COMBO
GAMES

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Queen Alice

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RULEBOOK



Queen Alice

Alice has received a strange call for help. Passing by the mirror in the drawing-room, she starts upon seeing the following words there, written backwards: "Alice, we need a new queen". Without a moment's hesitation, she touches the mirror and discovers that her hand can pass right through it. The rest of her body soon follows as she's pulled through to the other side . . .

In ***Queen Alice***, each player is a member of the Looking-Glass Court tasked with preparing Alice's coronation banquet. Whoever performs the best work will become the new queen's chief advisor, thus winning the game.

To achieve this, players must convince the Red and White chess pieces inhabiting this world to lend a hand in the preparations. The players' influence in the court will be key. Depending on which side contributes the most to the banquet, Alice will be crowned either White Queen or Red Queen — or perhaps even both!

Will you manage to pull the strings in your favor and ensure that Alice is crowned with the colour of the realm that benefits you most? Will you become the most influential courtier in the new era of Queen Alice's reign?

Queen Alice is inspired by Lewis Carroll's *Through the Looking-Glass, and What Alice Found There*, and the game borrows some of its characters and narrative motifs. However, we have created our own original story which is not meant to represent the one Lewis Carroll presents in his book.



Section summary: Queen Alice is an engine-building game where players are courtiers preparing Alice's coronation banquet. The goal is to gain the most influence (Influence points) by enlisting the aid of the Red and White subjects of the Looking-Glass Court, with the game's final scoring depending on whether Alice is crowned Red or White Queen.

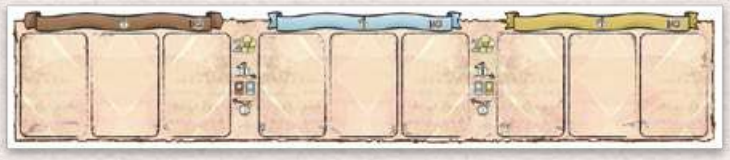
Components



1 x central board



4 x action boards (Hearts, Spades, Clubs and Diamonds)



1 x card market board



90 x cards (30 bronze + 30 silver + 30 gold)

FOR EACH PLAYER (x 4)



9 x Red chess pieces



Red Alice | Red Humpty Dumpty | Red Gardener



27 x book tokens (in 3 colors)



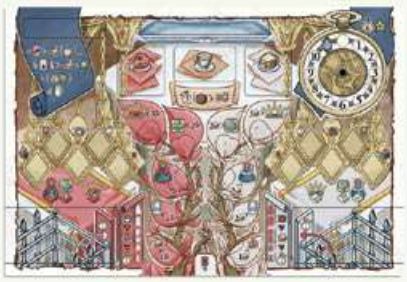
42 x bookmark tiles



11 x crown tokens



Looking-glass token



Courtier board



IP marker



3 x coloured cubes



Clock hand



2 x paw-print markers



Player reference tile



Chess movement reference card



10 x basic cards



10 x Diamonds



10 x Hearts



King's Messengers *(Mad Hatter & March Hare)*



2 x Twins *(Tweedledum & Tweedledee)*



5 x black cubes



9 x White chess pieces



White Gardener | White Humpty Dumpty | White Alice



32 x flower tokens (8 of each)



16 x Alice's Wish tiles



4 x 200/300 IP tokens



16 x train cards



10 x Dinah cards

Common Setup

Follow these steps to prepare the playing area:

1 · Main boards: Place the **central board** with the four **action boards** and the **card market board** around it, using the side of each board corresponding to the number of players (1-2 ●● or 3-4).

2 · Chess pieces: Shuffle the **player reference tiles**, draw one, and set up the chessboard on the central board as shown on the back of the tile.

3 · Alice's Wishes: Sort the **Wish tiles** into four stacks by icon type. Shuffle and draw one tile from each stack to create a set of four. (For your first game, use the four specific tiles shown here.) Shuffle the four tiles and place them randomly on the Wish spaces with the yellow side facing up.

4 · Crowns: Place the **crown tiles** on their spaces along the bottom of the central board with the "x2" side facing up. Use 8 crowns for 4 players, 7 crowns for 3 players, and 6 crowns for 2 players.

5 · Alice pieces: Place the **Red Alice piece** and the **White Alice piece** at the start of their respective paths.

6 · Card market: Set aside the basic cards in player colours. Divide the rest into **bronze**, **silver**, and **gold** decks and shuffle each deck. Fill each tier of the card market display by placing a card of the appropriate colour in each of the left two spaces and the remainder of the deck face-up in the rightmost space of each tier. These top cards are also available to choose when acquiring cards from the market.



7 · Action pieces: Place the **Red** and **White Gardener pieces** on the Hearts board (7a); the player-coloured **King's Messenger pieces** (Red Mad Hatters and White March Hares) on the Spades board (7b); the player-coloured **Twin pieces** (Red Tweedledum and White Tweedledee) on the Clubs board (7c); and the **Red** and **White Humpty Dumpty half pieces** on the Diamonds board (7d), as shown.

8 · Bookmarks, books and flowers: Divide the **bookmark tiles** into stacks according to the cost in books shown at the top of each tile and place them next to the Clubs board. Stack each colour of **book tokens** next to the Clubs board and each colour of **flower tokens** next to the Hearts board. Place a **white book token** on every space of the Clubs board that does not already show a printed book (8a).

9 · Paw-prints: Place each player's coloured **White paw-print marker** at the start of the White Cat track and **Red paw-print marker** at the start of the Red Cat track.

Setup for 3 players: For 3-player games, cover the spaces marked ♣● on the Red and White Alice paths with **crown tokens,** and use the set of **Heart and Diamond tokens** of the unclaimed colour to cover the spaces marked ♣● on the Hearts and Diamonds boards.



First player: The last person who looked in a mirror takes the Looking-glass token and begins the game. If in doubt, choose the starting player randomly.



Section summary: The central board, action boards, and card market board are placed in the center of the table, and the chess pieces are laid out according to the diagram on the back of a randomly drawn player reference tile. Crown tokens, Alice pieces, and a random selection of Wish tiles, one per icon, are placed on the central board.

Player Setup

1 · Board and tokens: Take a **courtier board** and **tokens** of the corresponding player colour. Place the acrylic **clock hand** over the clock face on the board.

2 · Token placement: Place the **Red** and **White Heart** (2a) and **Diamond** (2b) **tokens** in their spots.

3 · Starting resources: Place the **3 cubes** of your player colour on the silver platter.

4 · Black cubes: Take **5 black cubes** and place them in the locked storage area.

5 · Starting hand and deck: Take the **10 basic cards** of your player colour. Shuffle the deck, place it face-down in your draw area, and draw 3 cards to form your starting hand.

6 · Player reference tile: Take the **player reference tile** of your player colour and place it next to your courtier board.

Influence point (IP) track: Place the **IP marker** of your player colour on space "0" of the Influence track surrounding the central board.

Train Cards

7 · Selection: Each player receives 2 train cards. Secretly choose one and decide whether to play it on the White side or the Red side. For your first game, you can just deal the 4 cards marked with a star.
Resolution: Reveal the chosen cards simultaneously. In turn order, players receive all rewards shown on their selected card.

Note: Only the specific rewards shown on the card are granted; these may differ from the standard rewards for performing an action at that location.

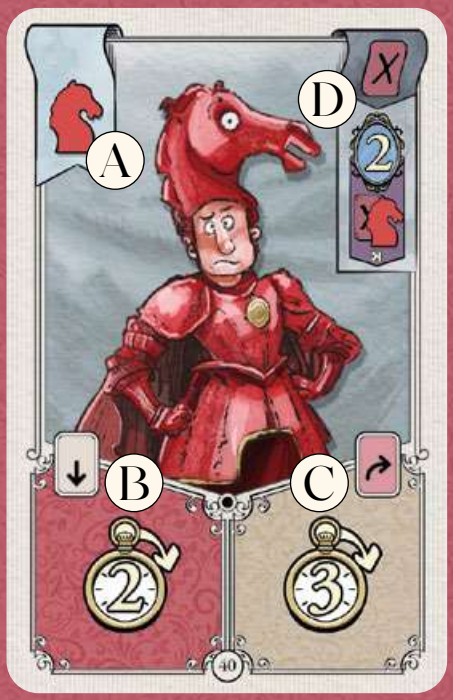
Once these steps are complete, preparations for the coronation can begin.



Train card example: Cris chooses the Red side of the Twins train card. She advances the Red Twin one space and gains the bookmark shown, 3 Time, and the 1 Buttered Toast indicated on the card. She does not take the books from the space where the Twin landed, as she receives only the rewards depicted on the train card.

How to play

In ***Queen Alice***, you prepare a coronation banquet for Alice by performing actions across the Looking-Glass world and moving chess pieces to enlist the help of the realm's inhabitants.



Card Structure

Cards drive the game engine and are ranked by tier: **basic, bronze, silver**, and **gold**. Each tier features a distinct background and banner shape. The starting deck contains only basic cards, but more powerful cards can be acquired during play.

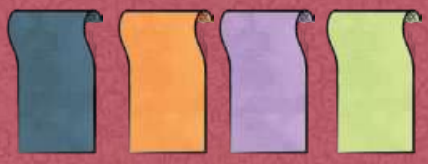
The card layout includes four parts:

A · Chess piece: Indicates the type and colour of the chess piece you may move. Wild piece cards allow you to move the corresponding piece of either colour.

B · Play reward: Indicates an instant reward granted when the card is played. Basic cards do not grant play rewards.

C · Discard reward: Indicates the reward granted if the card is discarded at the start of your turn.

