



Aliceomatic

英傑伝

AlicematiC

英傑伝

Starting Guide

Starting from
scratch!



For 3 to 5
PLAYERS



60 min
PLAYING TIME



AGES
12&UP

THIS GAME IS... A SURPRISINGLY ALL-OUT
TACTICAL WAR GAME!
EACH TURN, THE PLAYERS FIRST EMPOWER
THEIR KINGDOM, THEN INVADE (ALMOST)
ANY TERRITORY ON THE BOARD. THIS IS
REPEATED 14 TIMES, THEN THE GAME ENDS.
AND THAT'S ALL! BASICALLY, IT'S A
FAST-PLAYING STRATEGIC WAR GAME.
AND THE SECRET TO THIS IS...
AN ENGINE-BUILDING MECHANISM! EACH
TIME YOU EMPOWER YOUR KINGDOM,
DEPENDING ON WHICH OF THE
FIVE COLOURS YOU CHOOSE,
YOUR ABILITIES CHANGE.



THE BASIC IDEA IS TO
CONTROL AS MANY MAP TILES
AS POSSIBLE!



WHEN THE GAME ENDS, YOU
GET POINTS FOR CONTROLLING THE
MOST TERRITORIES ON A TILE.

ALSO, IF YOU'VE SUMMONED
A LOT OF ALICES TO EMPOWER YOUR
KINGDOM, YOU GET MORE POINTS.

ON THE NEXT PAGE, WE'LL
EXPLAIN HOW TO PLAY!



STEP 1



or



ON YOUR TURN, FIRST PLAY A CARD TO EMPOWER YOUR KINGDOM! YOU CAN PLAY IT FACE DOWN, OR IF YOU HAVE ENOUGH DREAM POWER, YOU CAN PLAY IT FACE UP. EITHER CHOICE HAS ADVANTAGES.

STEP 2

BUT

IF IT'S TOO FAR AWAY OR TOO STRONG FOR YOU, YOU MUST WAIT...



THEN INVADE ANY TERRITORY YOU WANT! YOU CAN INVADE AN EMPTY TERRITORY, OR EVEN ONE YOUR OPPONENT CONTROLS!

IF YOU CAN CAPTURE IT, IT'S YOURS! MARK IT WITH YOUR MARKER! YOU HAVE A NEW TERRITORY!



AND YOU GET AN INVASION BONUS, BASED ON YOUR POWER IN THAT COLOUR!

BUT... IF YOU HAVEN'T EMPOWERED THAT COLOUR, YOU GET NO BONUS...



IN THE MIDDLE OF EACH MAP TILE, THERE'S A CITY.



CAPTURING A CITY WILL GAIN YOU POINTS AND TACTICAL ADVANTAGES.

TAKING CITIES IS A BIT HARD, BUT TOTALLY WORTH IT!



THE MAP IS RANDOMLY GENERATED, WHICH WHEN COMBINED WITH EACH ALICE'S STRANGE POWERS, GIVES YOU A HIGHLY-VARIABLE AND TACTICAL GAME WITH A LOT OF REPLAY POTENTIAL! COME ON! IT'S TIME TO UNITE WONDERLAND!



STORY



Everyone has a dream inside them, a dream of what they truly long for.

This is the land of those dreams... Wonderland!

But now Wonderland is in danger: The waves of modern life, changing violently and faster than people can handle, has given birth to Nothing, which devours the dreams in peoples' hearts. Nothing invaded Wonderland, and has gnawed holes in it, like Swiss cheese.

If this goes on, all dreams will be lost. So, the ruler of Wonderland, the Queen of Hearts, decided to summon the dreaming girl Alice from the real world to stand against Nothing. In Wonderland, Alice—the antisocial girl who daydreams more than is healthy—is the most powerful one of all.

Within minutes, Nothing was banished back into the Mystic Forests and the people began to rebuild the ravaged Wonderland. It was at this point that the Queen of Hearts realized her mistake. In her desperation to save Wonderland, she summoned way too many Alices!

