



Madcala

Rulebook

Components



1 Playmat



15 Guest Tokens



Madcala Token



1 Madness Die



2 Health Dials



32 Normal Shards
(16 pink/16 black)



6 Guest Cards



6 Guest Player Aid Cards



18 Plus-One Cards
(3 for each Guest)

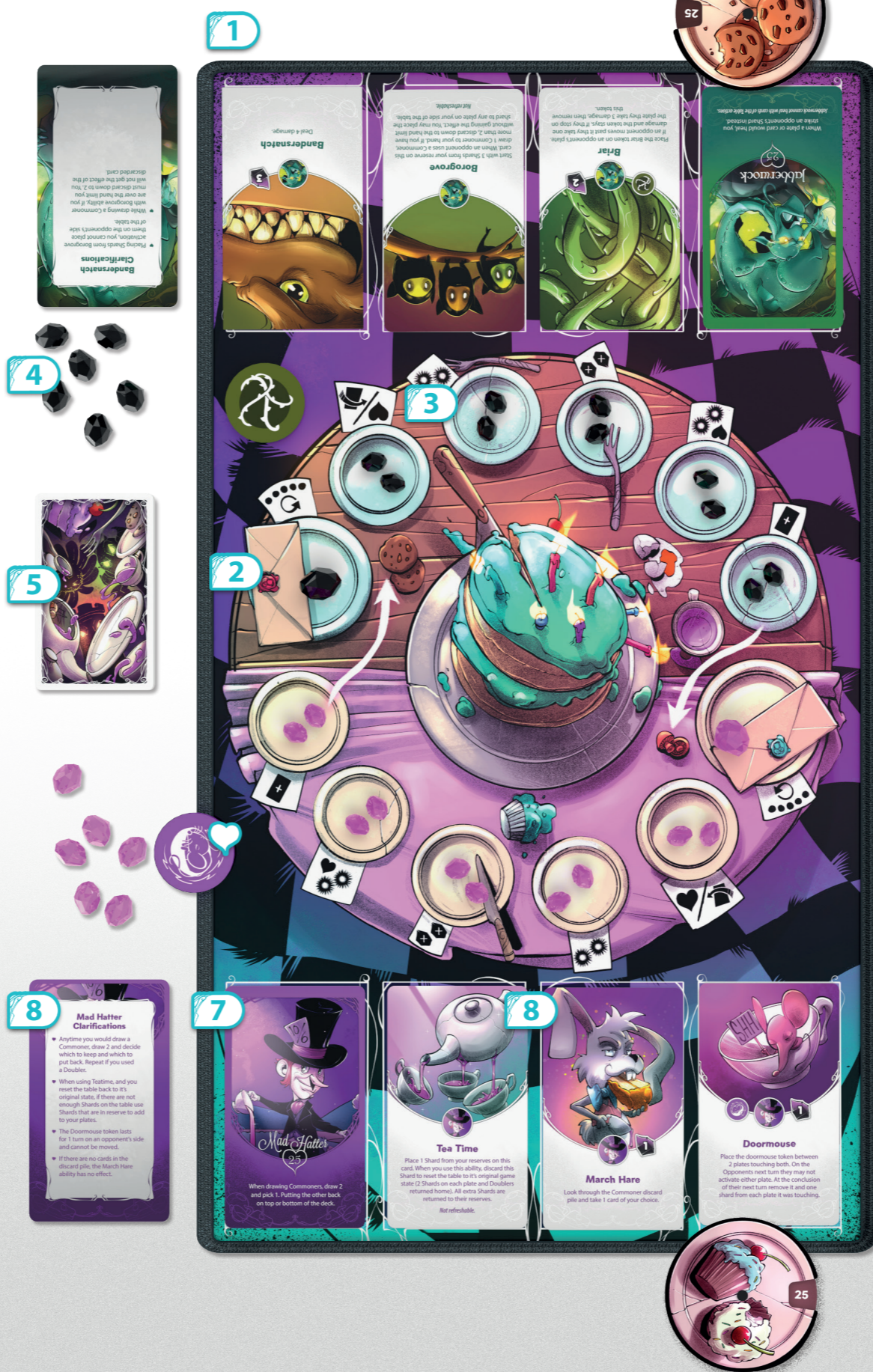


35 Commoner Cards



2 Dabler Shards
(pink/black)

Set Up



- Place the playmat between the players, with the short ends each pointing toward a different player. Each player chooses a color and acquires all shards of that color. Grab a Health Dial and set it to 25.
- Each player places their Doubler onto their Home pod (the plate with the envelope is the Home pod)
- Each player places 2 of their small shards into the other 5 pods their side of the table.
- Create shard reserves by placing all remaining small shards next to the end of the playmat near their player.
- Shuffle all Commoner cards into a deck, and place it facedown within reach of both players.
- Flip Madcala token, calling Hatter or Cheshire to determine the first player.
- The player going second chooses one Guest card and places it in the far left card slot on their side of the table. The first player then chooses a Guest to place on their side of the table. Alternatively, players may simply choose the Guests using any method they prefer.
- Each player acquires the Plus-One and Player Aid cards matching their Guest.
- Each player must:
 - Place their Guest tokens on the locations indicated by their cards. Note that only some Guests have Guests tokens, as indicated by the Guest or Plus-One cards.