D · Invitation bonus: Indicates the number of Influence points awarded at the end of the game if the card is Invited to the coronation.



BASIC CARDS



BRONZE CARDS



SILVER CARDS



GOLD CARDS

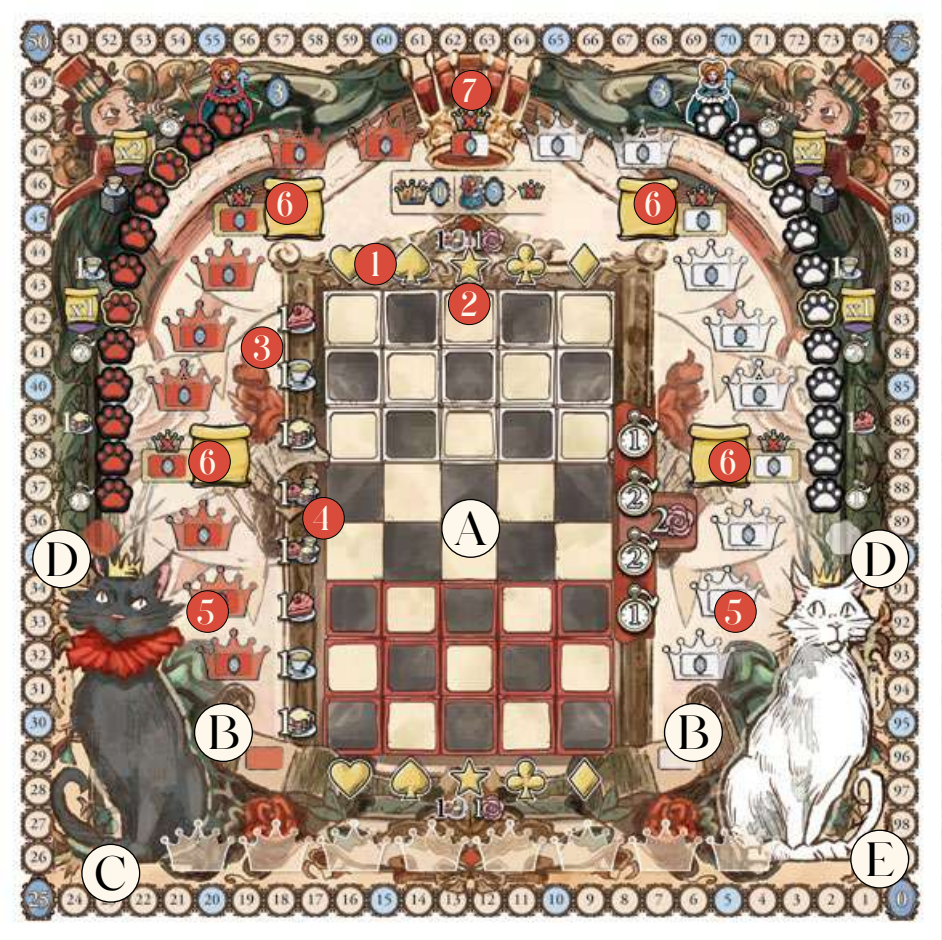
Invitation: When given the opportunity to perform an Invitation action (X), you may cull cards by Inviting them to the coronation banquet, removing them from your deck for the rest of the game and adding Influence points to your final score. Place Invited cards along the bottom of your Courtier board. You can Invite cards from your hand or discard pile.
Note: you cannot Invite a card if doing so would empty your hand before you play a card on your turn or leave you with fewer than 3 cards in your hand and deck combined.



Section summary: Cards are ranked by tier (basic, bronze, silver, and gold). Cards indicate the type and colour of chess piece (top left) to be moved on the chessboard; the play reward (bottom left) received when the card is played; a discard reward (bottom right) received for discarding the card; and an Invitation bonus (top right) of IP awarded during final scoring if the card is culled using the Invitation action.

Central Board Structure

The central board encompasses the chessboard (A), Alice's paths (B), the crown display (C), the Cat tracks (D), and the IP track (E).



The Chessboard

The chessboard is used to select actions and obtain resources when playing a chess piece.

1 · Columns: Determine the action to perform.





2 · Wild action: The central column allows any action for a cost of one resource.

3 · Rows: Determine the resource obtained.





4 · Wild resource: The two central rows allow you to choose any of the three resource types.

Alice's Paths

Alice's paths represent her journey through the Looking-Glass world, marking her decision to become the Red or White Queen.

5 · Alice paths: When progressing along Red Alice's or White Alice's path, move the Alice piece () upward to the next empty space and score the Influence points indicated, skipping over any space containing a crown tile.



6 · Alice's Wishes: When Alice reaches a Wish (scoring condition) space:

· Remove 1 crown from the display and place it on top of the Wish as a reminder before scoring the IP shown on the path space.
· Complete your full turn, including any repeated action.
· At the end of the turn, all players score according to the conditions of the Wish. The crown is now discarded.

7 · Throne space: When Red or White Alice reaches the end of her path and enters the Throne space, Alice will be crowned Queen of that colour. Remove a crown from the display and discard it. Only one Alice piece can occupy the Throne space, but the Alice of the other colour can continue to advance up to the end of her path.

When an Alice piece can no longer advance, further progress in that colour instead awards 5 IP and removes 1 crown.

TIP: Moving Alice grants you considerable Influence points and also triggers different scoring for Wishes. Choose wisely when and along which path to advance!

Crown Display

Crowns act as multipliers and game-end triggers.

Gaining crowns: Crowns can be obtained by performing certain actions. When you receive a crown, take a crown token from the display and place it on the next empty space ahead of Alice's position on the active path. Immediately score double the Influence points indicated on that space. The next time Alice progresses on that path, she will skip the space containing a crown to the next empty space.
Note: Crowns cannot be placed on Wish spaces.



Crown bonus: When you receive a crown, if no spaces are available on the active path or the crown display is empty, score 10 IP instead. If the path is full but crown tokens remain, remove and discard a crown from the display and score 10 IP.



Game end: The end of the game is triggered when the last crown is removed from the display. Complete the current round so that all players receive an equal number of turns, ending once the player to the right of the one with the Looking-glass token has finished.

TIP: Placing crowns during the game is very important, as they award a large number of Influence points!

Cat Tracks

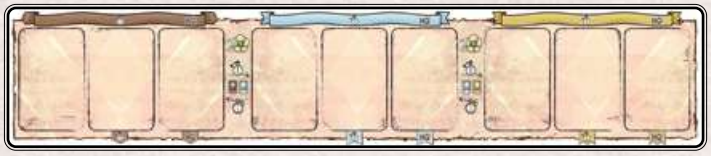
When you gain a paw-print, advance your marker along the corresponding Red or White Cat track. Receive all rewards for the space you land on and any spaces skipped over. Multiple markers can share a space.

Final scoring condition: Your progress along this track determines what Wishes you score at the end of the game:

x1: Score one Wish of your choice for that colour.

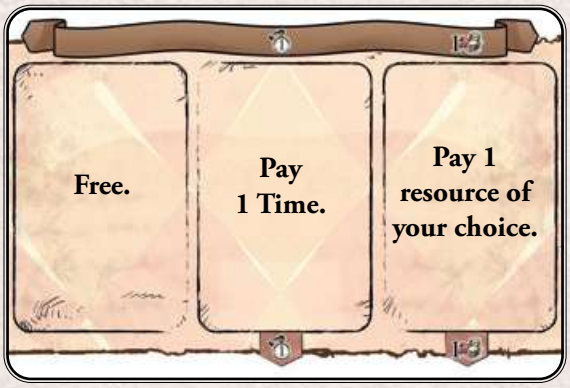
x2: Score both Wishes for that colour.

TIP: Progressing along the Cat tracks does not grant big rewards during the game, but scoring Alice's Wishes at the end may earn you a large number of Influence points.

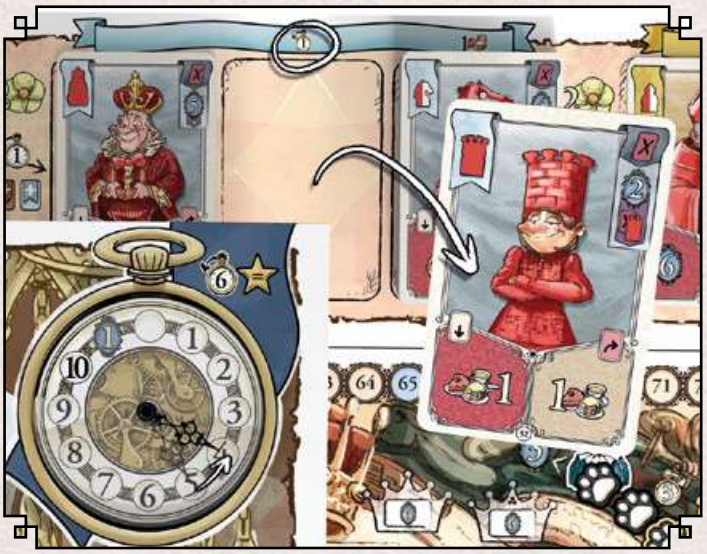


Card Market

The card market contains three slots each for **bronze, silver**, and **gold** cards.
Costs per slot:



Acquisition: Acquired cards are added directly to your hand and can be used immediately. Refill the market only during the Rest phase by sliding cards to the left to fill gaps.



Acquisition example: Camila acquires a silver card from the middle slot. She pays 1 Time and adds the card to her hand. The slot remains empty until her turn ends and the Rest phase occurs.