No Alice showed any intention of going home after chasing away Nothing. Instead, they began quarreling about how to build their ideal Wonderland, and no one wanted to back down. The Queen of Hearts divided the Alices into teams, and let them each take over their own part, so Wonderland could be rebuilt.

And thus began the Alice Battle for the Conquest of Wonderland!

COMPONENTS

◆ 15 Map Tiles



○ Sweet Lands (Red Territories)
These lands are covered in sweets and lovely presents.



○ Star Gates (Blue Territories)
Space worlds shrouded in surprise and the unknown.



○ Nostalgic Operas (Yellow Territories)
Comforting places that remind everyone of home.



○ Mystic Forests (Black Territories)
Home to extremely dangerous beasts that the Alices failed to defeat in the previous war. These spaces cannot normally be invaded or even passed through.



○ Nature's Powers (Green Territories)
Futuristic lands where abandoned cities have been reclaimed by plants.



○ Calm Societies (White Territories)
Dystopian lands completely controlled by law and religion.



○ Cities of Illusion (Purple Territories)
Governing entities on man-made floating islands. According to old laws, invading Cities is subject to restrictions.

◆ 1 Start Player Marker



◆ 25 Kingdom Cards

5 sets of cards, each with five colours: Red, Blue, Yellow, Green, and White.



◆ 90 Alice Cards

The front of each card represents an Alice in one of the five colours (18 of each). The back of a card represents a regular inhabitant (or "Commoner") of Wonderland. The top left number (on the front) is the card's "Strength"—how much Dream Power is needed to summon this Alice—and the text is its "Megalomania"—that Alice's special power.



At the end of the game, gain 1 points if you have the most Alices. This effect stacks.

◆ 80 Territory Markers

1 set of 16 markers per Kingdom. The front means "captured" and the back represents "under attack".



◆ 60 Resource Tokens

20 each of three colours: Red, Yellow, and Green.



◆ 40 Point Tokens

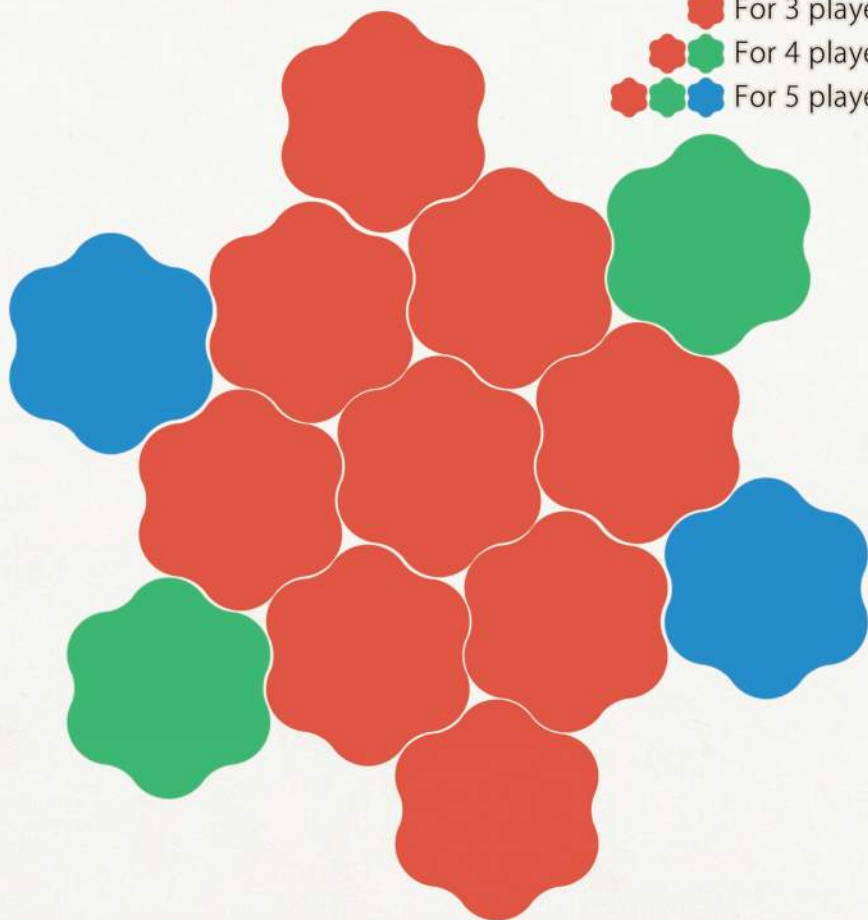
15 large (10 / 30 points) and 25 small (1 / 3 points)



SETUP

1. Shuffle the map tiles, and place them face down as the figure shows, depending on the number of players. Then, flip all of them face up. Please note that each tile can face in any direction: that's also supposed to be random.

