

# **Tea Time**

**~ An intelligent and imaginative game with a delightful air of mystery~**

☺ 2-4 players

🕒 15-30 minutes

📖 8 years and above

## **CONTENTS**

- 60 cards (in six sets of ten cards for each of the six characters; the cards have two sides: a character side and a looking glass side)
- one Alice card
- game rules

## **AIM OF THE GAME**

At the end of the game, the players win points based on the number of cards they have collected of each character (see points calculation table): the player with the most points wins.

## **SETUP**

2 players: All the character cards are used. There are five rounds.

3 players: Remove two cards of each character. There are three rounds.

4 players: All the character cards are used. There are three rounds.

For the first round, the first player is chosen randomly. He takes the Alice card, then shuffles and stacks the other 60 cards (48 for three players). For subsequent rounds, the first player is the one to have received the Alice card in the previous round.

Before each round, the first player lays out the cards to form a grid in the center of the table, alternating them: character-side up, looking glass-side up, character-side up, looking glass-side up, etc.

2 players: a grid of 3 x 4 cards

3 players: a grid of 4 x 4 cards

4 players: a grid of 4 x 5 cards

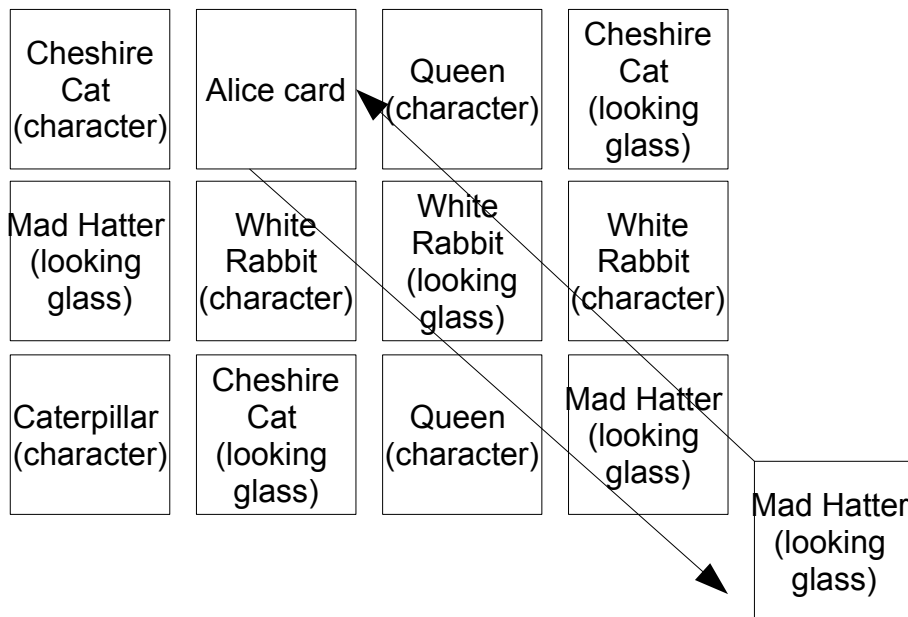
### **Sample setup for game with 2 players**

Cheshire Cat (character)	Mad Hatter (looking glass)	Queen (character)	Cheshire Cat (looking glass)
Mad Hatter (looking glass)	White Rabbit (character)	White Rabbit (looking glass)	White Rabbit (character)
Caterpillar (character)	Cheshire Cat (looking glass)	Queen (character)	Mad Hatter (looking glass)