Section summary: The central board is focused on actions and scoring. The rows of the chessboard indicate resource rewards, and the columns indicate actions. Alice's paths grant IP, trigger scoring of Wishes, and determine whether Alice will become Red Queen, White Queen, or both. The crown display tracks crowns remaining and triggers the game's end. The Cat tracks grant rewards during the game and affect final scoring. The card market is where players acquire new and more powerful cards for their decks. Advancing along Alice's paths and Cat tracks and, above all, gaining crowns are the main ways to earn Influence points and achieve victory.

Courtier Board Structure

The player's personal board, or courtier board, is organized into several zones.

Upper Zone

A . Locked storage: Holds black resource cubes before they are unlocked.

B · Turn structure reference: Summarizes the phases of a turn.

C · Resource storage: Includes the silver platter to hold unassigned resource cubes, and three resource zones: Cherry Cake (Red), Tea, and Buttered Toast (White).

D · Time clock: Tracks accumulated Time. Advance the hand clockwise whenever you gain Time, and turn it back counterclockwise when you spend it. You can't have more than 10 or less than 0 Time. Whenever you would accrue any Time over 10, take 1 IP instead.



Resource Management

Gaining resources: Move a cube from the silver platter to the appropriate resource zone.

Spending resources: Return a cube from the resource zone to the silver platter.

Reassigning cubes: If your silver platter is empty when you receive a resource, you may return any assigned cube to the silver platter and then reassign it.

Black cubes (extra capacity): Once unlocked, black cubes function like coloured cubes.

Exchanging Time and black cubes for resources: When you make a payment, as a substitute for 1 resource of your choice, you may either expend **3 Time** or return **1 black cube** to your locked storage. You may substitute for any number of resources this way. Resources purchased with Time or black cubes must be spent immediately and cannot be stored. You CANNOT exchange a black cube that you have already used as payment in the same action. However, when performing a repeat action, any black cubes used (returned to your platter) during the initial action are considered available to be exchanged.





Crown card marker: You can optionally use these cards to track the number of crowns of each colour you have obtained (from 0 to 4) by sliding them underneath your courtier board.

Central and Lower Zones

The rest of the board is divided into elements of the **Red Kingdom** (left) and the **White Kingdom** (right).

1 · Diamonds (wall bricks): When performing the Diamonds action, choose any token to place on the Wall and gain the indicated reward.

2 · Jail: Located below the Diamonds of each colour, the jail holds captured chess pieces of the opposite colour and displays the rewards for capturing each piece.

3 · Hearts (garden roses): When performing the Hearts action, remove tokens from bottom to top to place in the Garden. Pay the cost and receive the reward indicated for that space.

Section summary: The courtier board tracks Time and resources (Cherry Cake, Tea, and Buttered Toast) via movable cubes. Black cubes act as extra storage capacity. The board also contains the Hearts (garden roses) and Diamonds (wall bricks) that grant rewards when placed, as well as a jail for captured chess pieces.

Turn Structure

Each player's turn proceeds through four phases, three required and one optional.



a · Discard a card.
b · Play a card.
c · Repeat action *(optional)*.
d · Rest *(clean-up)*.

a. Discard a card

Choose a card from your hand to discard and receive the discard reward. Place the card face up in your discard pile.

b. Play a card

Choose a second card from your hand to play, placing it over the card you just discarded on the discard pile.

Play reward: If the played card indicates a play reward, receive it now. Any discounts granted apply only once per turn. *Note: Basic cards do not grant a play reward.*

Move or rescue: Play the chess piece indicated on the card.

Move: Move the chess piece on the chessboard according to standard chess rules (noted on the player reference card). *Note: Pawns may never move more than one space.*

Rescue: Alternatively, you may "rescue" a piece of the indicated type from jail (yours or an opponent's). A piece may not move in the same turn it's rescued.



Resolve space: The row of the space where the chess piece ends the turn determines the resource received, and the column indicates the action to be performed. Receive the resource first, then take the action of the chess piece's colour.

Playing a blocked piece: If the chess piece is blocked and cannot move, play it in place to activate the effects of its current position. You may play a blocked Pawn even when other Pawns can move.



Capturing: Capturing follows standard chess rules. If your movement ends on a space occupied by a piece of the opposite colour, capture it and place it in the appropriate jail on your board. Kings may be captured like other pieces; there is no "check". Gain cumulative bonuses according to the captured piece's value:

Pawn: 1 Time.
Knight/Bishop/Rook: 1 resource + 1 Time.
King/Queen: 1 captured-colour paw-print + 1 resource + 1 Time.



Capturing example: Carmen captures a White Queen and places it in the Red jail area of her courtier board. As the captured piece is a Queen, she gains 1 White paw-print, 1 Cherry Cake, and 1 Time.

Rescuing a piece: If you want to play a piece that has been captured by any player (including yourself), you may rescue it. Place the piece on any empty respawn space outlined in its colour and activate the effects of that space to end the move. The player whose jail you rescued the piece from receives 1 Time as compensation. If all respawn spaces are occupied, place the piece in any free space.



Rescuing example: Kortes needs a Red Pawn, but Vera has it captured. Kortes moves it to a Red respawn space and activates that space (the Pawn does not move); Vera receives 1 Time.



Pawn promotion: If you move a Pawn into the farthest row, receive 1 paw-print of the Pawn's colour. Immediately move the Pawn to a respawn space of its own colour, and end the move by activating that new space with its associated resource and action.



Skipping an action: If you can't or don't want to perform the action, instead take 2 Time, and Rest.



c. Repeat action *(optional)*

Once only per turn, optionally pay 6 Time to repeat the action just performed. You must take the repeated action in the same colour and pay its cost. No new cards are played.



Repeating action example: After triggering a Spades action, Kortes pays 2 Cherry Cake to move her Red Messenger forward two spaces. One of the rewards she gains on that space is 2 Time. She now has enough Time to repeat the action, so she pays 6 Time and another Cherry Cake to move her Messenger forward one more space.

d. Rest (clean-up)

In the last phase of the turn, refresh your hand, the card market, and any flipped bookmark tiles, and score any Wishes triggered.



Refresh hand: Draw up or discard down to your hand limit (usually 3). If the deck is empty, shuffle the discard pile to refresh it.

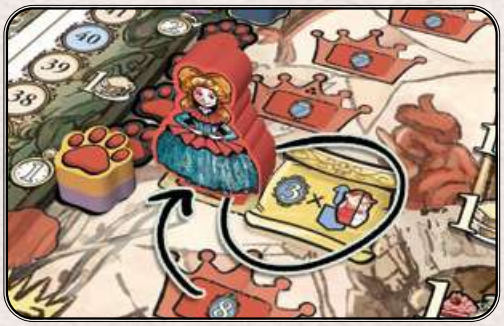
Refresh card market: Replenish the card market by sliding cards to the left to fill any gaps.



Refresh bookmarks: Flip any used per-turn bookmark tiles back to their active side. *(See "CLUBS").*



Score Alice's Wishes: If Alice reached a Wish space this turn, all players score it now. (Ensure that a crown has also been removed from the display).





Section summary: A turn has four phases: a. Discard a card for its reward. b. Play a card to move a chess piece, gain a resource, and perform an action. (Pieces may also be captured or rescued.) c. Optionally, pay Time to repeat the last action in the same colour, paying its action cost. d. Draw back up to your hand limit, shuffle the discard pile if necessary, refill the card market, reactivate bookmarks, and score Wishes if triggered.

Actions

When playing a chess piece, you may perform **one action in the piece's colour**, paying any associated costs for the action. The action performed will be indicated by the column where the played piece ends its move. **You may only perform the action once, even if you could afford more.**

Action costs: Actions cost resources associated with the colour of the piece played. Costs must be paid before receiving any rewards

Red action costs: Cherry Cake and/or Tea.

White action costs: Buttered Toast and/or Tea.



COSTS are always represented with a BLACK number and icon.

Rewards: Rewards are anything obtained while performing actions directly or as a result of any secondary effect *(e.g., resources, Time, black cubes, acquiring or Inviting a card, flowers, mini-actions, paw-prints, Alice's progress, crowns, IP, etc.)*

Receiving rewards: Rewards gained in the same action may be received in any order you want. However, they must be resolved immediately during the specific action in which they are earned. For example, you cannot wait to activate a reward during a repeat action.

Receiving rewards is optional except for Alice's progress and crowns, which must always be taken when triggered.



REWARDS are always represented with a WHITE number and icon, or an icon alone with no number.



Mini-Actions

Mini-actions are granted as rewards and offer part of the benefit you would get from performing a main action. Each main action has a corresponding mini-action. Mini-actions do not have colour restrictions.

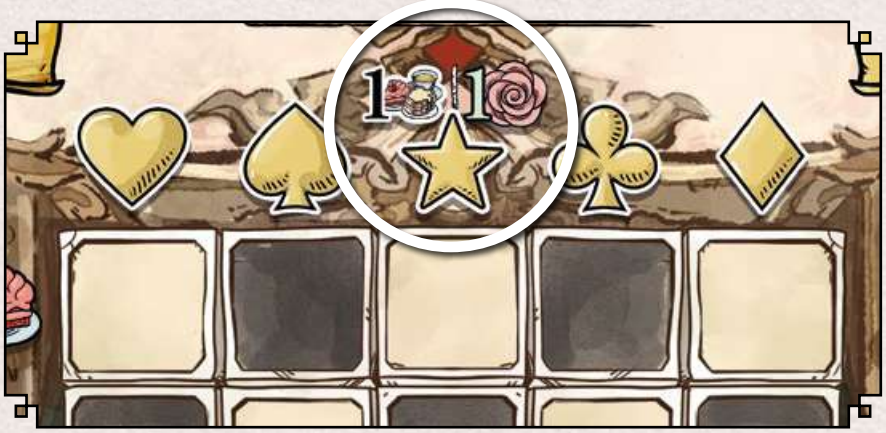
TIP: Mini-actions are powerful for triggering combos by chaining actions. They also let you interact with boards other than the one where you took your main action.



