



WONDERLAND'S WAR



WONDERLAND HAS LOST ALL FIDELITY AND MADNESS...

Where once there was joking and wildness, now there is just anger. The tea party is entirely sane, the Red Queen speaks in whispers, the Jabberwock has escaped the poem, and Alice returns to find Wonderland a pale shadow of its former self. Each leader takes up arms to restore the Wonderland they loved. Some fight for eternal Tea Parties, some for the sake of fighting, others wish to remove all the heads, and one wishes for nothing more than a return to the perfectly illogical wonderland that was.

COMPONENTS

- ⦿ **Rulebook (This one)**
- ⦿ **Main Board**
- ⦿ **4 Faction Boards**
- ⦿ **16 Minatures**
 - ⦿ 4 Faction Leader Minatures
 - ⦿ 12 Wonderlandian Miniatures
- ⦿ **16 Miniature Bases (4 per Faction)**
- ⦿ **20 Castle Tokens (5 Per Faction)**
- ⦿ **64 Supporter Pieces (16 per Faction)**
- ⦿ **16 Tracking Tokens (4 per Faction)**
- ⦿ **8 Region VP Tokens**
- ⦿ **1 Shard Die**
- ⦿ **18 '1' Fragment Tokens**
- ⦿ **8 '5' Fragment Tokens**
- ⦿ **72 Draft Cards (24 Each of 3 Ages)**
- ⦿ **17 Tarot Cards**
 - ⦿ 12 Wonderlandian Cards
 - ⦿ 5 Chip Power Cards
- ⦿ **25 Quest Cards**
- ⦿ **211 Chips**
 - ⦿ 20 Basic Faction Chips (5 per Faction)
 - ⦿ 24 Special Faction Chips (6 per Faction)
 - ⦿ 20 Forge Chips
 - ⦿ 18 Card Soldier Chips
 - ⦿ 18 Red Rook Chips
 - ⦿ 18 Flamingo Chips
 - ⦿ 18 Roses Chips
 - ⦿ 18 Creature Chips
 - ⦿ 8 Tools of the Wonderlandian Chips (2 each of 4 types)
 - ⦿ 32 Broken Shard Chips

SET UP

1. Place the game board in the center of the play area.
2. Randomize the Region Scoring Tiles and place one onto each Region.
3. Place the 6 Ally Chip cards next to the game board.
4. Place the Ally Chips next to their respective cards. Place the Madness chips next to them.
5. Shuffle the Wonderlandian cards and deal 3 face-up next to the game board.
6. Place the matching Wonderlandian standee or Chips next to the face-up cards. Place the remaining Wonderlandian standee's and Chips to the side of the play area.
7. Place the Shard tokens and Shard die in the center of the Tea Party.
8. Separate the Tea Party cards into piles based on their round number (I, II, III). Shuffle each pile. From the round 1 deck deal cards face-up to all of the Tea Party spaces (based on player count, 10 in 3 player game, 12 in 4 Player game). Place the round 2 and round 3 decks to the side.
9. Shuffle the Quest cards. Reveal the topmost Quest card and place the "Starting Battle" marker into the Region of that Quest. Shuffle the Quest back into the Quest deck.
10. Each player chooses a Faction and receives:
 - ⦿ 1 Faction Board
 - ⦿ 14 Supporters (mini meeples)
 - ⦿ 5 Castles tokens
 - ⦿ 1 Faction Leader figure
 - ⦿ 5 Faction Starting Chips (1,1,1,2,3)
 - ⦿ 5 Faction Artifact Chips (3)
 - ⦿ 1 Faction Bag
 - ⦿ 1 Starting Madness Chip (Blue with 2 broken meeples)
 - ⦿ 2 Madness Chips (Purple with 1 broken meeple)
 - ⦿ 1 Forge Chip
 - ⦿ 5 Faction Discs
 - ⦿ 2 Faction cylinders
 - ⦿ 1 Shield token

PLAYER SET-UP:

