

WONDERLAND

A Game by Delphine et Pascal LOUVION



2 to 4 players



10 +



45 min



Players travel around Wonderland in order to find a way to keep Alice with them. Their goal is to win a maximum of points of Madness by meeting the iconic characters of this world and looking for more or less powerful artifacts.

At their turn, they will have to move on the Chessboard, to best use their action cards to improve their mode of travel or use tricks to their opponents and finally move Alice.

Each action should be carefully considered with the risk gathering points of Wake-up, which will be damaging in the end of the game. And be careful: being close to Alice means risking to wake her too!



Main Strengths :

- Heavy immersion in the Theme
- Different possible uses of the action card
- Different strategies which remain simple: accumulate objectives to validate, collect artifacts, manage its level of Wake-up points (brings a Malus in decreasing order in the end of the game)
- Significant interaction with powers of the action cards and Alice's movement