Wild Action

The star in the central column of the chessboard is a wild action allowing you to perform any of the four actions. However, it has a cost: **you MUST pay an additional resource of your choice** (Cherry Cake, Buttered Toast, or Tea) to use it. You may use the resource you gain from the row that turn, spending it immediately without storing it.

If you choose to repeat your action (turn phase c), you don't need to pay the cost for the wild action column again.



HEARTS: The Garden of Live Flowers



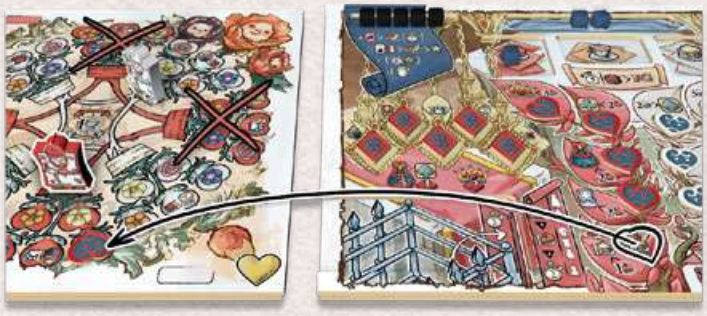
In the Garden, players plant Red or White rosebushes to decorate the realm for the ceremony.

Action Sequence



Move the Gardener *(optional)*: Before planting, you may move the Gardener of the appropriate colour onto a neighbouring space of that colour for 1 Tea per move (i.e., 2 Tea to move into the directly opposite space).
Note: Moving a Gardener from its rest space into the Garden is free. Place it on any of the four spaces matching its colour. See "Gardener Rest".

Place a Heart: Take the lowest Heart token of the appropriate colour from your courtier board. Pay the indicated costs (Cherry Cake or Buttered Toast) and receive the reward shown.



Plant a rosebush: Place your Heart token on an empty space in the Gardener's current zone. Receive the reward covered by the token.

Milestone rewards: The following rewards are granted for progress in each colour.



3rd Heart placed: Advance Alice one space.

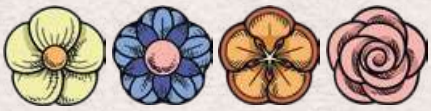


4th Heart placed: Gain a mini-action.

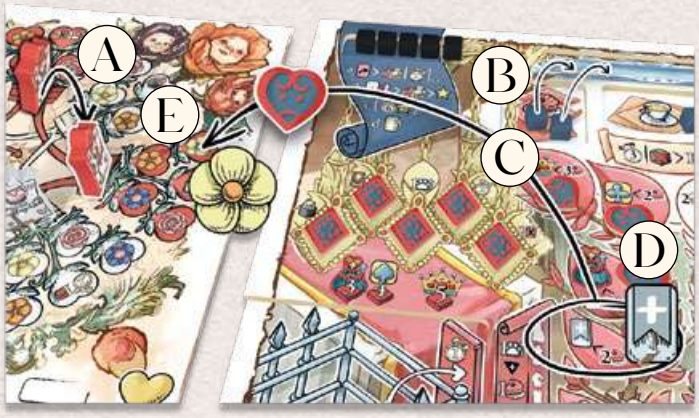


5th Heart placed: Gain a crown

Flowers: Most of the rewards are flowers, which grant you permanent benefits during the game. You can place your collected flower tokens on your reference tile to recall these perks. *(See the details of each benefit in ANNEX I).*



Gardener rest: If no empty spaces remain in the Gardener's zone after planting, return the Gardener to its rest space.



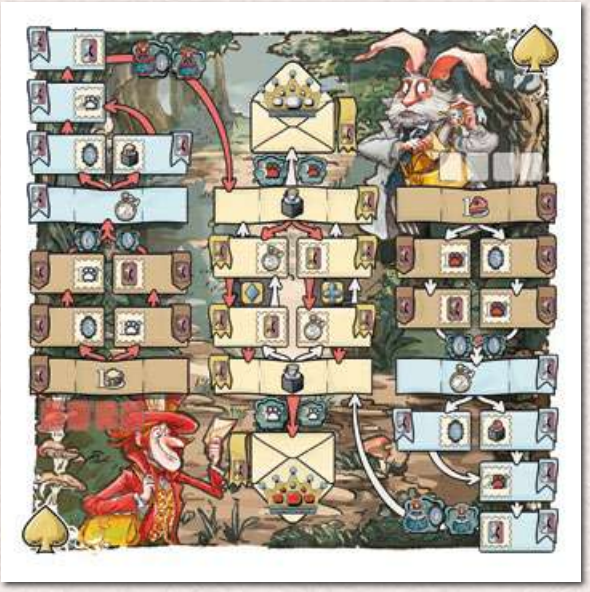
Example: Carmen pays 1 Tea to move the Gardener to a specific zone (A). She pays 2 Cherry Cake (B) for a Red rosebush (C) and gains a silver card, as indicated on her board (D). She uses her Heart token to cover a yellow flower in the Garden, so she takes a yellow flower token from the supply (E).

Hearts mini-action

Remove your lowest Heart of EITHER colour and gain the revealed reward, for FREE. Set the token aside; it is not placed in the Garden.

Summary of Hearts (The Garden of Live Flowers): Optionally pay Tea to move the Gardener, then pay the cost to unlock a Heart token from your board. Place the Heart as a rosebush in the Garden to gain the reward from the covered space and the reward shown on your courtier Board. This action is the only way to acquire the permanent benefits of flowers. With the Hearts mini-action, simply remove the lowest Heart of either colour from your courtier board for free and receive the reward shown.

SPADES: The King's Messengers



The King's Messengers (Red Mad Hatter and White March Hare) deliver invitations to the banquet and request collaboration of other chess pieces.

Action Sequence

Pay and move: Move the Messenger of the appropriate colour forward along the arrows a number of spaces depending on the resources you pay:



1 Space: 1
2 Spaces: 2
3 Spaces: 2 1



1 Space: 1
2 Spaces: 2
3 Spaces: 2 1



Some spaces let you choose your path. Spaces can be occupied by several players.

TIP: It's usually worthwhile to advance as far as you can.

Rewards: Receive the space reward shown only for the space you landed on, plus its card reward.

Card Reward (Choose One)



Acquire: Buy a card of the tier indicated by the banner behind the space, paying its market cost.
Invite: Cull a card of any tier from your hand or discard pile and place it below your courtier board for IP at the end of the game.

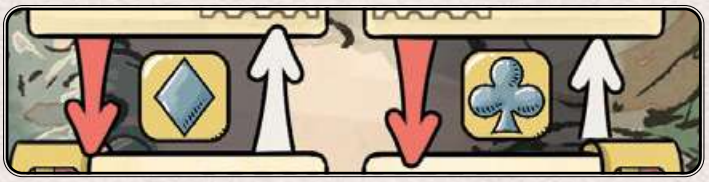


Milestone rewards:

Seals: When you pass an arrow marked with a seal, you receive a bonus:

First player: Receive all rewards shown in the larger seal.
Subsequent players: Receive all rewards shown in the smaller seal.

Central zone: Crossing into the gold zone in the center always grants at least 1 Alice progress.



Central crossing: Grants a free mini-action when passed. (This is not a seal.)

Path end: Reach the end of the path with either Messenger to receive a crown of the corresponding colour.



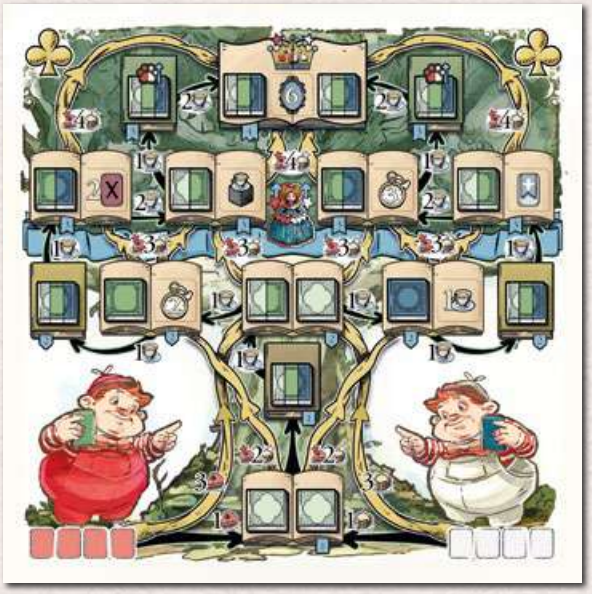


Example: Carmen moves the White March Hare 3 spaces by spending 1 Buttered Toast, 1 Tea (A), and 3 Time (replacing a Buttered Toast) (B). She ends on a space granting 2 paw-prints and a silver card reward (C). As the first to pass the milestone seal, she also gains 6 IP (D).

Spades mini-action
Move EITHER Messenger exactly ONE space forward, for FREE. Receive all rewards (space reward, card reward, seal milestones, or central crossing bonus) as usual.

