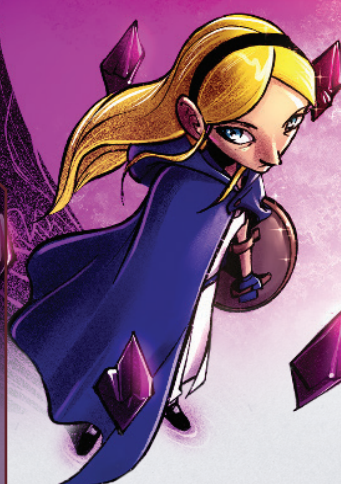


WONDERLAND'S WAR

SHARDS OF MADNESS

The denizens of Wonderland are choking on the ever-so-serious business of war. The Cheshire Cat offers them a madness fix in the form of corrupted shards.

These Wonderlandians and their artifacts offer powerful rewards, but at what cost? Will you risk Looking into the chaotic grin of the Cheshire? Will you drink the Hatter's mercurial tea?



The Shards of Madness expansion consists of 4 new components: a full set of new Wonderlandian cards that emphasize and enhance Shards as a resource, two additional Quest types that will push your strategy in new directions, a Starting Battle reward that adds incentive to win in the first Battle Region, and a Corrupted Forge that adds new forging options. These components are designed to be used together, or you can mix and match your favorites.

Also included in the expansion are the Tea and Crumpet cards. These variable set-up cards start each faction with a different Wonderlandian and specific resources. The Tea and Crumpet cards can be used with the base game and the Shards of Madness expansion.

Components



10 QUEST CARDS



24 WONDERLANDIAN CARDS



12 TEA AND CRUMPET CARDS



1 STARTING BATTLE REWARD CARD



8 CRYSTALLINE 10X SHARD TOKENS



1 CORRUPTED FORGE CARD

Setup



- 1 Replace all the Wonderlandian cards from the original game with the new ones from this expansion.
- 2 At the start of the game, place the Starting Battle Reward card near the Region with the Starting Battle marker, with the "Resist the Madness" side face-up.
- 3 Shuffle the 10 expansion quests into the quest deck before dealing starting quest cards.
- 4 Replace the Forge card with the Corrupted Forge card.

Start Battle Reward Rules

The first Region where Battle occurs each round awards a bonus for the winner. At the end of the Battle in the Region with the Starting Battle Reward card the winning player gains the reward shown on the face-up side of that card.

- ⊙ Tied players do not gain the reward.
- ⊙ If all players bust, there is no winner, and thus, no reward.

At the end of the War phase, when the Starting Battle marker moves to a new Region, place the Starting Battle Reward card near that Region. The player with the fewest VP chooses which side of the Starting Battle Reward will be face-up for the next war phase.

New Quest Rules

There are two new types of Quests: Leader Feats and Double-Feat Quests.

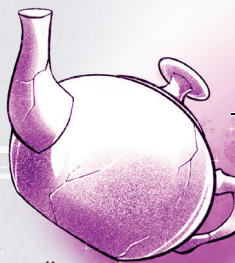
LEADER FEATS

Leader Feats can be completed in any Region where your leader is present at the end of Battle.

NOTE: *Leader feats are not considered to have a Region for purposes of other quest Objectives.*

DOUBLE-FEAT QUESTS

These Quests feature two Feats and no Objectives. You may complete the Feats in any order. Once the first Feat is completed, place the card face up in your play area with the text of the completed side upside down. When you complete the second Feat, tuck the quest under the side of your faction mat. Each completed Feat is worth 3VP at the end of the game, and if you complete both Feats, you will gain a bonus 3VP at the end of the game.



Corrupted Forge

The Corrupted Forge card changes the forging rules by giving you a new option when Forging. When you Forge a chip, you may gain 1 Shard to Forge an exhausted chip instead of an active chip. This rule applies to forging from Forge chips and from Forge spaces on the Battle track.

Tea and Crumpet

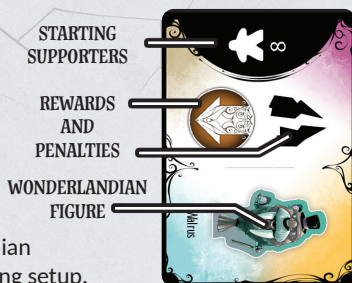
The Tea and Crumpet module allows players to start with a Wonderlandian loyal to their Faction and a resource boost.

SETUP

1. After the start player is chosen, separate the Wonderlandian figure cards and place them face-up in the center of the table where all players can see them.
2. Shuffle the Tea and Crumpet cards and deal 3 to each player. (Deal 2 to each player in a 5 player game).

CHOOSING TEA AND CRUMPET CARDS

Each Tea and Crumpet card shows a Wonderlandian figure on one side and a set of starting resources and/or penalties on the other side. First, each player chooses a single Wonderlandian from their Tea and Crumpet cards and a set of starting resources/penalties from a different Tea and Crumpet card. Once all players have chosen, they reveal their choices in turn order and take the Wonderlandian figure that they selected and adjust their starting setup.



The card that you choose to gain rewards and penalties from will most often reduce the number of Supporters you have in your supply at the start of the game. The card you choose your Wonderlandian from does not affect your starting Supporters. Place any unused Supporters back into the game box.

Tea and Crumpet Drafting Variant

(recommended for higher player counts)

Place all of the Tea and Crumpet cards face-up in the center of the play area. In player order, each player selects 1 card. Then, in reverse player order, starting with the last player, each player selects a second card and chooses which card to gain a Wonderlandian from and which to gain starting resources from.

Clarifying Notes

Unicorn: Weak and strong versions of allies count as the same type.

Knave: The knave has no effect when in your supply.

March Hare: May copy Wonderlandian cards in the market.

Walrus's Monocle: You may not place your double Madness chip with this effect.

Hammer of the Carpenter: Fewest is less than all other players.

Lock of Unicorn Hair: You gain +1 Strength if you have the most Shards, even if you did not gain 1 Shard from this chip.

Befriend the Populace (Alice): If no Wonderlandian figure cards remain in the deck, gain the topmost Wonderlandian chip card.

Before Battle is equivalent to "At the start of the Battle"

After Battle is equivalent to "At the end of the Battle"