to discard all the cards from your hands and count the points in your victory piles.

Important: if the MC deck runs out of cards, just shuffle the discard pile and create a new deck!

Scoring: The Adventure Ends Here!

Each completed chapter is worth as many points as the number shown in the upper left corner.

MC's sent to your victory pile by the Knave of Heart's Wonder also score you points, and Card Soldiers will make you lose points. **You also lose 1 point for each unoccupied page in the uncomplete chapters that still remain in front of you when the games ends. Don't get all crazy play-**



ing too many chapter cards!

If you are experienced “Alice” players, you can use this optional rule: uncompleted chapters will score you as many negative points as their point value minus one for each occupied page. *This is: if you still own an uncompleted 5-point chapter with 1 occupied page at the end of the game, it will make you lose 4 points (you lose $5 - 1$ points).*

Calculate your points well!

The player(s) with the most victory points is the most successful in helping to bring peace and order back to Wonderland.

Congratulations, you won! Alice, the White Rabbit and the Cheshire Cat are more than grateful you helped them. Come back to Wonderland whenever you want!

You can play even carzier games by ignoring the Presence Order!



FAQ

Does the Cheshire Cat's Wonder block Alice from entering a chapter?

Yes. Since placing Alice into a chapter is due to her Wonder (she is a MC, not a character), the Cheshire Cat can block it. Alice would then go to the MC discard pile. But remember, a Cheshire Cat can't block a character from entering a chapter even if it blocked its Wonder!

Can I complete a chapter with just Card Soldiers?

Yes. This can even be a good strategy during the endgame to complete your own chapters and don't score their minus points. Also, it is fun to complete another player's chapters with Card Soldiers so he has to score it at the end of your turn taking the Card Soldier with it! Or just fill another players chapter up with Card Soldiers **only**!

Do the Gryphon's and the Queen of Heart's Wonders affect Alice?

No. Alice is a MC card, not a character card, so she can't be stolen or discarded by the Gryphon's or the Queen of Heart's Wonders even if she occupies the page of another character in a chapter.

It's not that easy to get rid of the main character of the story!

How many cards can I hold in my hand?

There is no limit for the amount of cards you can hold in your hand, but they shouldn't accumulate too much if you play them effectively.

Can I play a Cheshire Cat to block the Wonder of one of my own cards?

Yes, you can. This can be interesting when you want to play a Hatter just to put him into his page but you don't want to get a new chapter card with his Wonder, especially during the endgame (since uncompleted chapters score you minus points!).

If I play a Queen of Hearts and there are only Card Soldiers on other player's chapters, do I have to discard them?

You don't have to. You can just name any other character, even if that character hasn't been played on any chapter.

If I play a Gryphon, do I have to steal a Card Soldier from players that only have Card Soldiers occupying a page in their chapters?

Yes, you have to steal 1 card from each player if you can, even if that means that you have to steal a Card Soldier and place it on any spot. But this doesn't have to be bad! Maybe you even manage to complete a chapter stealing another player's Card Soldier!

Can I play a Card Soldier or Alice on pages that demand a tiny or huge character?

Yes, you can. Just ignore the **tiny** or **huge** requirement when playing them.

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