Summary of Spades (The King's Messengers): Pay the resource cost to move the Red or White Messenger 1, 2, or 3 spaces. Receive the reward from the final landing space and the option to acquire or Invite a card. Earn additional rewards for passing milestones. With the Spades mini-action, simply move either Messenger one space for free and receive the rewards there.

CLUBS: The Tree of Tweedledum and Tweedledee



At the Twins' Tree, players move Tweedledum (Red Twin) or Tweedledee (White Twin) in an ascent that represents learning stories from the Looking-Glass world to tell during the banquet.

Action Sequence

Pay and move: Choose a path to move along the Twin of the appropriate colour and pay the cost indicated on the arrow (You cannot pass through more than 1 arrow).



Yellow arrows show two different costs to be paid, depending on the Twin moved: Cherry Cake (Red Twin) or Buttered Toast (White Twin).



Black arrows how one cost to be paid, regardless of which Twin is moved.





Receive rewards: Take any physical book tokens on the space you move to. You also receive one token for any book printed on the space (taking the colour of your choice if multiple are shown) or any other rewards depicted. Do not collect any printed reward that is covered by a book token when you arrive. So the first player landing on a space containing a physical book token will receive two books, and subsequent players visiting that space after the token has been removed will receive one book and the other printed reward.



Buy a bookmark *(optional)*: Spend your books to buy one bookmark. You may examine all the available bookmarks and select the **one** you want. Bookmarks grant either instant rewards, permanent benefits, or IP in the final scoring.



Note: Multiple pieces can occupy the same space. The height of the space is indicated in the bookmark icon below the space, as shown.

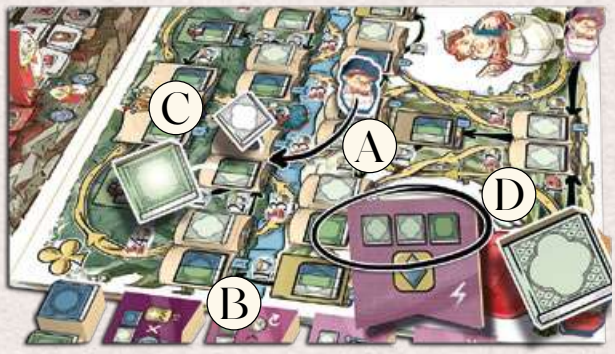
Milestone rewards:



Height bonus: Passing from the 2nd to the 3rd level advances the matching-colour Alice one space along her path.



Path end: Reach the top of the tree with either Twin to receive a crown of the corresponding colour.



Example: After moving a White Rook, Camila advances the White Twin forward along the left arrow for a cost of 3 Buttered Toast (A). She passes a space granting Alice progress (B), takes a physical white book token, and chooses an additional green book from the options printed on the space (C). She then spends both books plus a white one she already had to buy a mini-action bookmark (D).

Clubs mini-action:
Move EITHER Twin along any adjacent black-arrow path, for FREE. Receive rewards and the option to buy a bookmark as usual.

Summary of Clubs (The Tree of Tweedledum and Tweedledee): Pay a cost to move the Red or White Twin up the Tree. Receive books and/or other rewards as shown, and optionally spend books to buy a bookmark. Milestones along the way advance Alice on her path and grant a crown at the top. With the Clubs mini-action, simply move either Twin along any adjacent black-arrow path for free and receive rewards as usual.

DIAMONDS: Humpty Dumpty's Wall



Humpty Dumpty has fallen and cracked in two, with one half loyal to the Red Realm and the other preferring the White Domain. Players help Humpty Dumpty build the Red and White halves of the wall and climb atop it to proclaim his ideals and defend the capital.

Action Sequence

Choose a spot on the wall matching the colour of the chess piece moved. Pay both the costs indicated in the row and column to place a brick in that space. Note that all rows have a cost, while two columns have a cost of 1 Tea (a small icon on the space serves as a reminder), and two columns have no additional cost.

Placement rule: Bricks must be placed on the lowest free space of a column of your choice. Bricks do not need to be placed on the same row as the Humpty Dumpty piece.





Select any Diamond brick token from your courtier board and remove it to gain the reward shown there.



Place the brick in your chosen space on the Wall and receive the reward shown there.

Same-level bonus: Gain 2 IP when building on the same row as the corresponding Humpty Dumpty half.

Row completion: If your brick completes the row where Humpty Dumpty is, advance the Humpty Dumpty half to the next row and gain 4 IP instead of 2**.**



Milestone rewards: The following rewards are granted for progress in each colour.



3rd Diamond placed: Advance Alice one space.



4th Diamond placed: Gain a mini-action.



5th Diamond placed: Gain a crown.



Example: Kortes has played a red chess piece to trigger a Diamond action and builds on the Red side of the Wall. She pays 1 Cherry Cake and 1 Tea for a bottom-row space. She receives 1 paw-print from her board (A) and 2 paw-prints from the Wall, taking 3 White paw-prints in total. Because her brick completes the row, she takes 4 IP and moves the Red Humpty Dumpty half up (C).

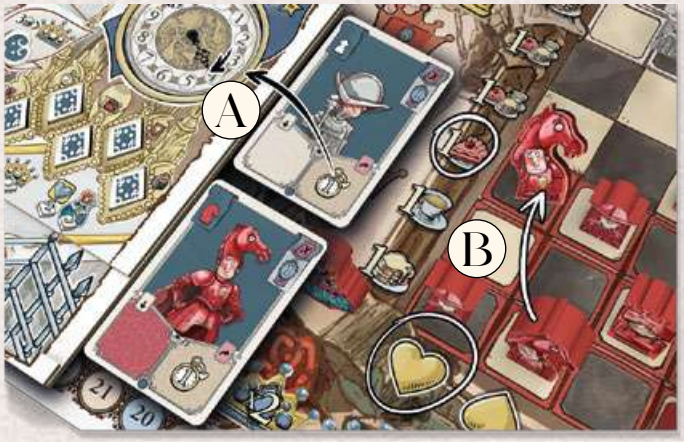
Diamonds mini-action

Remove a Diamond of EITHER Colour from your board, for FREE. Receive the reward shown and set the token aside; it is not placed on the Wall.

Summary of Diamonds (Humpty Dumpty's Wall): Pay the cost of the selected spot to place your Diamond, take any Diamond of the active colour from your board, gain the associated reward, and then place the Diamond as a brick on the Wall, gaining the covered reward. Score IP for building on Humpty Dumpty's level and bonus IP for completing a row. Milestones along the way advance Alice on her path and grant mini-actions and crowns. With the Diamonds mini-action, simply remove any Diamond from your courtier board for free and receive the reward shown.

Turn examples

Alice's path turn example: Cris discards a White Pawn card to gain 1 Time (A), then plays and moves a Red Knight into the Hearts column to gain 1 Cherry Cake (B).



She decides not to move the Gardener and pays 2 Cherry Cake to place a Red Heart (C). She removes the Heart from her courtier board, gaining the Red Alice progress shown there (D), and covers a blue flower reward, which she takes from the supply (E).



Red Alice advances one space. However, the next space on Red Alice's path is already occupied by a crown, so she skips it and moves to the next available space, which awards Cris 8 IP (F). In addition, this is a Wish space, so Cris immediately removes a crown from the crown display (G) and places it on the Wish. She does not have enough Time to repeat the action, so she will Rest. At the end of her turn, all players will score that Wish (H). The crown is now discarded.



Mini-action + crown turn example: Camila discards a silver White Bishop card to gain 1 Cherry Cake and 2 IP (I), then plays and moves a Red Knight into the Hearts column to gain 1 Cherry Cake (K).



Next, she pays 2 Cherry Cake to place a Red Heart, covering a blue flower reward and taking the flower from the supply (L).



From the space on her courtier board where she removed the Heart, she also gains the Clubs mini-action, which allows her to move a Twin along a black path. She can take the rewards in any order, but chooses to take the mini-action after collecting her flower. Camila moves the White Twin to the final space on the tree (M), gaining a crown (N) and 3 books. She chooses 2 blue and 1 white book, which she immediately exchanges for a final scoring bookmark (O). *Note: Remember that a mini-action may be taken in either colour, no matter which piece triggered it.*



She then takes the next available crown from the crown display and places it on White Alice's path. Starting from Alice's current position, the next space is unavailable because it is a Wish space (no crowns allowed), and the following space is already occupied by another crown, so Camila places the crown on the third space (Q). This awards Camila double the Influence points shown on this space (7 × 2), scoring a total of 14 IP.

Game End

The end of the game is triggered when the last crown is removed. Once that happens, play continues to the end of the current round, until the person to the right of the player with the Looking-glass token completes their turn.

Final Scoring



Alice's coronation: Alice is crowned with the colour that has advanced the most.



If one Alice piece is farther ahead than the other: The Wish tiles of the more advanced colour are flipped to the platinum side. Each player receives 8 IP for each crown of that colour that they have obtained (tracked on the courtier and central boards).

If the Alice pieces are tied: Neither set of Wish tiles is flipped. Each player receives 8 IP for each crown they have obtained, regardless of colour.



Cat tracks: Check the position of each of your paw-print markers to determine how to score Alice's Wishes.



Below x1: No Wishes of that colour will be scored.
Between x1 and x2: Choose one of the Wishes of that colour to score.
Beyond x2: Score both Wishes of that colour.



Invited guests: Add up and score the IP bonuses (indicated in the top-right corner of the card) of all cards you have Invited. *(See ANNEX II).*



Bookmarks: If you have any final scoring boomarks, add up and score their IP now.

