

不思議の国の 変なゴースト

The Curious Going-Out Cardgame in Wonderland

2-5 Players, 20 minutes (per one game round)
Ages 11+
(Including children aged 7 and up who are smarter than adults.
However, provide strong support for the children.)

Game Instructions rev. 2.01

Game Background

Seven-year-old Alice, lost in Wonderland, finds herself challenged to a croquet match by the Queen of Hearts.

The mallet Alice receives was actually a live flamingo! And the balls were live hedgehogs! They fidgeted restlessly, scurrying about and even trying to escape, leaving her to focus on the match not at all.

The other players are equally unpredictable and capricious, prompting the Queen of Hearts to storm about shouting, "Off with their heads!"

Clever girl Alice kept the Queen in good spirits and skillfully managed the game while everyone was distracted by the Cheshire Cat's head.

If you play elegantly and quickly going out (the player is to empty one's hand of all cards), you might even get a reward!



Preparation 01: Adjusting Card

Count When playing with 2-3 players, remove the following cards from the game and return them to the box. For 4 or more players, use all cards.

2 Players: Queen of Hearts, Cheshire Cat - 2 each

3 Players: Queen of Hearts, Cheshire Cat - 1 each

Preparation 02: Hand, Deck, Display, First Move

- Place all cards to be used face down in a single deck. Shuffle them thoroughly to ensure the order is random.
- Deal 7 cards face down to each player. Each player holds their dealt cards in their hand so the faces are hidden from other players. This is called the **hand**.
- Place the remaining cards face down within reach of all players. This is called the **deck**.

a. For the first game round

- Turn over the top 3 cards (2 cards for 2 to 3 players) from the **deck** face up and place them next to the **deck**. These are called the **display cards**.
- Determine the **first player** to start play. This role goes to one of the following: someone who recently read "Alice's Adventures in Wonderland" or "Through the Looking-Glass, and What Alice Found There" enjoyed related content, or won a rock-paper-scissors challenge.

b. Subsequent Game Rounds

- Add the top 3 cards from the **deck** (2 cards for 2-3 players) to the **hand** of the player with the lowest total score (if 2+ players, the one with the lowest previous round ranking). That player then selects 3 unwanted cards (2 cards for 2-3 players) from their **hand**, turns them face-up, and places them as **display cards** next to the **deck**.
- The player with the highest score (or, if multiple players, the one with the best previous record) goes first.



Game Overview and Objectives

- Select cards from your hand to form a **set stronger** than the previous player's and present it. These cards become your **scoring cards** later.
- Going out** of cards early offers opportunities for **bonus points**.
- Play several rounds of this game until one player reaches **37 points first**.

Player Action Summary

Perform the following steps **01-03** during your turn.

- 01. Play a card or declare pass**
- 02. Draw cards (optional)**
- 03. End turn processing**

When your turn ends and the **set card** you played is **no longer the latest card played**, place it in front of you as a **scored card**.

A Game Progression

Play proceeds clockwise from the starting player, passing the turn to the player on their left.

01. Play a card or declare pass

Card Play

The **first player** selects any ONE card from their hand, places it face-up on the table, and forms a "**set card**." This becomes the target for subsequent players when they play cards. **The first player cannot pass this step** (details below).

All **set cards** played by that player become their own **scored cards**. **Set cards** are placed near the center of the table, in front of each player.

Subsequent players may refer to the "**Set Strength Chart**" (on the back of this manual) to play any number of cards from their hand as a "**set card**" that forms a "**stronger set**" than the previous player's set. A **stronger set** is one with either a **higher numerical value** or **more cards** than the **set card** played by the previous player. If either the numerical value or the number of cards in the set card played by the previous player is exceeded, it can be placed on the field as a new **set card**.

Subsequent players similarly play "**stronger set**" as set cards against the previous player's played set cards. Repeat this procedure until the situation described later in "**C New First Move**" occurs.

Declaring a Pass

"**Pass**" refers to the option to proceed without playing a card during your turn. You regain the right to play a card from your hand on your next turn. The **first player** cannot choose to pass when playing the initial card.