 - Place their Guest tokens on the locations indicated by their cards. Note that only some Guests have Guests tokens, as indicated by the Guest or Plus-One cards.
 - Inspect their Plus-One cards and perform any indicated additional setup steps. For example: some cards require you to take shards from your reserve and place on the card. Place their Guest's Player Aid card nearby.

Gameplay

Beginning with the starting player, you will alternate taking turns with your opponent until the game ends. During your turn you must move shards around the table to perform various effects, and optionally use your Plus-Ones and Commoners to swing the game in your favor. You win the game if your opponent's health ever reaches 0.

Play Area

A circular table sits between the players with 6 plates on each player's side of the table. The two largest plates, each featuring an envelope, are the Home Plates. The play area is made up of two halves, with the six plates closest to you being yours, and the other six belonging to your opponent. The two larger plates, with an envelope on top of them, are the Home plates and each player has one of these.

Shards

There are two types of shards, normal and Doubler. Whenever an effect says "shards", either type of shard may be used. You may move Doubler shards between plates, but never remove them from the game.

Cards Overview

Guest Card



- A. Guest's Name
- B. Starting Health
- C. Attributes - Special instructions and abilities. Clarifications are on the Guest's Player Aid card.

Plus-One card



- A. Guest Token Icon
- B. Shard Cost
- C. Plus - One Name
- D. Effects - Clarifications are on the Guest's Player Aid card.