1. Place your Supporters, Castles, and Ability discs next to your Faction board.
2. Place 4 of your Supporters onto the 3rd Forge track on your Faction board.
3. Place Faction Artifact chips onto matching symbol on Faction board.
4. Place your 5 Faction starting Chips, 1 Faction Artifact chip, 1 Forge chip, 1 starting Madness chip and 2 regular Madness chips into your bag.
5. Place 1 Faction disc at the start of the Score Track.
6. Place 1 Faction cylinder at the start of the Battle Track as your Strength Tracker, and 1 at the start of your Leader Strength track (Sword and Shield icon).
7. Draw 2 Quest cards, keep 1 and shuffle the others back into the Quest deck.
8. Randomly determine the start player. That player takes 3 Shard tokens, the 2nd player takes 2 Shard tokens and the 3rd player takes 1 Shard token.



GAMEPLAY OVERVIEW

In Wonderland's War each player takes on the roll of a famous Wonderlandian leading a faction to War to right the wrongs that have befallen Wonderland. The game is played over three rounds. During each round there is a Tea Party phase and a War phase.

During the Tea Party phase the characters rush around the Tea Party making preparations for battle. You will place Supporters into the Regions of Wonderland to gain a foothold, gather the support of other Wonderlandians, recruit Ally chips to your cause, and find magical Forges which you can use to unlock your faction's inherent powers.

In the War Phase the characters go to battle wherever they have placed their Supporters and use the allies they have gathered during the Tea Party. To battle you will draw Ally chips from your Battle bag adding their Strength to the fight. The player with the highest Strength will win the fight, earning Victory awards and building a Castle in that Region. But beware, the Madness of the broken Looking Glass is spread throughout the land and the more you give into the frenzy of War the more Supporters you will lose.

WINNING THE GAME:

Players earn the support of Wonderland by building Castles, completing Quests and amassing Victory points. At the end of the 3rd round the player with the most points (Castles, Quests and VP) is named the new ruler of Wonderland and restores the world to what they think it should be.

MINI BATTLE EXAMPLE

Before we review the Tea Party in detail it will be helpful to play a practice battle. Have each player put all their starting chips into their bag. Have each player place three Supporters into The Red Keep.

1. Each player simultaneously reaches into their bag and draws one chip.
2. If it is a Madness chip they lose Supporters equal to the number on the chip, and place it into the Madness track (at the bottom of their player board). If a player loses all of their Supporters in the Red Keep, they have **busted**. They remove their cylinder from the Battle Track, and cease battling.
3. If the chip is an Ally, Faction or Wonderlandian chip (not a Madness chip), they place it onto the Active chip track at the top of their Faction Board, and advance their Strength Tracker (cylinder) on the battle track equal to the number (Strength) on that chip.
4. After the first draw, players may choose to stop by not pulling out a chip from their bag, instead revealing an empty hand. They lay their cylinder on its side to show that they have ceased battling, and cannot draw more chips this battle.
5. Players continue to draw chips simultaneously until they stop, bust, or they are the only player left in the battle and have the highest Strength.

At the end of the battle, if this was a real game, the two players with the highest Strength who did not bust score points from the region. The player who has the highest Strength also places a castle in the region.

Players who stopped on a Forge space on the Battle track or have a Forge chip in their Active chip area get to Forge a chip. Then, all players move their Active chips to their Exhausted area and remove their cylinders from the Battle Track. Madness chips remain on the Madness track until it is full.

TEA PARTY

The Mad Hatter's tea table is a frantic place, filled with Allies and exciting possibilities. On your turn you may move clockwise around the table to any plate and gain the resources of the card in that space. But be careful: the farther you move, the more often you will pass through the remnants of the broken Looking Glass and gather potentially dangerous Shard tokens.

TEA PARTY OBJECTIVES

In the Tea Party you have two main objectives, place Supporters into the Regions where you would like to battle, and gather Ally chips and Wonderlandians to help you in your cause.