Final Scoring Example

The game ends and Alice's coronation begins, proclaiming Alice as the Red Queen. As a result, Red Alice's Wishes are upgraded by flipping the tiles to the platinum side (A). In addition, since the coronation is Red, each player scores 8 IP for each Red crown they have obtained. Vera has 2 Red crowns: one for planting all her Red rosebushes in the Garden of Live Flowers, and one for placing all her Red bricks in Humpty Dumpty's Wall. She therefore scores 16 IP (2 × 8). Vera has also obtained 1 White crown by reaching the top of the Twins' Tree. However, since the Coronation is Red, this White crown does not grant any additional IP.

Now Vera checks the positions of her Cats' paw-prints. She has passed the ×1 space on both the Red and White tracks, but she has not reached the ×2 space on either track (B). As a result, she must choose one Red Wish and one White Wish to score. She chooses to score the Diamonds Wish and the Twins Wish (C).



She has placed all of her Diamond tokens, and since the Diamond Wish has been upgraded to platinum, she scores 4 IP for each Diamond placed, for a total of 40 IP (4 × 10).

She has reached level 4 with the White Twin and level 2 with the Red Twin (D). Each level is worth 3 IP with the Twins Wish, so she scores a total of 18 IP (6 × 3). This results in a total of 74 IP (16 IP from crowns + 40 IP from the Diamond Wish + 18 IP from the Twins Wish).

Next, she must score her Invited cards. In her guest area, she has 2 basic Pawns, each worth 1 IP, for a total of 2 IP (E). She also has 1 silver White Pawn, which grants 2 IP for each White Pawn Invited (including itself). Having Invited 3 White Pawns and 1 wild Pawn, which she can also count as White, she scores 8 IP (F). She has 1 gold Pawn that grants 2 IP for each Pawn of any colour Invited. With 5 total Pawns Invited, she scores 10 IP (G). Finally, she has 1 gold Pawn that grants a flat 6 IP (H). In total, she scores 26 IP from Invited cards. Added to the 74 IP previously scored, this gives Vera a final total of 100 IP.



Victory

The player with the most Influence points (IP) becomes the chief advisor to the new Queen Alice and claims victory. In case of a tie, the Queen decides to keep more than one person by her side, and they share the victory.

Section summary: The game ends after completing the round in which the final crown is removed. Final scoring involves: 1. Alice's coronation (8 IP per crown of the winning colour; Wish tiles of the winning color flip). 2. Progress on the Cat tracks (determining scoring of Alice's Wishes). 3. IP from Invited cards. 4. IP from final scoring bookmarks. The player with the highest IP wins.

Solo Mode: Dinah

In solo mode, you compete against Dinah, the mother of the two kittens in *Through the Looking-Glass and What Alice Found There.* Dinah is an automated opponent who challenges you for resources and control of the kingdom.

Note: Interactions in **Queen Alice** *can be complex. As a player, you can decide how to resolve Dinah's actions in ambiguous situations. For example, if Dinah can capture either a King or a Queen, you may choose which piece to capture.*

Solo Mode Setup

Board and pieces: Set up the central board for a two-player game. Select Dinah's colour according to difficulty level: green (easy), purple (normal), orange (difficult), and blue (very difficult). Take the player board of the selected colour, flip it to Dinah's side, and prepare it as follows:

A · Black cube track: Place 1 black cube at the start of the upper track.

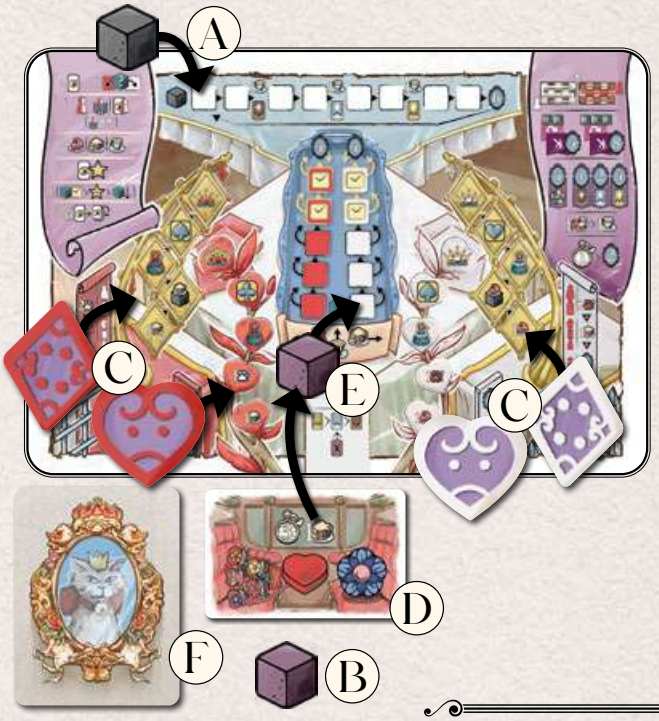
B · Colour marker: Take 1 cube of Dinah's colour to be used as a colour marker. *(See Turn Sequence).*

C · Heart and Diamond tokens: Place all Heart and Diamond tokens of Dinah's colour in their slots.

D · Train cards: Shuffle the train cards and draw two. Pick one for yourself and decide which side to use. Dinah receives the other card and uses the opposite colour. (E.g., if you picked the White side of your card, Dinah uses the Red side of her card.) Dinah receives the rest of the rewards and action advances from the Train card.

E · Starting resource: Mark the starting resource Dinah received from her train card by placing a cube of Dinah's colour at the bottom of the appropriate resource track (Red for a Cherry Cake, and White for a Buttered Toast).

F · Dinah's deck: Shuffle the 10 Dinah cards (2x Pawn, Bishop, Rook, Knight; 1x King, Queen). Form a deck and place it beside Dinah's board.



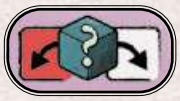
Dinah's Rewards, Resources, and Scoring

During the game, Dinah advances along Alice's paths, places crowns, and scores Wishes the same way a human player would. Dinah is also able to repeat actions once per turn. Dinah manages resources differently and does not pay resource costs. She does not accrue Time; instead, she earns IP for every unit of Time she would have received. At the end of the game, Dinah scores like a human player, except that she doesn't use the criteria of final scoring bookmarks. Instead, she earns a fixed amount of IP (as shown on Dinah's board per difficulty level) for each final scoring bookmark, per-turn bookmark, flower, and non-Invited acquired card she holds.

Turn Sequence



Draw: Flip the top card from Dinah's deck.



Determine colour: The position of the cube in Dinah's resource track (in the Red or White column) determines whether Dinah will use the drawn card to play a Red or White chess piece. Place the colour marker cube on the card to mark which colour Dinah will use.



Play a chess piece: Play a chess piece of the indicated type and colour according to the following priority. *(See Chess Moves and Actions).*

1 · Capture: Dinah will always capture if possible, choosing the highest-value piece available. In case of a tie, you decide which piece she will capture.

2 · Rescue: If the chess piece to be played is in jail, Dinah rescues it. Place the rescued piece in the first available respawn space following the diagram depicted in the top-right corner of Dinah's board. The rescued piece does not move this turn.

3 · Move: Move the piece. To determine the direction of movement, refer to the moves depicted at the top of the card and select the first possible move, starting from the top left and continuing left to right. If Dinah is moving a Rook, a Bishop, or a Queen, she advances the piece as far as possible until it reaches the edge of the board, captures, or is blocked by another piece of the same colour.



Gain a resource: Dinah receives the resource from the landing row, or a Tea if wild.



Take an action: Dinah ignores the landing column and instead always performs the action shown on her card.



Repeat action: If the resource cube is in a space, return the cube to the bottom row and repeat Dinah's action.



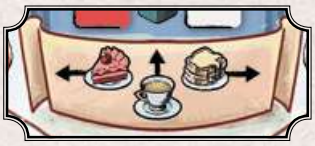
Reshuffle: If Dinah has played 6 or more cards, refresh her deck by shuffling her discard pile back into any cards remaining in the deck.

Managing Dinah's Resources

Dinah never pays resources, and she acquires and tracks them differently from human players.

Time: Whenever Dinah gains a unit of Time, it is converted into 1, 2, or 3 IP (as indicated in the upper-right corner of Dinah's board), depending on the difficulty level.

Resources: When she gains a resource, move Dinah's resource cube left () or right () on the resource track. When she gains Tea or a resource of the currently marked colour, move the cube up. If the resource cube is at the topmost space, she gains 4 IP instead.
Note: The cube's starting position depends on Dinah's train card.




Paw-prints: On some boards/difficulty levels, when the resource cube moves up by travelling along the side arrows, Dinah also gains paw-prints where indicated

Cards: To acquire a card, take the leftmost card of the indicated tier and stack it beside Dinah's deck in a separate acquired card deck.
To Invite a card, draw from the acquired card deck to select the topmost card of the highest tier Dinah has acquired. If she has no cards to Invite, Dinah acquires a bronze card instead.



Black cubes: Move the black cube rightward along its track, giving Dinah the indicated rewards as they are passed. If the cube moves beyond the last space, return it to the beginning of the track and award Dinah 6 IP.



Mini-Action: Dinah performs a mini-action with the opposite colour of the main action, if possible. If she can't perform the mini-action in that colour, she performs it with the active colour instead.

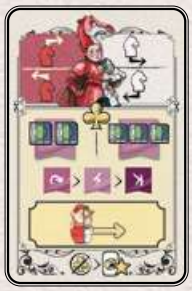
Chess Moves and Actions



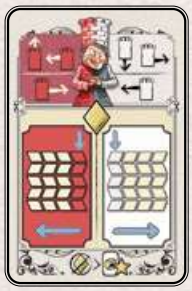
Pawn: Move a non-blocked Pawn which is still on the board. Select a column containing a Pawn to move following the priority order shown on the card. If multiple Pawns occupy the column, move the most advanced one.
Action (): Take the lowest Heart token of the active colour. Select a Garden space in the Gardener's current location in which to plant it, following the priority order shown. If Dinah already has two flowers of one type, she cannot plant a third bush in a space of that type. If she cannot plant in the current location, move the Gardener clockwise.