## PLAYING THE GAME

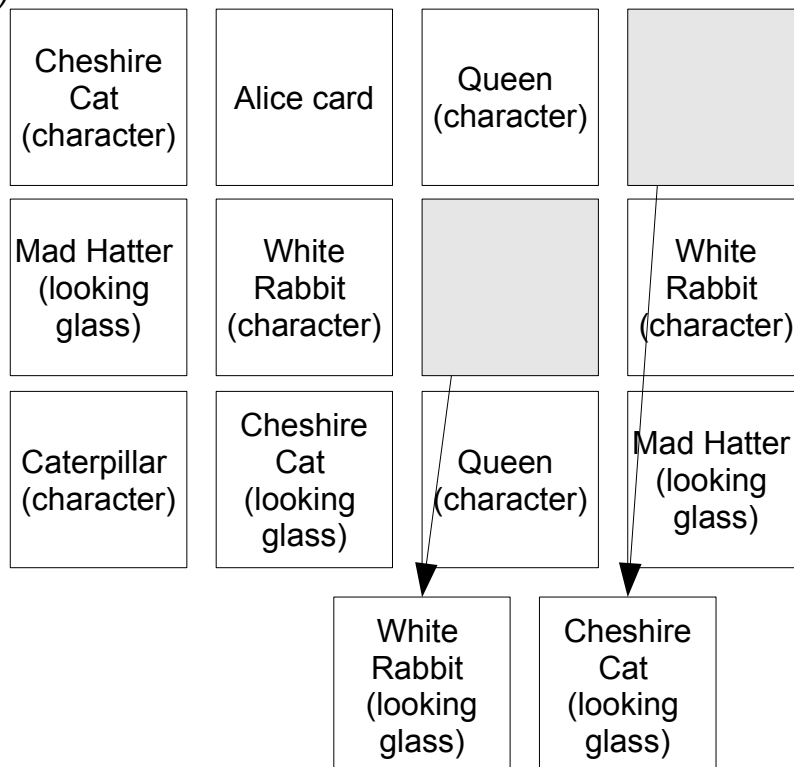
The player holding the Alice card begins the round. They take a card from the grid and put Alice in its place.

(fig. 2: Arthur has the Alice card, he takes the Mad Hatter that was looking glass-side up, and places the Alice card in its place.)



The next player (moving clockwise) can choose to take one or two cards. To take more than one they must be adjoining (vertically, horizontally or diagonally).

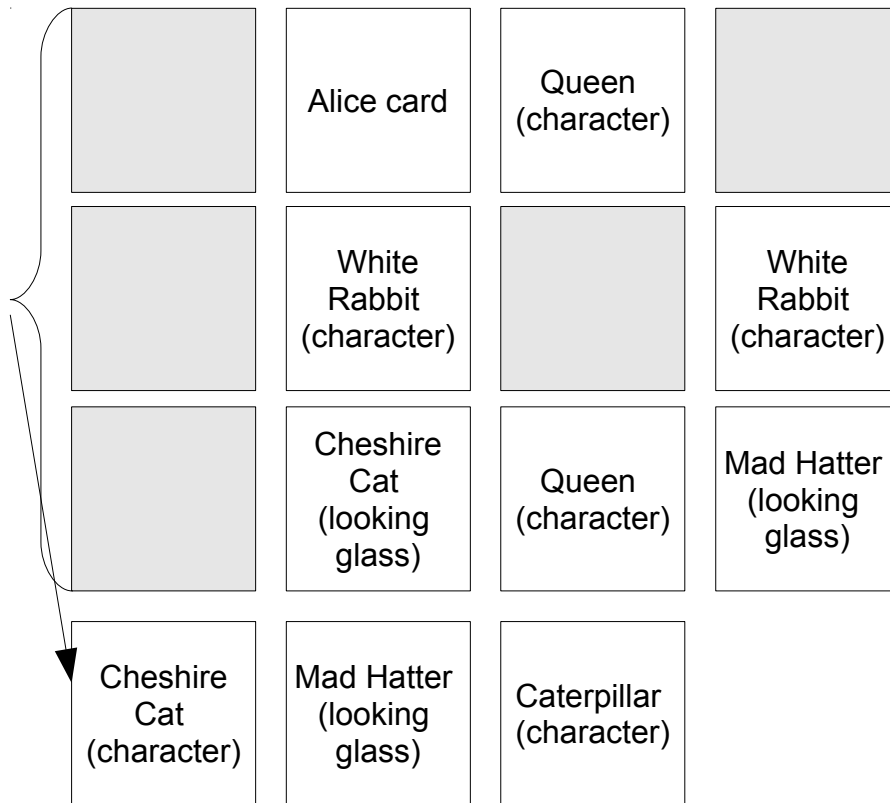
(fig. 3: Nina takes a Cheshire Cat, looking glass-side up and a White Rabbit, looking glass-side up.)



On the third card turn (and for every player on every subsequent turn) each player can pick one, two or three cards. The cards must always be adjoining either vertically, horizontally or diagonally. Two cards separated by a space in the grid are not considered to be adjoining. If a player wants to pick up the cards, they must be in a straight line.

**Each player must pick up at least one card during their turn.**

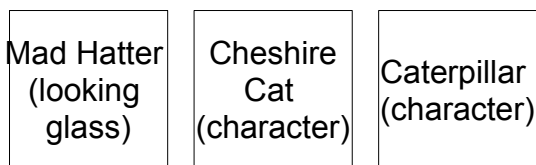
(fig. 4: It's Arthur's turn again. He can pick up one, two or three cards. He wants to pick up the Mad Hatter, looking glass-side up and two White Rabbits, character-side up, but cannot because there is an empty space between the two White Rabbits. He can only pick up the Mad Hatter, looking glass-side up and a single White Rabbit, character-side up. Instead, he decides to pick up a Cheshire Cat, character-side up, a Mad Hatter, looking glass-side up and a Caterpillar, character-side up.)