If a player after the second player cannot make a "**stronger set**" than the previous player, or does not wish to play a card from their hand, they declare a pass and proceed to "**A-02-b After Pass Declaration**" without playing a card. **Continued on the back page 02. Drawing Cards (Optional)**



Set Contents

- Game Instructions 1 copy
- Cards (58×89 mm) 54 cards

Game Design: **Arty & Lapandra**

Artwork · DTP: **Konowe Kazamidori (Arty)**

Test Play · Collaboration: **Koge-koge Do Honpo, Tengan-an and others**

Printing: **Print Pack**

Processing: **Nakano Jitsugyo Co., Ltd.**

The Curious Going-Out Cardgame in Wonderland

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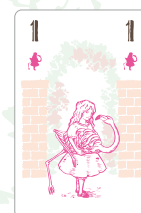
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For game inquiries, defective product exchanges, etc., contact:
<https://gamersfamily.jp/inquiry/>



Components

- Game instructions** (this booklet) 1 copy
- Cards** (58×89 mm) Total 54 cards



Flamingos and Alice

Total 22 cards

- 1:** 5 cards
- 2:** 4 cards **3:** 4 cards
- 4:** 3 cards **5:** 3 cards
- 6:** 2 cards **7:** 1 card



Hedgehogs

Total 22 cards

- 1:** 5 cards
- 2:** 4 cards **3:** 4 cards
- 4:** 3 cards **5:** 3 cards
- 6:** 2 cards **7:** 1 card

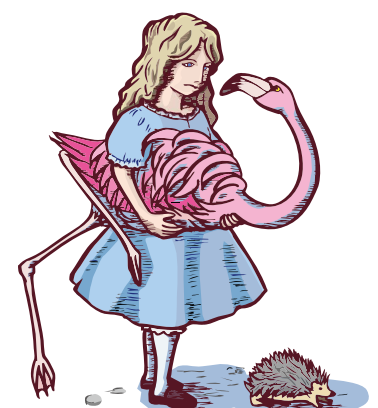
Jokers Total 10 cards

Queen of Hearts 5 cards

Cheshire Cat 5 cards



- Common to all cards
Back design



02. Drawing Cards (Optional)

There is no limit to the number of cards in your hand. You may choose not to draw.

a. After playing a card

You may draw **one card** from the **display** or **deck** to add to your hand (optional).

b. After declaring a pass

You may add **two cards** to your hand from either the **display** or the **deck** (optional). When drawing from the deck, you may choose to draw one card, check its face, and then draw a second card.

Afterward, select one card from your entire hand, reveal it, and place it on the display (the number of cards on the field may increase beyond the initial count).

The final number of cards added to your hand will be 0 to 1.

03. End of Turn Processing

If there are 2 cards on the field (1 card for 2-3 players), draw 1 card from the deck to replenish the field. Then pass your turn to the player on your left (clockwise).

As turns progresses, if your card set is no longer the latest **stronger set**, place those **set cards** face down in front of you as **scored cards**. Arrange the scoring cards so the number of cards in each suit is visible to all players as public information.

B Using Jokers

One “Queen of Hearts” card can be played as a substitute for any one card from ‘Flamingos and Alice’ (1-7).

One “Cheshire Cat” card can be played as a substitute for any one card from “Hedgehogs” (1-7). (These are called **Wild Cards**. See Figures: **Example ‘set cards’ Plays 02 and 03**). Multiple Jokers may be played simultaneously.

If these Jokers are used as “set card”, immediately move only the Jokers to the central **discard pile**.

Note: Jokers later become “**bonus points**” cards. Place them in the **discard pile** offset to indicate they have been used.

C New First Move

If all players after you pass, and you gain your turn with your own **set cards** still being the latest one played, or if you gain your turn with no **set cards** on the table at all, you become the “**First Player**” again. If you have a **set cards** on your field, treat it as a **scored card** and then return to “A-01 01. Play a card or declaring a pass” to proceed with your turn.

D Going Out: What happens when you use up your hand?

Once you've played all your cards (i.e., **going out**), record your turn order. This determines your priority for receiving “**bonus points**” distributed at the end of the game. You cannot participate in the game again until the current round ends. If you draw cards during this turn, you can continue playing, but you lose the priority you gained this turn.

