

Wonderland Xiii

English Rulebook



In order to rebuild the 13th chapter of “Alice’s Adventure in the Wonderland”, the librarians of the Dream’s Library venture into the mystic Wonderland to find and collect the missing spirits of Alice and other characters. However, the carrying capacity of the tunnel that connects reality and Wonderland is limited. Once it collapses, the spirits will be lost in the infinite darkness.....

Suggested age: 6+
Number of players: 2 ~ 4
Playing time: 15 ~ 30 min

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Game Parts

♣ 68 Spirit cards (12 Alices, 12 White Rabbits, 12 Cheshire Cats, 12 Hatters, 12 Queens of Hearts, & 8 Spirit Bundles)



Back

♣ 12 Hint cards
(4 for each language)



♣ 4 Keys



Setting

- 1 Shuffle all the **Spirit cards** and deal 3 cards to each player. Devide the remaining cards to 5 decks (as equally as you can) and place them in a circle, which is **the Hall**.
- 2 Place 4 **Keys** in the center of the Hall.
- 3 Reserve an area beside the Hall for the **Discard Pile**.
- 4 Each player places the cards they got face-up in front of him/herself, and this area is called **the Notebook**.
- 5 Each player reserves an area above their Notebook, and this area is **the Tunnel**.



Summary

In this game, players become the librarians of the Dream's Library, whose goal is to collect from the Wonderland as many Spirit cards as possible, by exploiting the limited Keys and Spirit cards in their Notebook. Players score differently according to the pattern they collect. At game's end, the one who scored the highest becomes the best librarian of the Dream's Library and wins the game.

Game's Flow



The game starts from whoever had a dream lately, and continues in a clockwise order. The turn player takes 2 Keys from the center of the Hall first, and do the following steps:

1 Explore the Wonderland

First, place 1 Key beside a deck to unlock it. Next, cover the unlocked deck with a Spirit card face-up from your Notebook, and take the topmost card of each deck adjacent to the unlocked deck back to your Tunnel.

Hint: 1 Key unlocks only 1 deck per turn, and the unlocked deck remains unlocked until turn's end. If you decide to continue exploring at Step 4 and return to this Step, you can either visit the unlocked deck again, or spend your remaining Key to unlock another deck.



Continue on the next page

2 Check your Tunnel

In your Tunnel, if there are 3 or more Spirit cards that are of the same character (ex. 3 White Rabbits), the Tunnel will collapse, all the Spirit cards in your Tunnel must go to the Discard Pile, and all the Keys must be returned to the center of the Hall. Your turn ends immediately when the Tunnel collapses.

Note: 1 Spirit Bundle card counts as 1 Alice, 1 White Rabbit, 1 Cheshire Cat, 1 Hatter, and 1 Queen of Hearts.

3 Use the Spirit's Skill

Choose 1 of the 2 Spirit cards you get from Step 1 (excluding Spirit Bundle), and use its skill. You may skip this step if no skills can be used validly.

4 Continue or Not

If you decide to continue, redo Step 1 ~ 4. If not, your turn ends, take the Spirit cards from your Tunnel to Notebook, and put the Keys back to the Hall center.

Note

At the end of your turn, if there are less than 3 Spirit cards in your Notebook, you should refill it to 3 cards by shuffling and draw cards from the Discard Pile .

Spirit's Skill



"The endless curiosity makes Alice can't help but take the golden key from the crystal table."

Take 1 Key from the center of the Hall.



"It is too rare for a rabbit to carry a pocket watch. Let's follow it down the rabbit hole."

Reveal 1 Spirit card that is face-down from the top of a deck, and take it back to your Tunnel. Do Step 2 to see if your Tunnel has collapsed. If your Tunnel hasn't collapsed, do Step 4.



Cheshire Cat

"The Cheshire Cat seems to be everywhere and knows everything."

Secretly check 1 Spirit card that is face-down from the top of a deck.



Hatter

"You can never solve the Hatter's puzzle because he won't tell you the answer."

Choose 1 target player to draw 1 face-down Spirit card from the top of a deck, shows it to all players excluding him/herself, and place it face-down in his/her Tunnel. The card should go to the Discard Pile at the end of the target player's turn.

- ※ When it comes to the target player's turn, other players should do Step 2 for him/her, since he/she cannot check the face-down Spirit card in his/her Tunnel.
- ※ Before it comes to the target player's turn, if the face-down Spirit cards already make his/her Tunnel collapse, other players should remind him/her to discard all the face-down Spirit cards. The target player can still take his/her turn normally.



"Don't make the Queen of Hearts upset, or she'll order to off your head."

Cover another Spirit card you got from Step 1 along with this card. When you're cheking your Tunnel, ignore the card that's covered by the Queen of Hearts. At turn's end, take back both cards to your Notebook.

End of Game

End Conditions

2-player: When 1 deck is drawn empty, the game ends.

3~4-player: When 2 decks are drawn empty, the game ends. If only 1 deck is drawn empty, the game continues, and in Step 1 players should skip the empty deck (as if it doensn't exist at all).

If the End Conditions are met after you do Step 1, please finish Step 2 and 3 before ending the game.

If the End Conditions are met after you do Step 3, the game ends immediately.

At the end, the one with the highest score in his/her Notebook wins the game. Players share the same highest score win together. The scoring rule is as follows:

- ♣ 1 Spirit Bundle card values 5 points.
- ♣ 1 Alice, 1 White Rabbit, 1 Cheshire Cat, 1 Hatter, and 1 Queen of Hearts count as 1 set, which values 15 points.
- ♣ After sets are calculated, the remaining Spirit cards of the same character score progressively. The 1st card values 1 point, the 2nd values 2 points, etc.

Example:

The diagram shows a row of six cards. The first five cards are grouped by a red bracket underneath. Above the second and third cards are the numbers '1' and 'II' respectively. Below the first four cards of this group is the calculation $15 \times 2 = 30$. The fifth card is the Queen of Hearts, with the calculation $= 1 + 2 + 3 = 6$ to its right. The sixth card is a Spirit Bundle card, with the calculation $= 5$ to its right. The total score calculation is shown at the bottom right: $\text{Total score: } 5 + 30 + 1 + 1 + 6 = 43$.