Bishop: Move the bishop as far as possible diagonally in a direction following the priority order shown.
Action (): Move the appropriate Messenger 2 spaces. Invite the topmost card of the highest tier in Dinah's acquired card deck. (This does not count as an Invite reward, meaning that Dinah will not acquire a bronze card if she has no cards to Invite.) Give Dinah the reward from the landing space. If there are no cards in the acquired card deck, she advances her Messenger 3 spaces, takes the leftmost card of the tier indicated, and takes the reward from the landing space. When she reaches a fork, Dinah chooses left or right as indicated by the arrow at the bottom of the card.



Knight: Move the knight forward if possible. Otherwise, move sideways in a direction following the priority order shown.
Action (): Dinah advances the appropriate Twin, following the arrow of the colour specified on the card when multiple paths are available. Dinah acquires books as usual. Whenever she has 2 books of any kind, she exchanges them for a bookmark, ignoring the costs and following priorities shown on the card. Dinah prioritizes completing sets consisting of 1 instant, 1 per-turn, and 1 final scoring bookmark of cost 2, then another set of cost 3. When taking instant bookmarks, she prioritizes those granting paw-prints and takes the one granting the most paw-prints, selecting Red or White randomly if both are available. For all other bookmarks, she chooses randomly. Resolve instant bookmarks immediately. Ignore effects of per-turn and final scoring bookmarks, which will instead be counted towards Dinah's final score.



Rook: Move the Rook as far as possible in a direction following the priority order shown.
Action (): Take the lowest Diamond token of the active colour from Dinah's board and place it in the lowest valid space matching the priority order shown on the card. Dinah gains rewards from her board and the Wall, as well as IP from Humpty Dumpty, as normal.



Queen: Move the Queen as far as possible in a direction following the priority order shown.
Action: Invite the 2 topmost cards of the highest tier Dinah's acquired card deck. Draw a new card and perform the action shown on that card. Do not move that chess piece.



King: Move one space in a direction following the priority order shown.
Action: Dinah gains 2 paw-prints of the active colour. Draw a new card and perform the action shown on that card. Do not move that chess piece.

General note: all chess pieces except Pawns may move backwards only if they cannot move in another direction. If the played piece is blocked, perform the action at its current location as usual.

Exhaustion

If an action is fully completed or unavailable, draw a new card and perform the action shown on that card. As with the King and Queen, just perform the action and do not move the chess piece shown on that card.



Dinah's Final Scoring

At the end of the game, **Dinah scores just like a human player**, except for bookmarks and some additions. When choosing a Wish to score, she selects the one that gives her the most IP. In addition, after scoring **Invited cards**, she scores additional IP for: (1) **per-turn** and **final scoring bookmarks**, (2) **flowers**, and (3) **acquired cards that were not Invited**. The amount of IP scored for these categories is depicted on the upper-right corner of Dinah's board and varies by difficulty level.



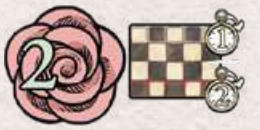
ANNEX 1

Flowers (Permanent Benefits)

On the Hearts board, players can acquire flowers, which grant permanent benefits. Benefits increase for having two flowers of the same type; having more than two flowers of the same type is allowed but provides no additional advantage.



Use the **wild action** column on the chessboard **for free.**



If the played chess piece ends its movement on one of the **four central rows, gain the amount of Time indicated** in addition to the resource.



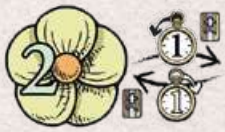
The cost to **repeat** an action is reduced from 6 to **5 Time**.



The cost of performing a **repeat action** is **discounted by 1 resource** of any kind.



Your **hand size is permanently increased to 5 cards.**



Access any tier of the card market for an additional cost or bonus when acquiring cards. You may choose to **pay 1 Time per tier increase or receive 1 Time per tier decrease.** *(E.g., spend 2 Time to upgrade a bronze card to gold, or gain 2 Time to downgrade a gold card to bronze.)* First, select the tier and pay or receive the Time. Then acquire the card, paying its cost if any.



The cost to **purchase a resource** is reduced from 3 to **2 Time**.



Gain the ability to **exchange 1 Tea for 2 Time**. You can make this exchange any number of times.



ANNEX 2

Cards

Invitation Bonuses:



If this card is Invited, receive the IP indicated.



If this card is Invited, receive 2 IP for every Invited card of this same type and colour, including this one.



If this card is Invited, receive 2 IP for every Invited card of this same type of any colour, including this one.



If this card is Invited, receive 1 IP for every card acquired. This includes all bronze, silver, and gold cards, whether Invited or in your deck, hand, or discard pile.



If this card is Invited, receive 1 IP for every card Invited.

PAWNS



Invite 1 card.

1 Resource.



1 Resource + Invite 1 card.

1 Paw-print.



1 Resource of your choice + Invite 1 card.

2 Paw-prints.

KNIGHTS



1 Time.

1 Resource.



2 Time.

3 Time.



3 Time.

4 Time.

BISHOPS



2 IP.

1 Resource.



4 IP.

1 Resource + 2 IP.



6 IP.

1 Resource + 4 IP.

ROOKS



Discount 1 resource.

1 Resource.



Discount 1 resource of your choice.

1 Resource of your choice.



Discount 2 resource of your choice.

Unlock and assign 1 black cube to indicated resource.

KINGS



Discard a basic or bronze card and receive its discard reward.

Acquire 1 bronze card.



Discard a basic, bronze, or silver card and receive its discard reward.

Acquire 1 bronze card + 1 Time.



Discard a card of any tier and receive its discard reward.

Acquire 1 silver card + 1 Time.

ALL: You can perform whatever action you wish no matter where King's piece ends its movement.

QUEENS



Capture 1 Pawn of the opposing colour.

Invite 1 card.



Capture any piece of the opposing colour that is not a King or Queen.

Invite 1 card + 1 Time.



Capture any piece of the opposing colour that is not a King or Queen and gain 2 paw-prints of the opposing colour.

Invite 2 cards.

ANNEX 3

Bookmarks

INSTANT



COST
Any 2 books
INSTANT
Gain 2 time



COST
2 white books
INSTANT
Gain the indicated number of pawprints in the indicated colour



Only for 3-4 players



COST
2 white books + 1 green book
INSTANT
Gain the mini-action indicated (Hearts or Diamonds)

PER-TURN

Flip the tile when you use it and reactivate it when you Rest.



COST
1 white book + 1 green book
ONCE PER TURN
Get 2 Time if you unlock any black cubes this turn.



COST
1 white book + 1 green book
ONCE PER TURN
Get 2 Time if you acquire any cards this turn.



COST
1 white book + 1 green book
ONCE PER TURN
Get 2 Time if you Invite any cards this turn.



COST
1 white book + 1 green book
ONCE PER TURN
Get 2 Time if you capture any pieces this turn.



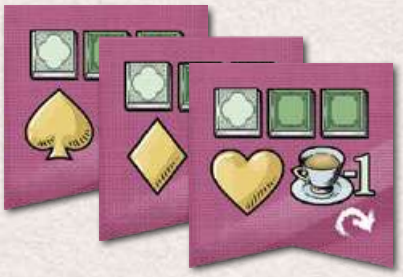
COST
1 white book + 1 green book
ONCE PER TURN
Get 2 Time if you rescue any pieces this turn.



COST
1 white book + 1 green book
ONCE PER TURN
Get 3 Time if you advance any Alice on her path.



COST
1 white book + 2 green books
ONCE PER TURN
Get a discount of 1 Cherry Cake or 1 Buttered Toast when performing a Spades/ Diamonds/Hearts action.



COST
1 white book + 2 green books
ONCE PER TURN
Get a discount of 1 Tea when performing a Spades/ Diamonds/Hearts action.

FINAL SCORING TILES



COST
1 white book + 1 blue book
FINAL SCORING
2 IP for every paw-print of the indicated colour. Maximum 10 steps.



COST
1 white book + 1 blue book
FINAL SCORING
2 IP for every Invited card of the indicated colour. Wild cards count as both colours. Maximum 10 cards.



COST
1 white book + 1 blue book
FINAL SCORING
2 IP for every bronze and silver card acquired. Maximum 10 cards.
4 IP for every gold card acquired. Maximum 5 cards.



COST
1 white book + 2 blue books
FINAL SCORING
6 IP for every black cube unlocked. Maximum 5 cubes.



COST
1 white book + 2 blue books
FINAL SCORING
3 IP per Time remaining on your clock. Maximum 10 Time.



COST
1 white book + 2 blue books
FINAL SCORING
8 IP for every space advanced by you along Red/White Alice's path. (Check progress in Hearts and Diamonds on your courtier board and Spades and Clubs on their action boards).

ANNEX 4

Alice's Wishes



Gain 2 IP (platinum: 4 IP) for each of your Hearts removed. Add up both Red and White Hearts.



Gain 5 IP (platinum: 9 IP) for each pair of your Red and White Hearts removed.



Gain 7 IP (platinum: 12 IP) for each pair of flowers of the same type.



Gain 11 IP (platinum: 16 IP) for every 3 flowers of different types.