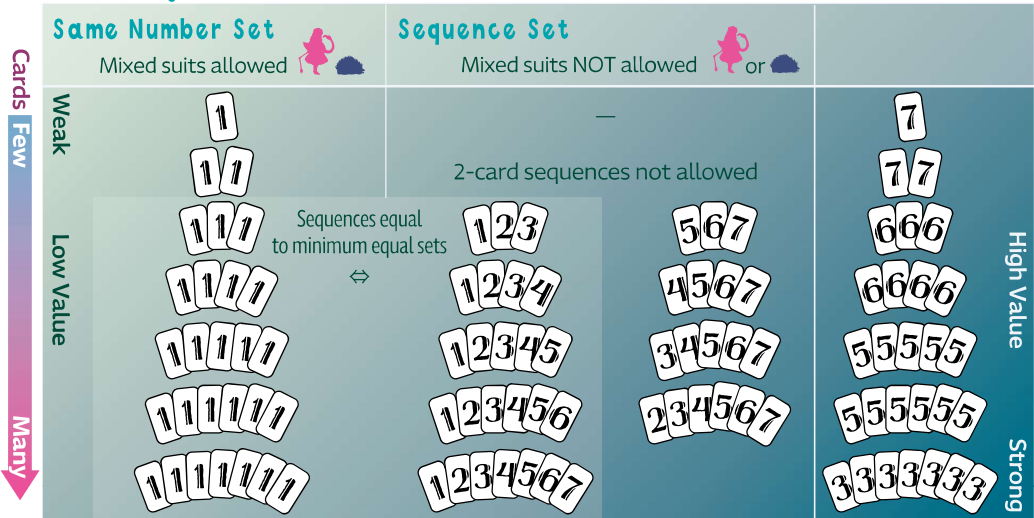
Ending Conditions for a Game Round

When only one player holds cards in their hand.
Once that player has completed all their turns, the game round ends.

Final Victory Conditions

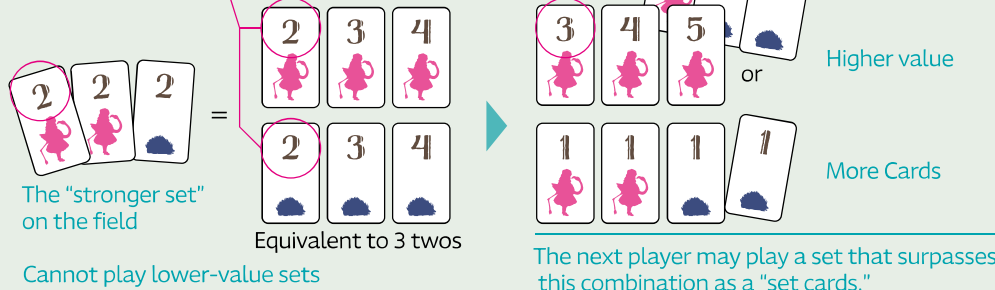
- A player's **total victory points exceed 37**. If multiple players exceed 37, the player with the **higher** total wins.
- If tied on the above, the player who formed **more pairs** during the final game round wins. If still tied, the player with the **higher total value** of their **scored cards** wins.

Set Strength Chart



Example 'set cards' Plays 01

The strength of a "Sequence set" is equivalent to that of a "same-number set" with the minimum value.



Example 'set cards' Plays 02: Using Jokers 1



E End of a Game Round

End the game round when the “End Conditions for a Game Round” are met. Execute “E Victory Point Calculation”.

E Victory Point Calculation

Record victory points using a smartphone, notepad, etc.

01 Base Victory Points

Each player combines their **scored cards** as follows:

- One pair each of ‘Flamingos and Alice’ and ‘Hedgehogs’ (any numbers) **3 points/pair**
- Unpaired ‘Flamingos and Alice’ or ‘Hedgehogs’ **1 point/card**

02 Bonus Victory Points

Players who **Going Out** may **randomly** acquire **Jokers** from the **discard pile** in the following order. Shuffle and distribute. Players who did not **Going Out** cannot receive any.

1st Place: Acquire half the number of **Jokers** in the **discard pile** (rounded up)

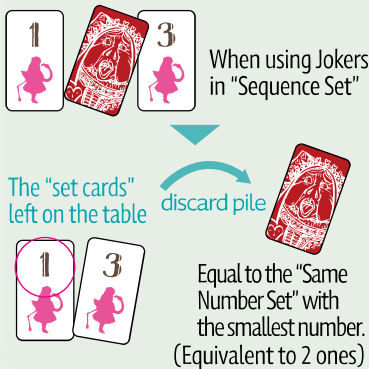
2nd place and below: Receive half of the remaining cards. Continue distributing half of the remaining cards to each player until none remain (e.g., in a 5-player game with 9 Jokers: 1st place gets 5 cards, 2nd place gets 2 cards, 3rd place gets 1 card, 4th place gets 1 card).

Jokers function as wild cards in victory point calculation. The **Queen of Hearts** and **Cheshire Cat** also grant 3 points if paired.

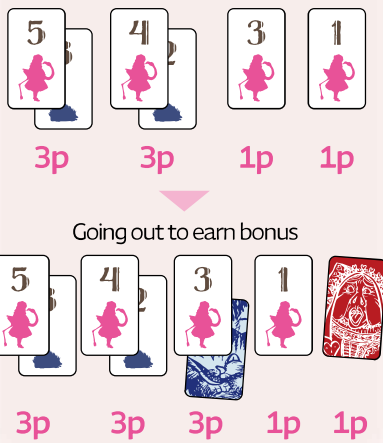
G Subsequent Game Rounds

If any player's total victory points are less than 37, return to **Preparation 02** and continue a new game round. End the game when the **Final Victory Condition** is met (typically resolved in about 3 rounds).

Example 'set cards' Plays 02: Using Jokers 2



Example of Victory Point Calculation



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