 For 3 players
 For 4 players
 For 5 players



2. Each player chooses a Kingdom (Playing Card, Humpty Dumpty, Mad Hatter, Cheshire Cat, or March Hare) and takes the matching 5 kingdom cards and 16 territory markers. Each player places their kingdom cards as shown below:



Cards placed in each card slot represent Military Power (red), Population (blue), Dream Power (yellow), Food (green), or Order (white).

3. Shuffle the Alice cards, and deal 5 to each player. Each player may discard as many cards as they like and redraw to 5 cards, one time only.

4. Place the point tokens and resource tokens in a suitable place. This is called the "bank". Players take resources from here when they gain them, and when they spend them they put them back in the bank. There is no limit to the number of resources a player may have. The bank, however, is limited, and if it runs out, it runs out!

5. Select a Start Player in any suitable fashion. Then, starting with the Start Player and going clockwise around the table, each player picks an edge tile and places one of their territory markers (captured side up) on the City territory of that tile. ("Edge tile" means a map tile that borders the board edge.)

After all players have chosen, the process is repeated, but starting with the last player and going counter-clockwise, ending with the Start Player. All players will then occupy two Cities.

A player may place their marker on a City where another player has already placed one. However, each city has a limit to the number of territory markers that can be placed there. (You could place on a city where you already have a marker, but you will probably never want to do that.)



HOW TO PLAY

The game is played over 14 rounds. When all 14 rounds have been played, points are totalled, and the player with most points wins. Each round, every player gets one turn, starting with the Start Player. A turn is divided into two steps:

Step 1: Politics

Step 2: Invasion

Once all players have had a turn, the round ends and a new one begins. After the 14th round, it's time to see who wins (see "Final Scoring").

Step 1: Politics

The player must play **one** card from their hand, either face up as an Alice or face down as a Commoner, in one of their five card slots, to empower their Kingdom. If the player has no cards to play, they instead draw 1 card from the deck and **must skip** the rest of their turn.

A card slot cannot have more than 4 cards (counting Alices and Commoners).

Summoning an Alice

In order to summon (play) an Alice into a card slot, the player needs Dream Power (yellow) at least equal to the Strength of the Alice they wish to summon (for some Alices, the Strength is 0, meaning she can always be summoned).

A player's Dream Power is equal to the number of cards in their Dream Power (yellow) card slot. The cards that generate Dream Power **are not** "spent" when summoning an Alice: they stay where they are.

An Alice can only be summoned into the card slot that matches her colour. For example, you cannot summon a blue Alice into your green card slot.

If the player doesn't have enough Dream Power but has some yellow (Dream Power) resources, they can pay resources to make up for the shortage: Each token paid to the bank counts as **one** Dream Power **for this turn only**. Using resources is the only way a player can summon an Alice with a Strength above 4, since their yellow card slot can hold a maximum of 4 cards.

THERE ARE 2 CARDS IN THE YELLOW CARD SLOT, SO THIS PLAYER CAN SUMMON ANY ALICE REQUIRING UP TO 2 DREAM POWER.

THIS ALICE REQUIRES 4 DREAM POWER, AND CANNOT BE SUMMONED YET.



THIS ALICE REQUIRES 2 DREAM POWER, AND CAN BE SUMMONED.



BY PAYING 2 YELLOW RESOURCES, THE PLAYER CAN SUMMON THE STRONGER ALICE!