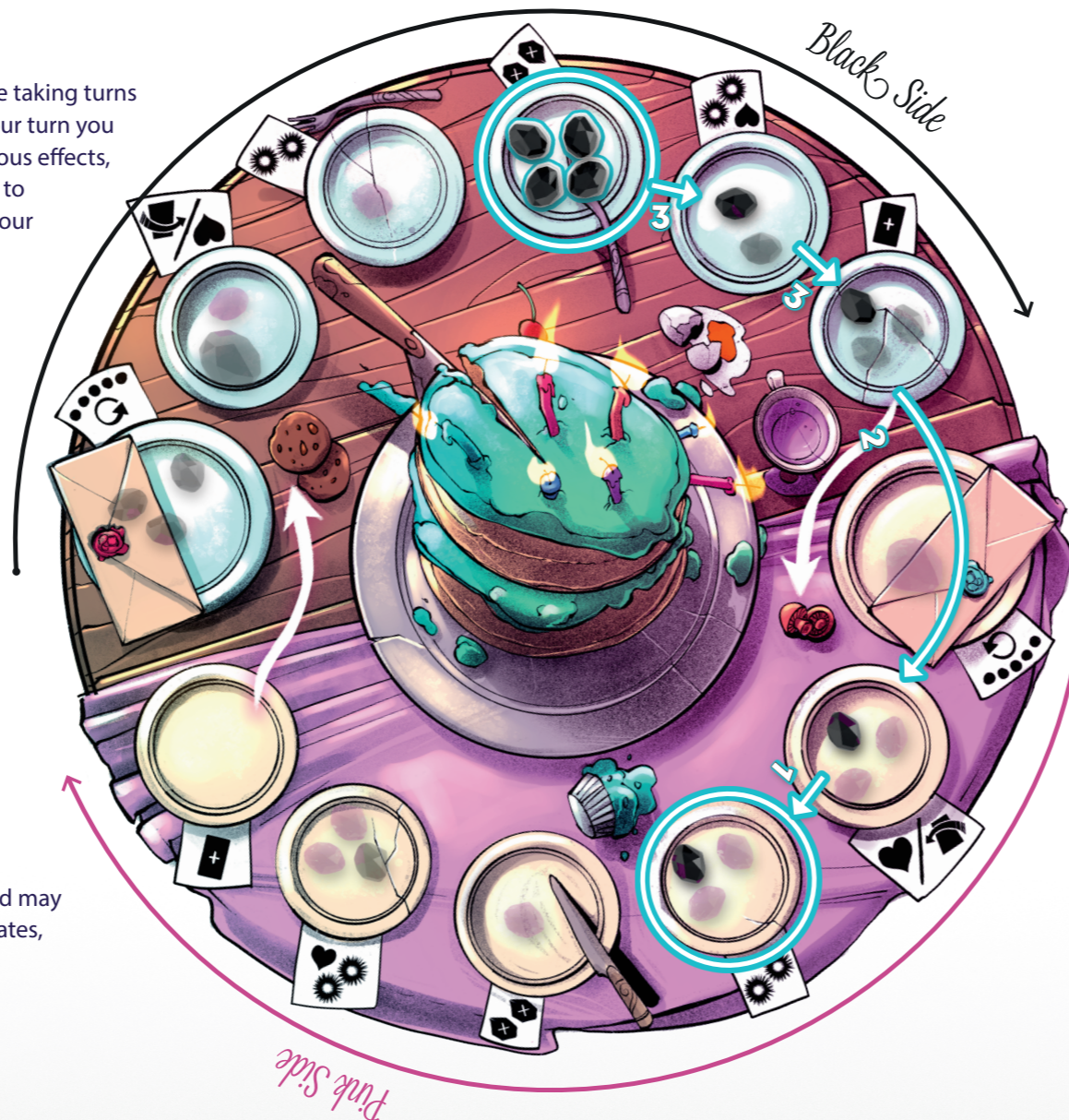
Commoner Card



- A. Name
- B. Effects

Plate Effects

- Add Shard:** Take one shard from your reserve and place it onto your Home plate. Ignore this effect if you do not have a shard in your reserve.
- Heal:** Increase your health by one. You cannot exceed the maximum health indicated on your Guest card.
- Draw Commoner:** Draw the top Commoner card from the deck into your hand. Shuffle the discard pile into a new draw deck if you need to draw a card and the deck is depleted. Your hand limit is 2. You must play or discard down to this by the end of your turn.
- Damage:** Lower your opponent's health by one.
- Refresh Plus-One:** Choose one of your face-down Plus-One cards and flip it face-up.
- Home Plate:** Choose any plate on your side of the table and perform its effects without moving any shards. If activated by your Doubler shard, instead of repeating this effect you will take another turn immediately after your current turn ends.



On Your Turn

During your turn you must perform one Move Shards action, and you may perform any number of Commoner and Plus-One actions in **any order you like**. You must complete each action before performing another.

At the end of your turn you must discard Commoner cards until you have a maximum of two in your hand. Then, your opponent takes their turn.

The starting player cannot activate a Plus-One on the first turn of the game

Move Shards Action - Mandatory

Pick up all shards from one plate on your side of the table, even if the plate contains your opponent's shards.

Starting from the plate one position clockwise from the plate where you picked up shards, place one shard on each plate clockwise, following these rules:

- You can choose to place your shard or your opponent's shard at each plate.
- If you have a Doubler among the collected shards, you **must** place it as the last shard.
- If you are crossing onto your opponent's side of the table, skip over their Home plate and place the next shard on the following plat.
- There is no limit to the number of shards a plate can hold.

The plate you place the last shard on is the Active Plate. You may now perform all effects on the Active plate, in any order of your choice. If you placed your Doubler shard into the Active plate, you may perform the effects **twice**.

If the Active plate's effect shows a slash "/", then **choose** one side of the slash and only perform effects on that side. If you use the Doubler shard on this effect, you may choose the same or different sides when you repeat the effect.