SETTING THE TABLE

There is a different Tea Party deck for each Round. Follow these steps to set up the Tea Party for a new round:

1. Discard any Tea Party cards on the board from the previous round.
2. Shuffle the deck for the current round and deal one card face up to each empty card space on the Tea Party board. Some spaces have a player count number on them--only deal to these spaces in games with players equal to or higher than that number.
3. Each player places their Leader figure at the head of the Tea Table on the "Shard die" icon.

In the second and third rounds, the player with the lowest point total goes first. If two players are tied, the player with the least total Units in all Regions goes first.

Players take turns in clockwise order.

(Players keep the Tea Party cards they drafted in front of them throughout the game to help remember what chips they have in their bag, and to count for Quest scoring at the end of the game.)

TEA PARTY TURN

On your turn, if you have less than 4 cards, move your character clockwise to any unoccupied plate with a card, take the card at the space, and take its rewards, as long as you do NOT pass the Looking Glass. You may not end your move on the same space you started from.

If you reach the Looking Glass (Shard die icon), you must stop temporarily, roll the Shard die, and refill all the Tea Party cards on unoccupied spaces (with no card or Leader). You then continue your turn by moving to any open plate. You cannot pass the Looking Glass more than once per turn.

If you have 4 cards at the start of turn, place your Leader into a Region of your choice. When the last Leader is placed, the Tea Party ends.

LEADER EFFECTS

Each Leader has a unique Tea Party power:

JABBERWOCK

Other players may not take the card in front of the Jabberwock (including the Hatter's special ability).

MAD HATTER

Once per Tea Party, the Mad Hatter may take any Draft Card without moving (except for the one in front of the Jabberwock).

RED QUEEN

The Red Queen may place Supporters from a single card into multiple regions.

ALICE

Alice always moves counterclockwise around the table instead of clockwise.

END OF TEA PARTY

The Tea Party ends once all players have taken four draft cards and placed their leader into a region. All players gain one Madness Chip from the Supply. Each player with the most Shards gains one additional Madness chip, and discards half of their Shards.

TEA PARTY CARD EFFECTS

Each Tea Party card has various benefits (and sometimes penalties) as shown on the card. You gain all of the benefits, in any order you choose.



Gain a Card Soldier Token with the corresponding power into your bag.



Gain a Red Chess Piece Token with the corresponding power into your bag.



Gain a Creature Token with the corresponding power into your bag.



Gain a Flamingo Token with the corresponding power into your bag.



Gain a Roses Token with the corresponding power into your bag.



Gain an ally chip with the corresponding power into your bag.



You may take the Forge action with one of your active chips.



Gain a quest card.



Remove a madness shard from your faction board.



Increase your leader strength by 1 point.



Recruit a Wonderlandian. Select one of the available Wonderlandians and place their card and accessories beside your faction board.



Upgrade your leader. Unlock one of your faction upgrades by removing the corresponding faction disc.



Place one of your castles in a region where you do not currently have one.

WAR PHASE

In the War phase you will compete in each Region where you have units (Supporters, Wonderlandians, or your Leader) by drawing chips from your Battle bag. To win a battle and build a

castle, you must have the highest Strength, but you may wish to stop earlier to complete a Quest or work towards Forging your Faction.

The differing objectives in War require you to carefully analyze your opponent's position and balance your desires for control with the potential for destruction at the hands of the Madness.

BATTLES

Starting in the Region with the "Starting Battle" token and proceeding clockwise, resolve battle in each Region.

In the battle, you'll draw chips to advance your Strength Tracker (cylinder) on the Battle Track.

All players with at least one Unit (Supporters, Wonderlandians, and Leaders) in the Region participate in the battle.

1 DETERMINE PLAYERS' STARTING STRENGTH

Add the Strength of any Leaders and Wonderlandians present in the Region for each player. (Leaders start with 1 Strength, but may gain additional Strength by Forging and Tea Party cards).

2 SIMULTANEOUS DRAW

Players simultaneously draw and reveal a chip from their bag, however, if any player chooses to stop battling, they will continue the action but draw no chips from their bag.