MEGALOMANIA

When an Alice is summoned into a Kingdom, her power—or "Megalomania"—takes effect immediately. The timing for the Megalomania is indicated by the text on the card. Megalomanias are *never* mandatory, but you will almost always want to use them. If there are several *identical* Alices in the same Kingdom, their Megalomanias **do NOT** combine: instead they are only applied once (the only exception is the Original Alice). Please note that a Wiccan Alice does *not* count as "identical" to the Alice she copies (she is still a Wiccan Alice).

It may happen (due to Megalomania effects) that an Alice ends up in a card slot of a different colour than her own. This is allowed, and those Alices' Megalomanias still apply.

THE MEGALOMANIA OF THE SUMMONED ALICE TAKES EFFECT IMMEDIATELY.

IF ANY ALICE IS FLIPPED FACE DOWN, SHE BECOMES A COMMONER AND LOSES HER MEGALOMANIA.



🌀 Playing a Commoner

Instead of summoning an Alice, the player can simply call for a Wonderland Commoner by playing any card face down into any card slot. This does *not* require any Dream Power. Then the player draws one card.

This is often forgotten, but it's really important: After playing a Commoner, the player draws a new card from the deck, but they don't draw when summoning an Alice!

Point

A COMMONER CAN BE ANY COLOUR, SO YOU CAN EMPOWER ANY CARD SLOT YOU WANT. ALSO, YOU GET TO DRAW A CARD, SO YOUR HAND SIZE DOESN'T DECREASE LIKE IT DOES WHEN YOU PLAY AN ALICE. HOWEVER, COMMONERS DON'T HAVE A MEGALOMANIA, AND THEY AREN'T WORTH ANY POINTS AT THE END OF THE GAME.

Step 2: Invasion

The player can pick (almost) any territory on any map tile to invade. Normally, Mystic Forests and territories that belong to other players cannot be invaded.

There are three types of territories that can be invaded:

🌀 Empty territories or Cities with spaces left

Cities can be invaded only if there is still room for another territory marker.

🌀 Territories that are "under attack" by other players

Territories that are "under attack" (see below) can be invaded, but only if the active player can capture them, rather than just attack them (see "Placing a Territory Under Attack").

🌀 Controlled territories that do not connect to a City occupied by that player

Territories controlled by another player can be captured ("stolen"), but only if that territory is not "connected" to a City occupied by that player (through a line of territories that player controls) *and* if the invader can capture it completely. **But**, the invading player receives only **half** of the Invasion Bonus (see below). Note that you can never steal a City since it's connected to itself!



THIS CITY HAS 2 SPOTS, SO UP TO 2 TERRITORY MARKERS CAN BE PLACED HERE.

THERE IS ALREADY 1 PLAYER HERE, BUT 1 SPOT IS LEFT, SO IT CAN BE INVADDED.

THESE TERRITORIES DO NOT CONNECT TO A CITY OCCUPIED BY THAT PLAYER, SO THEY CAN BE INVADDED.



THIS ONE CONNECTS TO A CITY, SO IT CANNOT BE INVADDED.

The result of an invasion depends on how powerful the invader is. In order to successfully capture a territory, the player needs enough Military Power **and** Food. If the player is not powerful enough, they can only place the territory "under attack" and capture it later.

🌀 Military Power

Each territory has a number that indicates its "Invasion Difficulty"—how much Military Power the player needs to capture it. A player's Military Power is equal to the number of cards in their Military (red) card slot. The player may pay Military (red) resources to make up for any shortage. Each Military resource paid adds +1 Military Power (for that turn only).

🌀 Food

Food is needed to capture a territory from a distance. When a player invades a territory on the same map tile as a City they occupy, no Food is needed. But to capture a territory on another tile, a player must have Food at least equal to the distance between the territory and that player's closest City.

When counting the distance to the territory, the player may not pass through Mystic Forests. Also, each time the player passes through another player's territory, they require 1 additional Food.

A player's Food is equal to the number of cards in their Food (green) card slot. The player may spend Food (green) resources to make up for any shortage. Each Food resource paid adds +1 Food (for that turn only).

MILITARY POWER



IT'S RED AND GREEN THAT COUNT WHEN YOU INVAD. IN THIS EXAMPLE, THE PLAYER HAS 1 MILITARY POWER AND 2 FOOD.