If unable to make a legal move, instead add 2 Shards from your reserve to your Home plate. That is your turn, you may activate Plus-One's.

Plus-One Action - Optional

Choose one of your face-up Plus-One cards and perform all of its effects.

Plus-One Action Overview:

1. To pay the required cost to activate a Plus-One, find the cost on the card. Choose any of your normal shards (Doubblers cannot be used for this purpose) in the play area (your side of the table or on your opponent's side) and remove them from the board and back to your reserves as payment.
2. Some of your Plus-Ones will have shards placed on them at the beginning of the game, when you activate these cards pay attention to the ability they give you, some of them allow you to place the shards on a plate of your choice instead of the reserves
3. After resolving the effect of a refreshable Plus-One card, flip it over. Note that Plus-One cards that start with shards on them as activations are not refreshable and do not flip. Once all shards have been removed from non-refreshable Plus-One cards, they cannot be used again for the rest of the game.
4. To flip the card back over to its active side to use again, follow the instructions at the bottom of the back side of the card.

*If a Plus-One's ability breaks the rules of this section, they supersede them. Follow the rules on that card instead.

5. Some Plus-Ones have special tokens. Once you have paid the shards necessary to activate, read the instructions to execute their ability. For example, the Dodo has you take 3 tokens, mix them up and present them to your opponent in any manner you would like (Mad Hatter really likes when players use a bit of bluffing and charisma when making this offer) Allow the opponent to choose a face down token, then apply the results.



Draw Commoner Action - Optional

Spend 3 Shards to draw a single Commoner Card.



Commoner Action - Optional

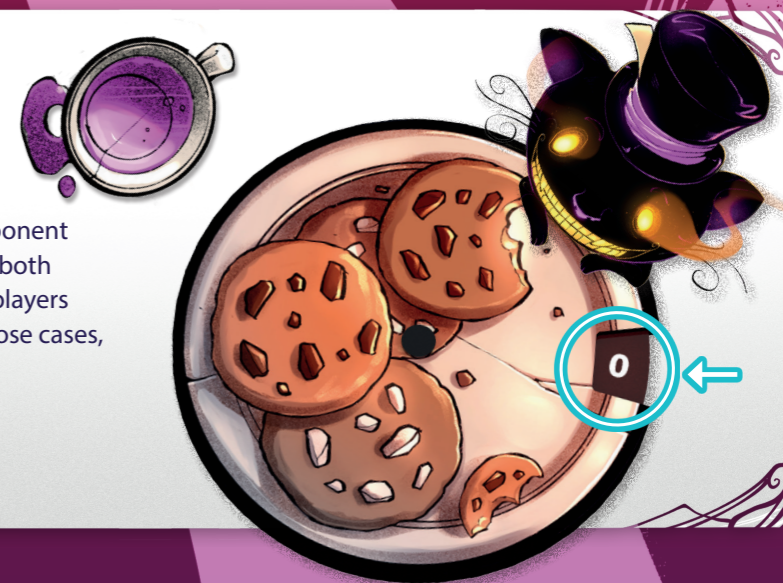
Choose one Commoner card from your hand and optionally perform each of its effects in any order. End this action by placing the card faceup onto a discard pile.

Commoner Effects

- Gather Shards:** Retrieve Shards (normal or Doubler) up to the amount shown. You may take these Shards from any number of either player's plates. Place all of these retrieved Shards onto your Home Plate.
- Extra Turn:** Take another turn immediately after your current turn ends.
- Strike Shard:** Remove one normal shard from any plate, and place it into their reserve. The shard may be yours, or your opponent's.
- Strike Plus-One:** Choose one of your opponent's face-up Plus-One cards and flip it face-down. Only Plus-Ones that are refreshable are able to be targeted.
- Damage:** Lower your opponent's health by one.
- Refresh Plus-One:** Choose one of your face-down Plus-One cards and flip it face-up.
- Health:** Increase your health by one. You cannot exceed the maximum health indicated on your Guest card.

Game End

You win the game immediately if your opponent has zero health. Some effects might make both players lose health to the point that both players have zero health at the end of a turn. In those cases, both players win and both players lose. **Welcome to Wonderland!**



Glossary

Home Plate - This is the largest Plate on your side of the table. This is a safe zone for you to add Shards to when reinforcing. You can never place Shards in an opponent's Home Plate, but you can for your own.

