Alice in Wonderland 游戏规则

Brief Intro

'Alice in Wonderland' is a card driven party game that:

- support 2 - 8 players
- Each player has a character and some missions to complete
- Players complete their missions by 'collecting' Word Cards
- Players collect word cards by Storytelling
- Encourage players to co-operate by calcing scores via f(missions_completed_in_total, missions_failure_in_total, missions_completed, missions_failure)

Word Cards

We'll define that (encouraged by Linguistic Syntax Tree):

- A story is a list of events
- An Event is a structure like this:

  Who at **Where** did **What** in **When**
- A word is one of those '4W's
- A word card is somehow like this:

Storytelling

- First We setup the 'story area' like this:

- Then, shuffle the word cards by type(Who, Where, What, When) and put them face down on the table.
- Draw a card from each deck and put it face up on the 'story area', that's the first 'event'.
- Each player draw six cards to form their hand, they can draw from any deck but they need to draw at least one card from each deck.
- Shuffle all the 'theme cards' then choose 12 and put them face down on the table, then draw one and put it face up on the table, that's the current 'theme' of the story.
  - The theme card is just a reminder of the current theme of the story, it doesn't affect the game.

- A 'theme card' is something like this:
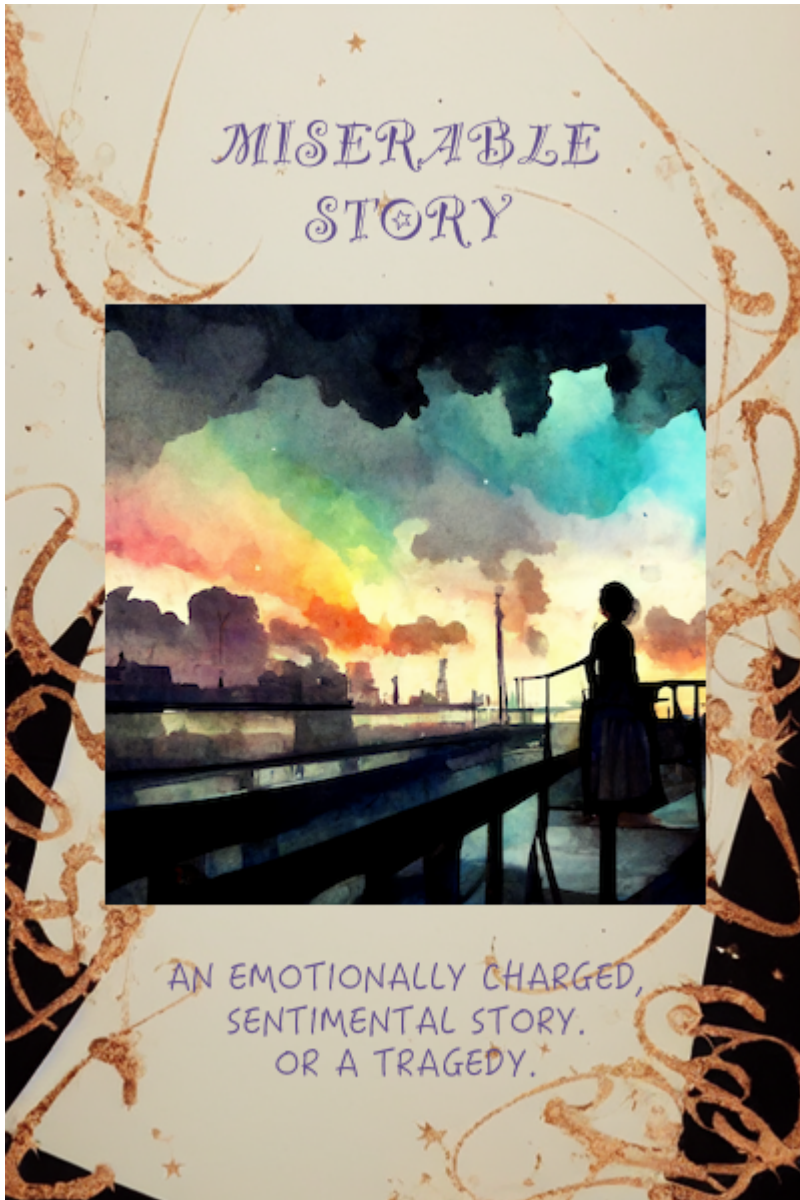
- Deal each player 3 'achievement cards', which is somehow like this:
  - A achievement card has a 'mission' and a 'reward'
  - A mission is a list of 'word cards' that the player need to collect
  - All achievement cards are face down

- Deal each player one 'character card', which is somehow like this:
    - A character card has a 'name' and a 'goal'
    - A character card has a 'skill' that can be used only you face up your character card
    - All character cards are face down at the beginning of the game
    - A Player can make his/her 'character' face up any time, but only once

- On a round, players 'contribute' to the story by:
  - Play a card from their hand to the 'story area' clockwise
  - A card **MUST** be played to the area which it belongs to (Who, Where, What, When, see the icon on the topright corner of the card), and cover the previous card if there is one, otherwise, put it on the table, face up. if a card played by someone is covered by another card, the player who played the card can draw a card from the deck that the card belongs to.
  - ***To maintain temporal continuity, at least one of When, Where and Who needs to be constant(unchanged) between two events***
  - A round is over when all players have played a card, and the 'active player' told a story via the cards uncovered on the 'story area', and other players would rating the story by 'wondering' or 'boring'
  - If the story is 'wonderful'(no less than half of the players 'wondering' it), the 'active player' could choose a card from the 'story area' and add it to their collections. Whether the story is 'wonderful' or not, the 'active player' could draw a card from any deck.

- Next 'active player' is the player who played the last card in the round, draw a new 'theme card' and start a new round.
- The game is over when all the 12 'theme cards' are used up.
- After the game is over, each player calculate their score by:
  - counting the number of 'achievement cards' all players completed and failed
  - if number of 'achievement cards' completed in total is greater than number of 'achievement cards' failed in total, all players get points equal to the number of 'achievement cards' completed in total
    - then players add bonus points to their score following the indication on the 'achievement cards' they completed
  - if number of 'achievement cards' completed in total is less than or equal to number of 'achievement cards' failed in total, all players lose points equal to the number of 'achievement cards' failed in total
    - no bonus points could be added to the score
  - All players check 'goals' of their 'character cards', if they completed their 'goal', they get bonus points following the indication on their 'character cards'
  - The player with the highest score wins the game, and the player with most cards in their collection wins the 'best storyteller' award.