FOOD



→ THIS IS ON THE SAME MAP TILE AS THE PLAYER'S CITY, SO IT REQUIRES 0 FOOD.

→ THIS IS 2 TERRITORIES AWAY, BUT PASSES THROUGH AN ENEMY'S TERRITORY, SO A TOTAL OF 3 FOOD IS REQUIRED.

→ MYSTIC FORESTS CANNOT BE PASSED THROUGH; YOU NEED TO GO AROUND THEM. THUS, THIS DISTANCE IS 3 TERRITORIES, NOT 2.



DON'T FORGET THAT WHEN COUNTING FROM A CITY, AN ADJACENT TERRITORY IS ALWAYS "FREE" SINCE IT'S ON THE SAME TILE AS THE CITY. HOWEVER, 2 TERRITORIES AWAY FROM THE CITY STILL REQUIRES 2 FOOD. A PLAYER CAN END UP WITH A COST OF 1 FOOD ONLY IF THEY HAVE AN ASTRONAUT ALICE.

Placing a Territory Under Attack

If the player does not have enough Military Power or Food (or both), they can still invade the territory, but capturing it will take more time. This is called "placing a territory under attack".

Instead of placing their territory marker face up on the territory, the player places it face down, so the "under attack" side is showing. If the same player invades the same territory again on a later turn, the marker is flipped and the territory is captured (see below).

Cities **can never** be "under attack". The invasion must succeed completely all at once. The same goes for territories that are already "under attack" by other players: a different invader must be able to capture it in one turn.

A player may leave a territory "under attack" as long as they wish, and can have any number of territories "under attack" at one time. However, note that these territories can be captured by another player on their turn!

When a player invades a territory, they **are not** required to spend resources. In other words, a player can choose to place a territory "under attack" even if they have enough resources to capture it.

Capturing a Territory

If the player has both enough Military Power and Food, they successfully capture the territory and place their territory marker there. They also get a valuable Invasion Bonus!

Remember: If the captured territory was "stolen" from another player, the Invasion Bonus is halved, rounded down. This only happens if the territory was actually captured by the other player, not if it was only "under attack". Bonus tokens gained from Megalomania powers are **never** halved. The player who lost the territory must remove their marker.

The Invasion Bonus depends on the type of territory captured:

Red, Yellow, and Green territories (Military Power, Dream Power, Food)

When a player captures one of these territories, they gain resources equal to the number of cards in their matching card slot. It is possible that the player has no cards in the matching card slot, but they may still gain resources thanks to a Megalomania power.

Blue territories (Population)

If a player captures a blue territory, they get to draw cards from the deck equal to the number of cards in their Population (blue) card slot. There is no hand limit. If the deck runs out, re-shuffle the discards (if any) to form a new deck. If there are also no discards, there are no more cards to draw!

White territories (Order)

Capturing a white territory simply gives the player points equal to the cards in their Order (white) card slot.

Cities

When a player captures a City, they gain 3 points. That City is now occupied by that player, which means that it can be used as the starting point for counting distance when invading, they don't need Food to capture other territories on the same map tile, and territories connected to that City cannot be stolen by other players.

IF YOU DON'T HAVE ENOUGH MILITARY POWER AND/OR FOOD, THE TERRITORY IS "UNDER ATTACK"



IF YOU INVADE A TERRITORY YOU HAVE "UNDER ATTACK" AGAIN, THE TERRITORY IS YOURS!

Point

NO MATTER HOW FAR AWAY OR HOW POWERFUL A TERRITORY IS, YOU CAN ALWAYS CAPTURE IT IN 2 ROUNDS. HOWEVER, ANOTHER PLAYER CAN CAPTURE A TERRITORY YOU HAVE UNDER ATTACK, AND IF THEY DO, YOUR TURN HAS BEEN WASTED!

YOU GAIN A BONUS OF THE SAME COLOUR AS THE TERRITORY YOU CAPTURED.