Exhaustable Card - Cards that must be turned facedown after use and then refreshed later to use again.

Active Plate - This is the plate you have ended your mandatory action on by activating a Plate and dropping Shards until you run out.

Not refreshable - Not all Plus-Ones can be exhausted and refreshed. These cards, once they have used up all their resources, are no longer usable in the match.

Normal Shard - The smaller of the 2 Shards in your inventory. These give you a single action when ending with them on an activation action.

Reinforce Shards - This is when you bring Shards from your reserve to the Home Plate.

Doubler Shard - The larger of the 2 Shards in your inventory. This gives you a doubling effect when activated. Take the normal result and double it. When a part of an activated plate, it must always be the last Shard placed.

Gather Shards - This is when you take Shards from Plates that are in play (your side or opponent's side of the table) and bring them back to your Home Plate (this can include your Doubler.)

Guest Card - This is the main character card.

Commoner Card - These are the different Wonderlandians in the Commoner deck that can be used as a free action on your turn. They have a hand limit of 2 and can be used before or after activating a Plate.

Plus-One Card - These are your Guest's accomplices at the Tea Party. They bring special powers to the game that can be activated as a free action before or after activating a Plate. They can only be activated, uniquely once per turn.



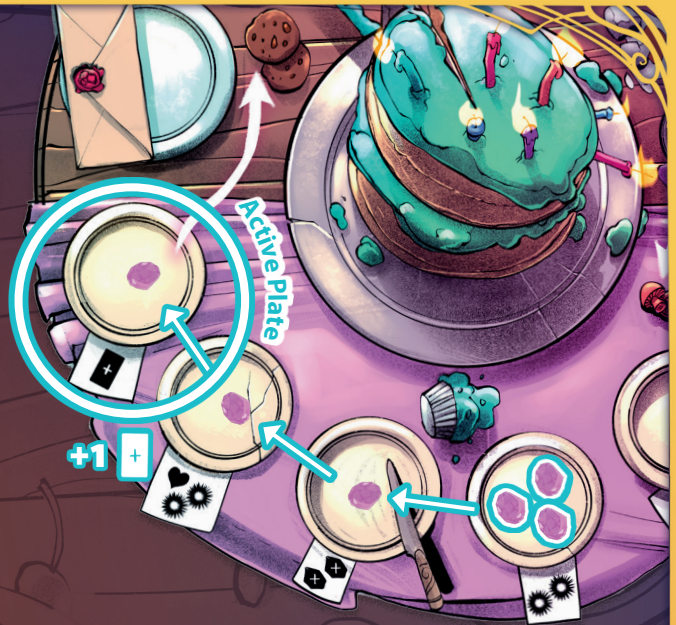
Round Example

Take any of these actions in any order you choose.

Move Shards Action (Mandatory)

Choose a plate on your side to activate and distribute its shards clockwise, skipping your opponent's home plate.

The final plate becomes the Active plate. Perform all its effects in any order. If it contains your Doubler shard, perform the effects twice.



Plus-One Action (Optional)

Choose one of your face-up Plus-One cards, flip it and perform all of its effects after paying it's cost, if any. You can activate as many as you want per turn.

- 1 Cost
- 2 Effect
- 3 Result



Commoner Action (Optional)

Choose a Commoner card from your hand, optionally perform its effects in any order, then place it faceup on the discard pile.

When you are finished performing Actions, let your opponent know you pass and it is their turn.

Icon Glossary



Add Shard: Take one shard from your reserve and place it onto your Home plate.



Extra Turn: Take another turn immediately after your current turn ends.



Strike Shard: Move a normal shard from any plate to its reserve. It can be yours or your opponent's.



Strike Plus-One: Flip an opponent's face-up Plus-One card face-down.



Damage: Lower your opponent's health by one.



Refresh Plus-One: Flip one of your face-down Plus-One cards face-up.



Health: Increase your health by one.



Draw Commoner: Draw a Commoner card.



Home Plate: Choose a plate on your side and perform its effects without moving shards. If activated by your Doubler shard, take another turn.



Gather Shards: Retrieve the shown number of your shards from any plates and place them on your Home Plate.