



Alice's adventures in Wonderland



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Alice is resting at the foot of a tree when she sees a white rabbit wearing a vest pass by, clearly in a hurry. She decides to follow him and, without hesitation, falls down to the bottom of a burrow. She lands safely in a dark room and changes size several times thanks to a potion and a cake.

In this Wonderland, Alice meets several unusual characters. A talking caterpillar, a smiling cat; and the Queen of Hearts who terrorizes the entire kingdom with her playing cards.

And what about the eccentric Mad Hatter? At tea time, the characters of the kingdom are all hungry and trying to get their hands on some cakes. Will you be able to fight your way through this surreal landscape and be the one who collects the most?

Based on Alice's Adventures in Wonderland by Lewis Carroll



Box Contents

- 24 Big Cakes:



2pts



3pts



4pts



5pts

- 20 Small Cakes:



1pt each

- 44 Cards (11 cards for each player):

2 × **1**; 2 × **2**; 2 × **3**; 2 × **4**; 2 × **5**

1 × **Joker**    

- Game Board



- Clock Hand



- 44 Cards (11 cards for each player):

2 × **1**; 2 × **2**; 2 × **3**; 2 × **4**; 2 × **5**

1 × **Joker**    



- 4 Small Pawns



- 4 Big Pawns

- 8 Stands

- 4 Base Covers for Big Pawns



Before the First Game:

1. Assemble the pawns.
2. Assemble the Clock Hand to the board.



Game Objective

The goal is to collect the most points before the time runs out.

Game Preparation

1. Place the box where everyone has easy access to it.
2. Depending on the number of players involved, take and shuffle the correct number of Big Cakes (put unused cakes away). Then stack them face down and place them next to the board, near the Hatter's Teapot space. Turn over one Big Cake and place it next to the stack with the value face up.

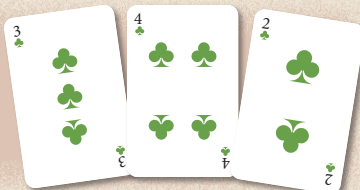
- 4** players – use all the Big Cakes.
- 3** players – put away 1 Big Cake of each value.
- 2** players – put away 2 Big Cakes of each value.



3. Place all the Small Cakes next to the board, near the Small Cakes space.
4. Each player chooses a character and takes the matching big and a small pawn with its image on it. Place the Small Pawn on the Hatter's Teapot space. The Big Pawn is placed in front of that player on the table.
5. Each player takes 11 cards of their own character, shuffles them and places them in a face-down pile in front of him or her. Draw 3 cards from the pile and hold them up so that the other players cannot see their value.

Note: The player has to place the cards in hand in the order in which they took them. They can't swap places, arrange them by value, etc.

Example: Lucy took a **3**, then a **4** and a **2**. She places them in her hand in that order.



- 6.** Refer to the special spaces summary at the end of the rules.

An example of setting up a game for 3 players



How to Play

The player who sits last at the game table starts the game.
On your turn:

1. Play the **right** or **left** card from your hand. **You cannot play the middle card.** Place the selected card face up on the table, forming a discard pile.
2. Move your pawn clockwise **by the number of spaces as indicated on your card** (count all spaces, including those occupied by other players).
If a **Joker** card has been played, you may move any number of spaces from 1 to 5.

Note: If there is another player's pawn on the space where your pawn lands, place your pawn on the **next free space**. **Only one pawn** may stop on each space.



3. Check the space your pawn lands on. If it is a special one, perform the action assigned to it (see the descriptions of special spaces on the pages 10-14). Some actions may make your pawn travel further on the board and step on other special spaces.
4. Draw a new card from the top of your face-down pile and place it **between** the two cards in your hand.

The next player has their turn (clockwise).

Passing the Start Space (Hatter's Teapot)

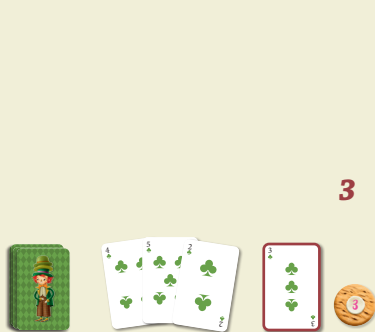
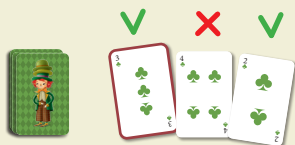
Each time your pawn moves across the board and **passes** the Hatter's Teapot, you automatically gain a Big Cake.

Place it face up on the table in front of you (points scored should be visible by all players). Flip a new cake from the pile (as long as there are still cakes in the pile).



If your pawn **stops** on the space of the Hatter's Teapot, you perform another action (see Special Spaces).





Example of a player's turn:

1. Lucy has cards **3**, **4** and **2** in her hand. She can only play **3** or **2** (she cannot play a **4** because it is in the middle of the cards held in her hand). Lucy plays a **3**. Her Hatter moves 3 spaces, but on the space where it should end its move, there is the Queen of Hearts. The Hatter then moves to the first free space after her, i.e. on the Space of the Cheshire Cat.



2. Lucy takes a Big Cake from the display with a value of **3**, because her Hatter has passed the space of Hatter's Teapot. She then flips over a Big Cake from the pile and places it next to it. She puts the played card into the discard pile. She draws a new card and places it between the cards already in her hand.

