

Alice's Unbirthday Party Overview

Player Count: 2 Player

Estimated Play Time: 15-30 minutes

Recommended Age: 10+

Alice's Unbirthday Party is an 18 card, two-player, worker placement game designed and illustrated by Jacqueline Atkins from Pudgy Cat Games. In Alice's Unbirthday Party, you play as the Mad Hatter for either the Red Card Guard team or the Black Card Guard Team. the goal of the game is to be the first player to get Alice to come to their Unbirthday Party. To get Alice to come the party, players must have the right gifts (resources) to entice her to join their party over their opponent's party.

Party guests will bring the required gifts, but are also picky themselves. In order to invite a guest to your party, some guests require the you to have their favorite teas, while others require a gift too. It's an unbirthday party after all, so lots of partiers will be getting gifts throughout the game!

Players will use their worker cards to take actions such as collecting resources, inviting guests, and crashing their opponent's party to steal their resources or guests. On their turn, players will decide to take either the 4 worker action (the Cards) or the 1 worker action (the Mad Hatter).

If a player chooses the 4 worker action, the player will assign the worker a space on the board by covering four corners of the available cards. Each worker will then be able to either take a basic action or take their special action. Each worker (Card Guard 1 (Ace), Card Guard 2, Card Guard 3 and Card Guard 4) have their own unique ability that can be used on its turn in place of a basic action. Once all four actions have been completed, play passes to the next player.

If a player chooses the 1 worker action, the Mad Hatter will allow you to "Change Seats", meaning you can select a row or column and rearrange any party guests you would like in that column.

Be the first to get the guests with the right gifts to your party and you can collect Alice. Collect Alice and win the game!



Alice's Unbirthday Party

Contents:

18 double sided cards. Cards are formatted that that pages 1 and 2 are back to back and pages 3 and 4 are back to back. (If Absolem had a Mint Tea Teapot on the back of his card, the game printed correctly.)

Goal of the Game:

Be the first player to get Alice to your unbirthday party.

Set-up:

After printing out and cutting up the 18 cards, you are ready to get started.

Pull out the red and the black Mad Hatter cards, shuffle the remaining cards and deal 4 rows or 4 cards in each row to make a 4x4 grid. Cards should be party guest side up, however guests right-side up or upside down, as long as they are all vertical. **See Image A.**



Image A

Assign each player to either be the Heart Card Guards (red cards) or the Spade Card Guards (black cards).

The person who most recently had tea goes first.

How to Play:

On your turn, select which side of your worker card to use, the 4 worker or the 1 worker side. **See Image B.** You cannot take the 1 worker option two turns in a row.



Image B

Complete the corresponding action(s) and then play passes to the next player.

Note: for subsequent turns, you cannot play your worker card in the exact same space as its previous location.

You also cannot place a worker on a space occupied by your opponent.

See Image C for prohibited move and **Image D** for an acceptable move.



Image C



Image D

Play continues to pass back and forth between players throughout the length of the game.

Winning the Game:

Once you have collected the gifts needed to get Alice to come to your unbirthday party (cake, a present, a rose, and a crown). **See Image E.** You can use a worker to invite Alice to the party. The first person to do this wins the game.



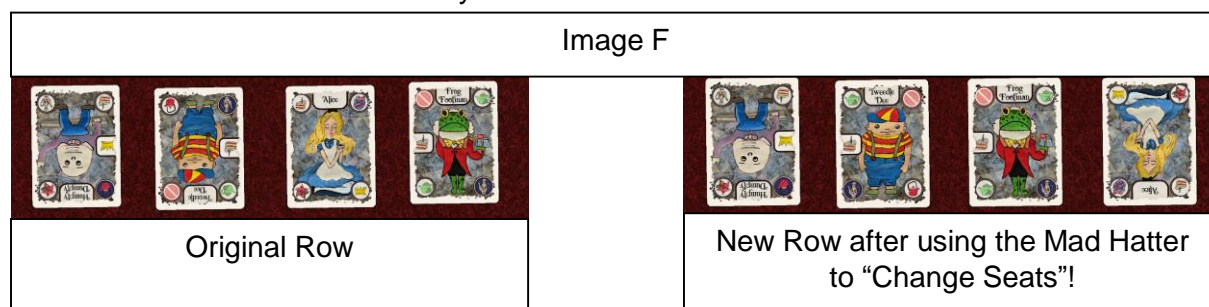
Image E

Index of Worker Actions:

1 Worker Action- Mad Hatter's Change Seats



- Select a column or row. Rearrange the cards in that row or column in any order you want. This includes moving cards to new spaces in selected column or row and/or rotating cards 180 degrees.
 - Note: Cards can only be rearranged in the column or row they are currently in. They cannot be moved to other columns or rows. **See Image F** below.
- Place your worker card in front of you, 4 worker side up. This is a reminder that you cannot take the 1 worker action again next turn.
- Once the cards have been replaced, your turn is over. You do not place any workers on the board or take any additional actions.



4 Worker Action – Cards – Ace, 2, 3 and 4






- Place your card, 4 worker side up, so that each worker covers the corner of a card on the board. Your worker can be played right side up or upside down (as long as it is vertical). The corners contain action spaces, that will allow your worker to take certain actions **See Image G.**
 - Note: If a worker falls on an empty space, rather than an action space, it does not get to take an action this turn. **See Image I.**




Image G-
Player gets 4
actions



Image I – Player
gets 2 actions

- Workers take their actions in numerical order: 2, 3 and then 4. The Ace worker can either be used as a 1 or a 5 and thus will take it's turn either first or last.
- Workers that cover action spaces, have two options: take a basic action or take a special action.
 - **Basic Actions** - these are actions any worker can take, provided they cover the correct action space. Basic actions include the following
 - Collect a covered resource – see  icon
 - Spend collected resources to obtain a guest card – see  icon
 - Swap Cards – see  Icon

- **Special Actions** - each worker (Ace, 2, 3, and 4) have a unique action that only they can take.
 - Worker Number 1 or 5 (Ace)- Move the guest covered by this worker to any open space.
 - Worker Number 2 - Rotate the guest covered by this worker 180 Degrees.
 - Worker Number 3 -Swap the guest covered by this worker with any orthogonally adjacent guest. Do not rotate the cards while swapping them.
 - “Worker Number 4 -Swap the guest covered by this worker with any diagonally adjacent guest. Do not rotate the cards while swapping them.
- If a worker falls on the “No Action” space, it may not be used to take an action (basic or special) this round. – See  Icon

Index of Card Icons:



- **Collect a Resource Card Icon** - Dark blue circle with white outline – This action space allows you to collect the resource shown on the back of the guest card. The teapot shown in the circle shows which type of resource is on the back of the guest card.
 - If a worker is placed on top of a resource action space, you can use your worker’s basic action to *collect the covered resource*. To do this pick up the party guest, flip the card over so the resource is revealed and add it to your hand resource side up. Resources include: Mint Tea Teapot, Earl Grey Tea Teapot and Cranberry Tea Teapot. See **Image K** below for an example:

Image K - if a 4 worker card was placed in-between the Dormouse and the Queen of Hearts, it would cover the Dark Blue icon with the Cranberry Tea Teapot on it. You could use worker 1 (Ace’s) action to collect the resource. To collect the resource, flip the guest card to the resource side and add it to your hand.



- **Required Resources to Collect a Guest** - White circle with light blue outline – These icons show which resources are needed to invite a guest to the party. All guests (besides Alice) require 2-3 resources; Alice required 4. These will be displayed as action icons on the guest card.
 - If you have all resources required to invite a guest to your party in your hand and you cover one of the required resources spaces on the guest card, you can spend your resources to obtain the guest. Discard all required resources for that guest (not just the resource you covered). Pick the guest card up, guest side up, and add it to your hand. See example below in **Images L, M and N**.

Image L- Below is your current hand, and to the right is the board. The Gryphon requires two Cranberry Tea Teapots to obtain.