3 GO MAD, LOSE SUPPORTERS!

Place any Madness chips drawn onto the leftmost open space on the Madness track, and lose the number of Supporters as indicated on the chip. Proceed to STEP 7.



4 RESOLVE CHIP EFFECTS

Resolve the effects of any drawn Ally, Faction, and Wonderlandian chips.

7 REGROUP

Repeat steps 2-7 until all players bust or stop.

6 ADVANCE IN STRENGTH

Advance each player's Strength Tracker by the drawn chip's Strength on the Battle Track.



5 CLEAN UP

Place the drawn chip onto the leftmost open space in the Active Chip track.

STOPPING

After the first draw you may stop by not drawing a Chip from your bag. Once you stop you may not draw again.

When all but one player has stopped or busted, if the remaining player is the highest on the Battle Track, they must stop.

MADNESS CHIPS AND BUSTING

When you draw a Madness chip, you do not advance on the Battle Track. Instead, you lose Units (Supporters, Leaders, Wonderlanders) from the Region equal to the number on the chip. Return the lost Units to your reserve, and place the Madness chip onto the leftmost empty space of the Madness track (at the bottom of your player board.)

You may not remove your Leader until all other Units have been removed.

Wonderlanders that are lost are returned to your reserve. They can be placed again during a Tea Party as one of your Unit placements. You do not lose Strength from Wonderlanders that are lost.

BLOCKING MADNESS

When you draw a Madness chip you may Block its effect by using an active (face-up) Shield token. If a Madness chip is blocked by a Shield return it to the bag and immediately redraw.

BUSTING

If you have no Units left, you bust, and are out of the battle. Your Strength is reduced to 0, all of your Active chips immediately become exhausted, and you may not draw again. When you bust, all special abilities of your Active Chips are lost, such as Creatures and Forge chips. Finally, flip your Shield token to Active if it is not already.

REFRESHING YOUR BAG

When you place a Madness Chip in the last space on your Madness Track, return all Madness and Exhausted chips to your bag before drawing again. If you bust and that chip fills your Madness Chip area, first move all Active chips to your Exhausted Area, then refresh all exhausted chips.



CHIP EFFECTS

Each chip that is not a Madness chip adds to your Battle Strength. Some chips (Allies, Wonderlanders, and Artifacts) have a power that can affect the battle, or will take place when the battle ends. Effects are detailed on the chip's cards or Faction boards, but clarifications can be found below.

FACTION AND WONDERLANDIAN CHIPS

Chips which refer to opponents only affect the players who have Supporters in the current battle Region. This includes players who have stopped, but not players who have busted.

RED CHESS PIECE

Cannot be affected by abilities of your other Chips. This includes Card Soldiers, Flamingos, Forges, and Wonderlander chips.



FLAMINGOES

Flamingo chips will always double the next chip on the Active Chip track. If something replaces or affects that chip, the Flamingo will double the resulting strength. For instance, If the chip's strength is cancelled by the Knave of Heart's chip, then the result will be 0 Strength. Since Madness chips are not placed on the Active Chip track, they do not get doubled.



CARD SOLDIERS

When you choose to add +1 Strength, this happens before other effects like the Flamingo or Knave of Hearts.



ROSES

Each Rose chip has this ability "After battle if you did not Bust gain 1 VP." In addition if you Forge a Rose chip you immediately gain 2 VP.



BATTLE OUTCOME

As long as you did not bust, you may gain various rewards from the battle. You gain all of the rewards that you qualify for.

STEPS OF BATTLE OUTCOME

- ① Region Victory Awards and Castle
- ② Complete Quests (one per player per battle)
- ③ Forge
- ④ Cleanup

REGION VICTORY AWARDS



The player with the highest Strength gains the current round's Victory award for the region, as shown on the scoring tile. Each scoring tile has three scores shown on it. The leftmost score is the awarded for the first round, the middle for the second, and the rightmost for the third. The player with the highest score places a Castle in the region if they do not already have one.

The player with the second highest score gains half the Victory award from the scoring tile for that Round.