Gain 1 IP (platinum: 2 IP) for each step taken by your Messengers. Add up the steps of Red and White Messengers.



Gain 2 IP (platinum: 4 IP) for the number of paired steps taken by both your Red and White Messengers.



Gain 2 IP (platinum: 3 IP) for each bronze and gold space reached. Add up steps of Red and White Messengers.



Gain 5 IP (platinum: 8 IP) for each seal passed.



Gain 3 IP (platinum: 6 IP) for each step taken by your Twins. Add up the steps of Red and White Twins.

3 *See the number on the bottom of the space where each Twin is.*



Gain 7 IP (platinum: 12 IP) for the number of paired steps taken by both your Red and White Twins.

3 *See the number on the bottom of the space where each Twin is.*



Gain 1 IP (platinum: 2 IP) for each book acquired. Add up any remaining unspent books and the books shown on bookmark tiles you own, up to a maximum of 20 books (20 IP/40 IP).



Gain 3 IP (platinum: 5 IP) for each instant or per-turn bookmark you own.



Gain 2 IP (platinum: 4 IP) for each of your Diamonds removed. Add up both Red and White Diamonds.



Gain 5 IP (platinum: 9 IP) for each pair of your Red and White Diamonds removed.



Gain 3 IP (platinum: 5 IP) for each of your Diamonds placed at or below the level of Humpty Dumpty's piece. Add up both Red and White Diamonds.



Gain 3 IP (platinum: 5 IP) for each column of the Wall containing one of your Diamonds. Add up both Red and White Diamonds.

ANNEX 5

Train Cards



3 Time
1 Cherry Cake/Buttered Toast
1 pink flower

ACTION
Place your lowest Red/White Heart in the space depicted. Do not collect rewards for removing or placing the Heart.



3 Time
1 Cherry Cake/Buttered Toast
1 blue flower

ACTION
Place your lowest Red/White Heart in the space depicted. Do not collect rewards for removing or placing the Heart.



3 Time
1 Cherry Cake/Buttered Toast
1 orange flower

ACTION
Place your lowest Red/White Heart in the space depicted. Do not collect rewards for removing or placing the Heart.



3 Time
1 Cherry Cake/Buttered Toast
1 yellow flower

ACTION
Place your lowest Red/White Heart in the space depicted. Do not collect rewards for removing or placing the Heart.



3 Time
1 Cherry Cake/Buttered Toast
1 per-turn bookmark as shown

ACTION
Place your Red/White Twin in the bottom space of the Tree (marked with 1). Do not collect any books.



3 Time
1 Cherry Cake/Buttered Toast
1 per-turn bookmark as shown

ACTION
Place your Red/White Twin in the bottom space of the Tree (marked with 1). Do not collect any books.



3 Time
1 Cherry Cake/Buttered Toast
1 per-turn bookmark as shown

ACTION
Place your Red/White Twin in the bottom space of the Tree (marked with 1). Do not collect any books.



3 Time
1 Cherry Cake/Buttered Toast
1 per-turn bookmark as shown

ACTION
Place your Red/White Twin in the bottom space of the Tree (marked with 1). Do not collect any books.



3 Time
1 Cherry Cake/Buttered Toast
1 black cube as the resource depicted.

ACTION
Place the Red/White Diamond worth 1 black cube in the second row of the Wall in the fourth column (counting from Humpty Dumpty). Do not collect rewards for removing or placing the Diamond.



6 Time
1 Cherry Cake/Buttered Toast

ACTION
Place the Red/White Diamond worth 2 Time in the bottom row of the Wall in the first column (counting from Humpty Dumpty). Do not collect rewards for removing or placing the Diamond.



5 Time
1 Cherry Cake/Buttered Toast
1 paw-print (do not collect any Time for this)

ACTION
Place the Red/White Diamond worth 1 paw-print in the bottom row of the Wall in the third column (counting from Humpty Dumpty). Do not collect rewards for removing or placing the Diamond.



4 Time
1 Cherry Cake/Buttered Toast
1 bronze card (from the central bronze space in the card market)

ACTION
Place the Red/White Diamond worth 1 bronze card in the second row of the Wall in the secondcolumn (counting from Humpty Dumpty). Do not collect rewards for removing or placing the Diamond.



4 Time
1 Cherry Cake/Buttered Toast
1 bronze card (from the left bronze space in the card market)

ACTION
Advance your Red/White Messenger 2 steps. Do not collect rewards for moving the Messenger.



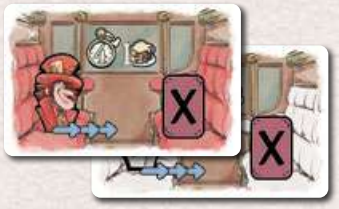
2 Time
1 Cherry Cake/Buttered Toast
1 silver card (from the left silver space in the card market)

ACTION
Advance your Red/White Messenger 2 steps. Do not collect rewards for moving the Messenger.



1 Cherry Cake/Buttered Toast
1 gold card (from the left gold space in the card market)

ACTION
Advance your Red/White Messenger 1 step. Do not collect rewards for moving the Messenger.



4 Time
1 Cherry Cake/Buttered Toast
Invite 1 card

ACTION
Advance your Red/White Messenger 3 steps. Do not collect rewards for moving the Messenger.

ANNEX 6


Influence Points (IP)


Any chess piece


Capture any chess piece


Discard reward/ **discard** a card


Main action bonus


Replenish your hand up to your hand limit


Gain Time


Pay Time


Wild action: Perform any of the 4 actions


Mini-actions: Perform the mini-action *(see each Action section)*


Advance **Red Alice** along her path


Advance **White Alice** along her path


Advance the **active-colour Alice** along her path


Place a **crown** in on the path of the **active colour**


Place a **Red crown**


Place a **White crown**


Discard a crown from the display


Cherry Cake


Buttered Toast


Tea



Receive a discount of the resource shown



Gain any resource



Gain the resource shown



Pay the resource shown, or the resource of your choice if all shown



Pay indicated number of the **resource of the active colour**


Advance along the **Red Cat track**


Advance along the **White Cat track**


Advance along **either Cat track**



Advance the indicated number of steps along the **Cat track of the active colour**


Alice's Wish (starting side)


Alice's Wish (platinum side)



Final scoring: Score one Wish of your choice on this colour path



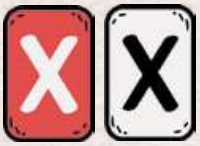
Final scoring: Score both Wishes on this colour path


Bronze card **Silver card** **Gold card**


Acquire a bronze/ silver/gold card


Acquire a bronze/silver/ gold card or **Invite** any card from your discard pile or from your hand


Invite any card from your discard pile or from your hand. **When scoring:** Invited cards


Invite a Red/ White card **When scoring:** Invited cards of the corresponding colour


Unlock a **black cube** and assign it to the resource shown


Remove a **black cube** from your resource area and return it to the locked storage

Take a **book** of the colour shown

Take a **book** of any of the colours shown

Any **flower**

Take the **flower** shown

SOLO MODE

Dinah draws a new card

Dinah draws a new card and performs the card's action without moving the piece

Dinah repeats the action just performed

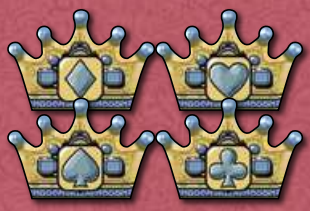
Dinah receives a generic black cube bonus

Variants



Hidden objectives: Deal 1 hidden objective card to each player. Include the two cards marked with ⁘ only for a four-player game; otherwise, set them aside before dealing. These cards grant 2 crowns of the colour shown, which are counted during final scoring as usual.

Use the card marked with ⁂ only for a three-player game. This card grants 16 IP if the Red and White Alice pieces are **one space apart** (not counting any spaces that are covered by a crown), and 24 IP in total **if they are tied**.



Alternative crown rewards: Shuffle the mini-action crowns. Place an **x2 crown** in the first empty slot of the crown display on the left, followed by a **mini-action crown**, and continue alternating in this way until the display is full. When removing crowns, always do so from left to right. **When obtained, each mini-action crown awards the points for the space it covers and the indicated mini-action bonus.** Optionally, when placing a mini-action crown, you may choose to receive double points instead of the mini-action bonus, as if it were an x2 crown.

Enhanced starting cards: Asymmetrical enhanced cards replace basic cards in the starting deck as follows. Each player draws 2 enhanced cards, looks at both and chooses one to keep, and gives the other to the player on their left. Then, each player removes the two basic cards of the colour and type matching the enhanced cards from their starting deck and shuffles in the two enhanceds (e.g., replacing a basic White Pawn with a enhanced White Pawn). For Solo mode, simply draw 2 enhanced cards and swap out the matching cards from your basic deck. You can now start the game as usual.



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I'm grateful to have my daughter **Camila**, who brightens up my day with her smile; to **Keyla**, who has given me a beautiful little girl and is proving to be the best mum in the world; to **Héctor**, for putting up with me and wanting to design the game of the year with me; and last but last but not least, to the whole **Combo** team for having blind faith in us, not telling us to get lost (at least not too often) throughout the development process, and for publishing the most beautiful game in the world.

David Heras

I'd like to thank my family for always encouraging me to do what I love, my partner **Cris** for putting up with me and helping me day in, day out so that I can fulfil my dream of creating board games, **David** for giving me the chance to make this game with him and learn from him, to **Combo** for believing that we would be able to turn the idea we presented to them into something decent, and to all those people in the board game community who have helped make the game what it is, with your advice and words of support.

Héctor Carrión

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