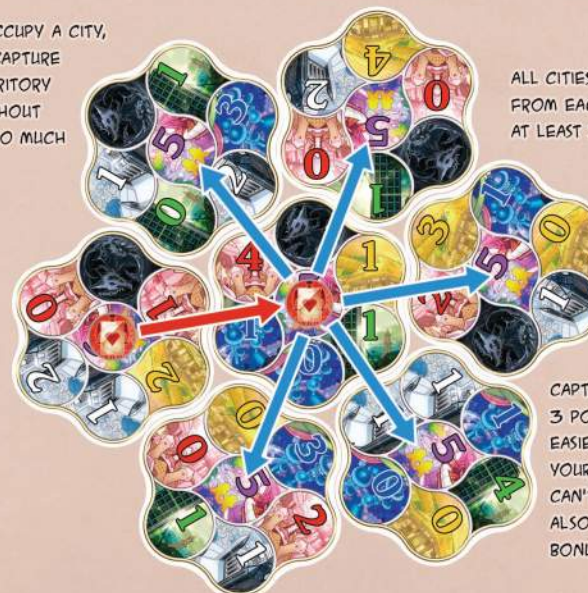


IF YOU CAPTURE A BLUE TERRITORY, YOUR BONUS WILL BE AS BIG AS THE NUMBER OF CARDS IN YOUR BLUE CARD SLOT. IF YOU DON'T HAVE ANY CARDS IN YOUR BLUE CARD SLOT, YOU DON'T GET ANY BONUS!

IF YOU CAPTURE A GREEN TERRITORY, THE BONUS WILL BE EQUAL TO THE NUMBER OF CARDS IN YOUR GREEN CARD SLOT. IN THIS CASE, YOU HAVE 2 CARDS SO YOU GET 2 GREEN RESOURCES!



IF YOU OCCUPY A CITY, YOU CAN CAPTURE MORE TERRITORY EASILY, WITHOUT NEEDING SO MUCH FOOD!



ALL CITIES ARE 3 TERRITORIES AWAY FROM EACH OTHER, SO IF YOU HAVE AT LEAST 3 CARDS IN YOUR GREEN SLOT, YOU CAN REACH OTHER CITIES, AND EXPAND INFINITELY!

CAPTURING A CITY EARNS YOU 3 POINTS, AND ALSO MAKES IT EASIER FOR YOU TO CONNECT YOUR TERRITORIES SO THEY CAN'T BE STOLEN. THERE ARE ALSO ALICES THAT AWARD YOU BONUSES FOR CAPTURING CITIES!

Mystic Forests

The Mystic Forests (black territories) are home to a very powerful Alice. Nothing that not even the invincible Alices could defeat. Normally, players cannot invade or pass through a Mystic Forest (Alice Megalomanias may allow them to). But, if a Mystic Forest is **completely** surrounded by player-controlled territories, they **can** be invaded or passed through.

Only the *strongest* player next to a Mystic Forest can invade it—that is, the player who controls the most territories around that Mystic Forest. If there are several players who are tied for controlling *most* territories there, it's first come first served!

A Mystic Forest has an Invasion Difficulty equal to the number of territories surrounding it. This is also the number of points awarded for capturing it. However, like Cities, Mystic Forests **cannot** be "under attack": the invasion must succeed all at once.

If a player captures a Mystic Forest that is not connected to their own City, it can, like other territories, be stolen by another player. As usual, the Invasion Bonus is cut in half (rounded down).

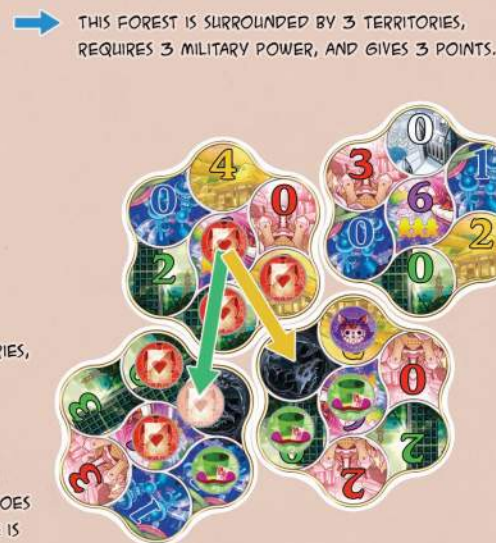


IT IS POSSIBLE FOR SEVERAL MYSTIC FORESTS TO CONNECT...

