

🌸 Synopsis

Gather the characters from Alice's story and start your own little funny tale! Now, will the characters come to you?

🌸 Contents

"Characters" (cards) 7 types x 5 types 35 cards

4 Summary cards

"piece of the book"
(score card) 20cards

Total: 59cards

1 Instruction



1point



2points



5points



10points



Characters

35 cards

🌸 Overview of the game x4 x8 x4 x4 20cards

The goal is that all the characters in the small window in your hand are also in the big window!

How to play (standard)

🌸 Where are my friends? (Preparation for the game)

- 1 Make a deck of cards in the center. (The "Characters" and a "piece of the book".)
- 2 Draw a "Character" (card) from the deck. Each player has four cards in their hand. Only you can see the cards in your hand.

🌸 Fellow characters, gather round! (The game begins)

The game starts with the person who likes Alice in Wonderland the most. The game proceeds in a clockwise direction. After the second round, you may start with the person who started the story (the one who won).

🌸 It's my turn!

When it's your turn to play, you do three things.

- 1 First, you add the "Characters" to your hand. You decide where you will add the characters to your hand.
 - (1) Deck : Add the top "Characters" in the deck to your hand.
 - (2) Other players' discards : Look at all other players' discards and add any card you like to your hand. You cannot add any card from your discarded cards.
- 2 Next, check to see if the story begins (completing the hand).
 - (1) Check that you have 5 cards in your hand.
 - (2) Check to see if all the "Characters" in the small window appear in the large window.
 - ① If they appear in the small window, the story (point calculation) begins.
 - ② If it is not enough, move on to the next item.
- 3 Finally, remove the "Characters" from your hand.
 - (1) Make a place for the "Characters" you removed from your hand in front of you.
 - (2) Place the "Characters" in a place where everyone can see them.



8+



2~4



20min

Game designer
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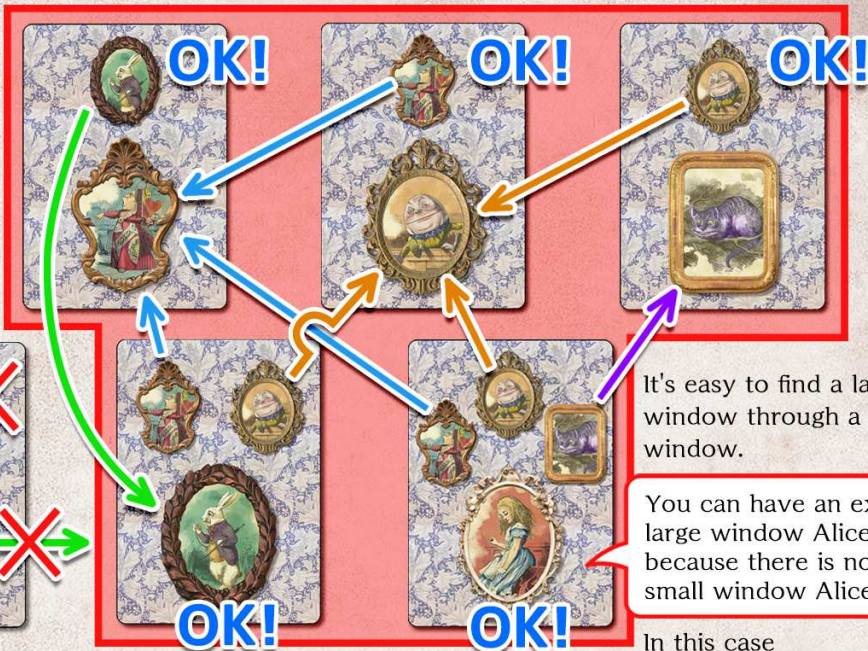
Art
Yugo Katsumada (ROD)
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GATHER ROUND!

Alice in the
Wonder Museum

The following cards will not be valid if you replace them with a designated card. There is no counterpart to the Small Window Hatter, the Large Window Hatter, in your hand.



It's easy to find a large window through a small window.

You can have an extra large window Alice because there is no small window Alice.

In this case
3 points + 2 points +
1 point x 3 = 8 points!

❁ The story begins. (Point calculation)

- 1 Count the number of small windows in your hand.
- 2 You receive a "pice of the book" (score card) from the field that has the same number of points as the number of small windows.
- 3 Count the number of points you have.
 - (1) If you have more than 20 points.
You win! The Fairy tale ending. (end of the game).
 - (2) If the total score you have did not exceed 20 points.
"Characters" Gather round! (We'll move on to the next round.)

How to play (expert)

The following additions and changes are made to the Standard Rules.

❁ Where are my friends? (Preparation for the game)

Each player takes a piece of book from the field for 7 points.

❁ It's my turn!

You can declare when the story begins with one more card (the hand is completed).

- 1 You can declare "Almost complete!".
You do not have to make a declaration.
- 2 You cannot discard any cards in your hand.
 - (1) You cannot discard any cards in your hand after this rule.
 - (2) You can still check your cards.

❁ The story begins. (Point calculation)

You will receive a piece of book with a score equal to the number of small windows (score card)

- 1 If you have declared "Almost complete!" you will receive one more point.
- 2 You need to know where you're going to get that "pice of the book".
 - (1) If the last "Character" came from the deck
You get a "pice of the book" (score card) from the deck.
 - (2) You get a "pice of the book" (score card) from the deck.(score card) from the owner of that discarded card.
- 3 If there are not enough scraps of books on the field or in the deck.
You will only receive what is there. You will not receive the shortage.