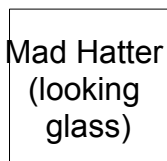
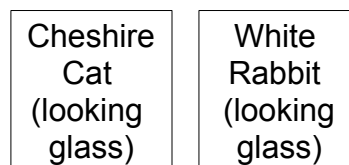
The players place the cards they pick up in front of them, arranged in columns, character by character. The cards must be kept in the same position as when they were picked up (character or looking glass-side up).

(fig. 5: At this point in the game, Arthur has two Mad Hatters, looking glass-side up, one Cheshire Cat, character-side up and one Caterpillar, character-side up (a). Nina has one Cheshire Cat, looking glass-side up, and one White Rabbit, looking glass-side up (b).)

(a)



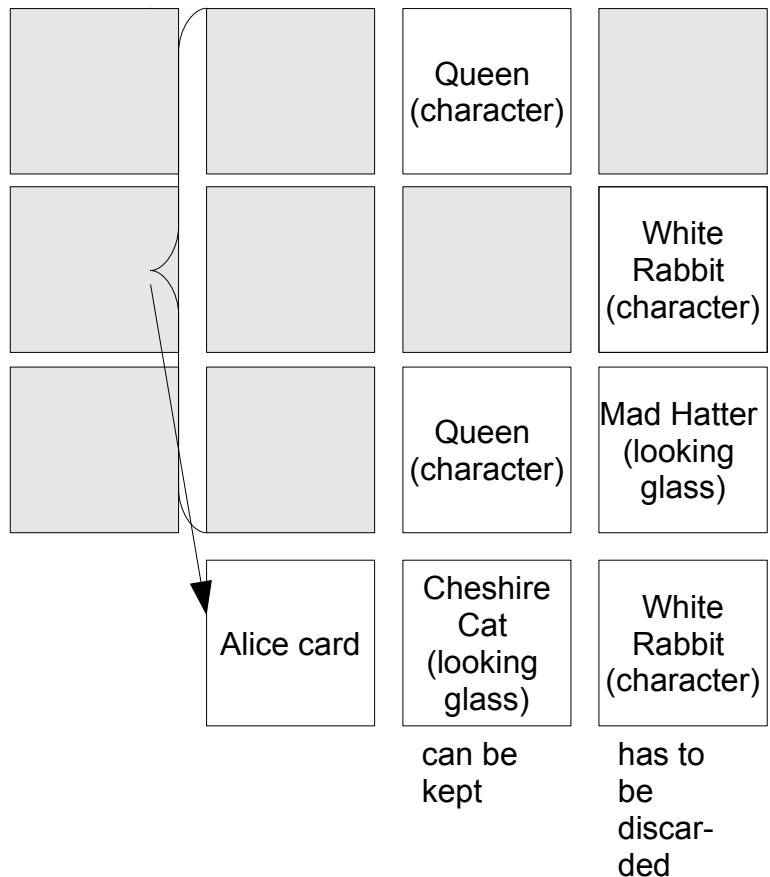
(b)



If a player picks up a card they had previously picked up with the opposite side up, the two cards cancel each other out and are discarded: therefore, a player can never have two of the same character cards, one character-side up and one looking glass-side up. The players may have to discard more than one pair during the same turn. Discarded cards are

removed from the game.

(fig. 6: It's Nina's turn and she decides to pick up the Alice card, the White Rabbit, character-side up, and the Cheshire Cat, looking glass-side up. In her collection, she already has a White Rabbit, looking glass-side up; so she discards the two White Rabbit cards and keeps the Alice card and the two Cheshire Cat cards.)



**PICKING UP THE ALICE CARD**

Players can pick up the Alice card like any other character card. The player who picks up the Alice card will be the first player in the next round. The round ends when all the cards in the grid have been picked up. The players then form a new grid, and start a new round.

**END OF THE GAME**

The game ends after five rounds (2 players) or three rounds (3 or 4 players). Each player counts the points they have collected as follows:

Number of card for each character	0	1	2	3	4	5 and more
Points	5	1	3	6	10	15

The player holding the Alice card at the end of the game wins an additional four points.  
**The player with the most points wins.**

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These rules are based on the original rule book as provided by gigamic in their multilingual version.