→ THIS ONE IS SURROUNDED BY 8 TERRITORIES, SO IT REQUIRES 8 MILITARY POWER AND GIVES 8 POINTS.

→ A FOREST IS ALWAYS A FOREST, EVEN IF CONTROLLED BY A PLAYER. SO THIS ONE STILL REQUIRES 8 MILITARY POWER—IT DOES NOT REVERT TO 6 AFTER THE FIRST ONE IS CAPTURED.

→ THE PLAYING CARD KINGDOM CONTROLS THE MOST TERRITORIES AROUND THIS MYSTIC FOREST, SO ONLY THEY MAY INVADE IT. THE FOREST IS SURROUNDED BY 6 TERRITORIES, SO A MILITARY POWER OF 6 IS NEEDED, AND CAPTURING IT AWARDS THE PLAYER 6 POINTS.



THE FINAL SCORING

When the 14th round ends, it's time for the final scoring. Then the player with the most points wins! In case of a tie, the total number of Alices in each Kingdom breaks the tie. If they're still tied, it's a shared victory.

See who controls each map tile: The player who controls the most territories on that tile gains 6 points. The player with the second-most gets 3 points.

If there is a tie for the most territories, the number of Alices breaks the tie: the tied kingdom with the most Alices gets 6 points, and the runner-up gets 3 points (any other players get none). If a tie for first still remains (they have the same number of Alices), they each get 3 points and the rest get none. A tie for second means no points for the tied players.

For each card slot, the player(s) with the **most** Alices in that slot gets points equal to the number of Alices they have there. If tied for the most, all tied players get the points.

Finally, add any points from Alice Megalomania effects. Remember that "Original Alice" effects stack!



THE PLAYING CARDS KINGDOM HAS 3 TERRITORIES ON THIS TILE, AND GAINS 6 POINTS.

HATTER AND CAT ARE TIED FOR SECOND, BUT HATTER HAS MORE ALICES, SO HE GETS 3 POINTS, AND CAT GETS NOTHING.



THE NUMBER OF ALICES IN EACH CARD SLOT ARE COMPARED AND THE PLAYER WITH THE MOST IN A COLOUR GAINS THAT MANY POINTS. HATTER AND CAT BOTH HAVE 3 ALICES IN THEIR GREEN CARD SLOTS, SO THEY BOTH GET 3 POINTS FOR GREEN. THERE'S A LIMIT AS TO HOW MANY ALICES YOU CAN SUMMON, SO PLAN AHEAD!



Notes on Megalomania Powers

🌀 JET Alice

JET Alice cannot be used to capture a territory if you lack Military Power and/or Food *and* you are not allowed to place it "under attack" (such as a territory already "under attack" by another player, a City, or a Mystic Forest).

🌀 Fighter / Cheergirl / Wonder Alice

If no other player has the right token, you don't steal anything.

🌀 Demonlord Alice

This card does not cancel the rule that you must have the majority of surrounding territories to invade a Mystic Forest.

🌀 Valkyrie Alice

The Megalomania of a flipped Alice is lost immediately. For example, if you flip a Ninja Alice to increase your Military Power when invading a City, the Ninja Alice effect is lost **before** the attack happens.

🌀 Detective Alice

The Alice you flip face up may very well be of the "wrong" colour. This is allowed and not a problem!

🌀 Wiccan Alice

You may copy the effect of Little Alice or Hunter Alice; this counts as if the Wiccan Alice has their effect and has just been revealed.

🌀 Little / Hunter Alice

If these are flipped to Commoners, and then flipped back face up, their Megalomania takes effect again.

🌀 Astronaut Alice

Astronaut Alice lets you count invasion distance from *any* territory you control, instead of only a City—even territories not connected to your Cities. Invading a territory adjacent to any of your (non-city) territories will thus cost 1 Food.



◆◆ Game Design ◆◆
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