3. Her Hatter steps onto the Cheshire Cat space, which makes the pawn move once more exactly as many spaces as the number on the card just played i.e. by 3 spaces (see Special Spaces). Lucy's turn ends.



End of the Game

The game ends when each player has used up **11 cards**. Each player calculates their points and the player with the most points wins. In the event of a tie, the players compare their number of Big Cakes (not the points on them). Whoever has gained most pieces - wins. If there is still a tie, the winner whose pawn is further away from the Hatter's Teapot space wins.

Variant For Beginners

Each player gets 2 cards instead of 3. Player can decide which of the 2 cards to use. The rest of the rules remain unchanged.

At first, you can play with open cards - especially if children have trouble remembering that they cannot play the middle card in their hand.



Special Spaces

The Hatter's Teapot

This is the starting space where all the pawns are placed before the game begins. Each time your pawn **moves over this space, take a Big Cake token lying face-up** and place it on the table in front of you. Replace it with a new cake from the top of the pile.

When your pawn **lands on this space, you may choose to either take the Big Cake lying face-up OR draw a new Big Cake lying face down from the top of the pile.**



Small Cakes

Quickly spin the Clock Hand so that it makes at least one full turn. You only have **one** chance. The number on the space where the Clock Hand stops indicates the number of Small Cakes to take from the pile and keep it visible for everyone to see on the table. If the pile of Small Cakes is empty, the space triggers no special effect.



Example: Lucy spins the Clock Hand and it lands on the number **3**. There are only 2 Small Cakes left in the pile. Lucy takes 2 available Small Cakes (unfortunately she cannot take a third). From this point on the space is a normal space for all players.



Mr. Caterpillar

If your pawn is small when landing on this space, **replace it with a Big one**. If there is already a Big Pawn on the board, that player needs to replace it with a small pawn. There can only be **only one Big Pawn** on the game board at any time.

If your pawn is Big when you land on that space, **replace it with a small one and place it back on that space**. As long as your pawn is big, you may (but do not have to!) add +1 to the value of the card being played (increasing it even from 5 to 6). A Big Pawn (unlike a Small Pawn) **does not fall** into the Rabbit Hole (it is then a space for them without a special action).

If your Big Pawn is on the **Rabbit Hole** space, and another player lands on the Mr. Caterpillar space, then your pawn is replaced with a small one and falls into the Rabbit Hole. From then on, this space works under normal rules (you have to follow the rules of the Rabbit Hole space).



Rabbit Hole



If your Small Pawn **lands** on this space, it **will fall into** the Rabbit Hole and you need to get it out. On your next turn, the card played does not indicate the number of spaces to move your pawn. It indicates the number of **spins** of the clock, that you can make.

Note: If you play your **Joker**, the number you call out is the number of spins you are allowed to have.

Spin the Clock Hand so that it makes at least one full turn.

Note: If the Clock Hand stops on the space of the Cheshire Cat, move your pawn as many spaces as indicated by the the last card you played (i.e. the card that indicated the number of times you could spin the Clock Hand).

Example: *In the previous turn, Lucy's Hatter fell into the Rabbit Hole. Lucy plays a number **3** card, so she can spin the Clock Hand up to 3 times. She hopes that she will be able to get the pawn out of the hole and move her pawn on the board as far away as possible.*



After each spin of the clock, decide whether you want to accept the result, **or** spin again. You have to accept the result of the last spin.

Move your pawn clockwise until it reaches the area indicated by the Clock Hand. If your pawn then **lands on** the field of the Hatter's Teapot, take **either** a Big Cake face-up **or** a Big Cake face-down from the top of the pile. If your pawn has moved past the Hatter's Teapot, take the Big Cake lying face-up next to the pile.

Special Spaces: If your pawn lands on a Special Space, follow the directions of that Special Space.

Note: If the Clock Hand points to **an occupied space or the Rabbit Hole**, on that space, you have to spin the Clock Hand again, until you are allowed to move. If this was your last chance, your pawn **remains** in the Rabbit Hole. On the next turn, you may try again to get your pawn out of the Rabbit Hole - same rules apply.

Cheshire Cat



If you land on the Cheshire Cat, replay with the same card from this turn and move again. If you were playing the **Joker** card, you have to redo your play with the same number.



Special Spaces – Summary

Hatter's Teapot



If your pawn **lands** on this space, take a Big Cake lying face-up or the top Big Cake from the pile. If your pawn **moves past** this space, take the Big Cake lying face-up. Refill a Big Cake face up.

Small Cakes



Spin the Clock Hand **once** and collect as many Small Cakes as the number indicated on the space.

Mr. Caterpillar



Change the size of your pawn.
Big Pawn: **+1 move** (optional);
does not fall into the Rabbit Hole.

Cheshire Cat



Replay your current card.

Rabbit Hole



On your next turn, play a card. The number on the card represents the maximum number of times you can spin the Clock Hand. Move the pawn to the empty space indicated by the Clock Hand. Check if you passed the **Hatter's Teapot** space.

Note: If the Clock Hand points to **an occupied space** or **the Rabbit Hole**, you cannot move your pawn.