TIES AND UNCONTESTED REGIONS

If two or more players are tied for 1st place, they each choose to gain the Victory award for that round, or place a Castle into that Region. There is no 2nd place award.

If two or more players are tied for 2nd place, they each gain half of the Victory award for that round.

If a player is uncontested in a Region, they win automatically without a battle and may choose to gain the Victory award or place a Castle into that Region.

QUESTS

Each quest grants Victory Points at the end of the game for a specific achievement. For instance, a Quest might reward you for the number of Creature chips you have acquired during the game. There are two levels of reward--one if the quest is incomplete (in your hand), and one if it is complete (in your play area).

To complete a quest, you must fulfill the condition on the Quest during a battle in the Quest's Region. After the battle, announce that you have completed the Quest, and place it into your play area face up.



FORGING

You can Forge your chips into powerful Artifacts. You may Forge one time if there is a Forge icon on your current space on the Battle Track. You may also Forge once for each Forge chip in your Active Chip area.



To Forge, choose any one Active Chip (including a Forge chip) and place it onto the leftmost empty space on any of the Forge tracks on your player board. You must have an available Active Chip to Forge.

You immediately gain the reward from that space. If you completed a track, you have Forged that Artifact and immediately gain one of your Faction Artifact chips. Forging is optional--you may choose not to use a Forge icon.

FORGE REWARDS

Most of the rewards on the Forge tracks are the same as the icons on the draft cards. However, a few have special meaning:



Gain the indicated amount of supporters into your supply.



Increase your score on the outer victory track by the indicated value.



Increase your leader strength by 1 point.



Gain a quest card.



Upgrade your leader. Unlock one of your faction upgrades by removing the corresponding faction disc.

Some rewards are between two Forge tracks. You must fill the spaces on both sides of those rewards to unlock them.

OTHER REWARDS

Some Wonderlandians and some Chips will grant you rewards at the end of the Battle. Take those after you have gained your other rewards if you have not busted.

BATTLE CLEANUP

After claiming rewards, move all of your chips from your Active Chip area to your Exhausted Chip area. Return your Strength tracker to the beginning of the Battle Track.

END OF THE WAR PHASE

The War Phase ends after a battle has been resolved in each Region. Return all chips from your Exhausted Chip area and your Madness Chip track to your bag. Place your Leader on the Looking Glass (Shard die) space on the Tea Party board. If it is the 3rd round go to final scoring. If not, reveal the topmost Quest card and move the "Starting Battle" token to that region. Then prepare the next Tea Party.

END OF GAME

The player with the highest total points is the winner and the new ruler of Wonderland. They get to describe in glorious detail how they will rebuild Wonderland in their vision.

FINAL SCORING

SHARD TOKENS

Lose 1VP for each Shard token you have.

CASTLES

Each Castle is worth a base value of 3VP. The VP reward for each Castle can be increased on your Forge track.

SCORE QUESTS

Quests in hand score shown value, Completed Quests score double value.

TERMINOLOGY GUIDE:

Opponent: Any player with Units (Supporters, Wonderlandians, Leader) in the Region during battle.

Unit: A Supporter, Wonderlandian, or Leader

Chip Types: The chip types are

- ⦿ Ally
- ⦿ Faction (Starting and Artifact chips)
- ⦿ Wonderlandian (each counts as its own type)

FAQ

Player Order: Chip and Wonderlandian effects are resolved in player order when needed, starting the first player in the last Tea Party.

Poison Chips: Poison chips are placed onto your Madness track. When you Refresh your chips they are discarded and returned to the supply.

Faction Abilities: Faction abilities unlocked through Forging do not grant their effect in that battle. (Alice's "Love of Learning" would not let her return two Ally chips from the same battle where she Forged to unlock that ability.)

Wonderlandian Figures: If a Wonderlandian is lost to a Madness chip you do not subtract their Strength. Wonderlandian's that are lost can be placed in the following Tea Party instead of placing "1" Supporter.

WONDERLAND'S WAR