If you place your 4-worker card in-between the 4 cards shown on the right, you will cover one of the required resource spaces. This will allow you to use Worker 2's action to obtain the Gryphon card.

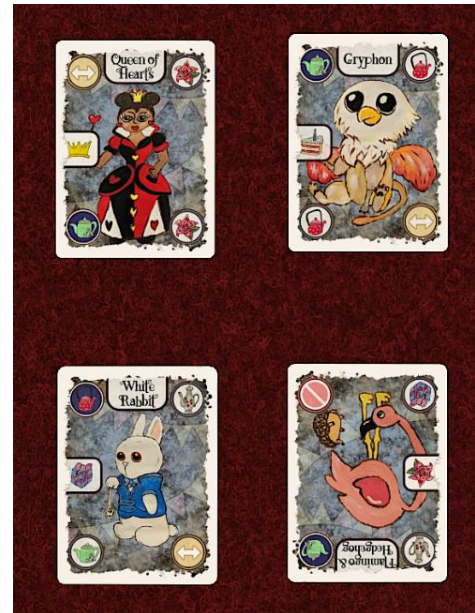
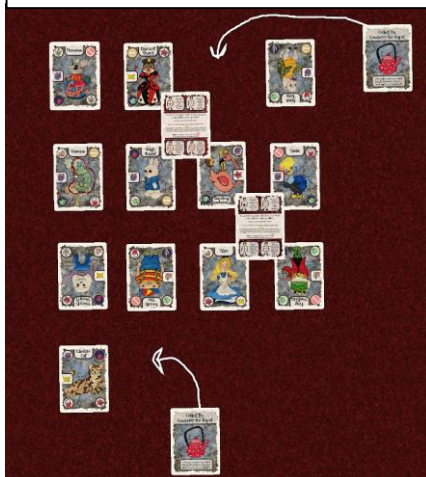


Image M – The two Cranberry Tea Teapots would be shuffled and added back to the board in the top-most left-hand open space, followed by the next top-most left-hand open space. The cards would then be flipped guest side up.



- Once resources are spent, flip the discarded resource cards so that the resource side is face up, shuffle the cards and add them back to the board starting in the top-most left-hand empty space. You will fill in the board from left to right, top to bottom when adding cards back onto the board. **See Image M.**
 - Make sure cards are placed back on the board Guest Side up.
- If a worker is covering a space where the guest would go, just place the card on top of that worker until it is moved, that worker does not get to take any extra action or bonus from this.
- Image N** would be your new hand.



Image N – your new hand



- Swap Cards** - Yellow circle with yellow outline, with a double-sided arrow in the middle– This action space allows you to swap cards with another player.
 - As cards in player's hands are double sided and it is clear whether a card is a guest or a resource based on what can be seen on the card back, close your eyes and randomly draw one card from your opponent (this may be a resource card or a guest card).

- Look at your chosen card and then choose a card from your hand to give your opponent.
 - You may give your opponent a resource or a guest card, regardless of what you took from them.
 - You may choose to give back the card you just took.



- **No Action** - Pink circle with a pink outline and a white crossed out line in the middle – this is a “No Action” space. If worker covers this space, it is not allowed to take any action this turn.



- **Gift Resource** - White rounded rectangle box with brown outline – this is not an action space. You cannot place a worker here. This is the resource that a guest brings with them to the party. These resources include cakes, presents, roses and crowns.
 - You need to obtain the guest card, in order to collect this resource. When collected, add the card to your hand, guest-side up. On future turns, you may now use the collected resource to obtain other guests.
 - Just as with teapot resources, once the resource is spent on collecting a different guest, shuffle any spent resource cards and redistribute them to the board. Cards should be placed guest-side up and in the left-most top space. You will fill the board from left to right, top to bottom.

Index of Reference Terms for Card Types:



- **Guest Cards**– these are all the character cards (besides the Mad Hatter and the Cards). They are labeled with the character’s name at the top of the card. Each guest brings a gift (resource) that is used to obtain other guests in the future. Gifts are spent like resource cards and are used to entice a guest to come to your party.



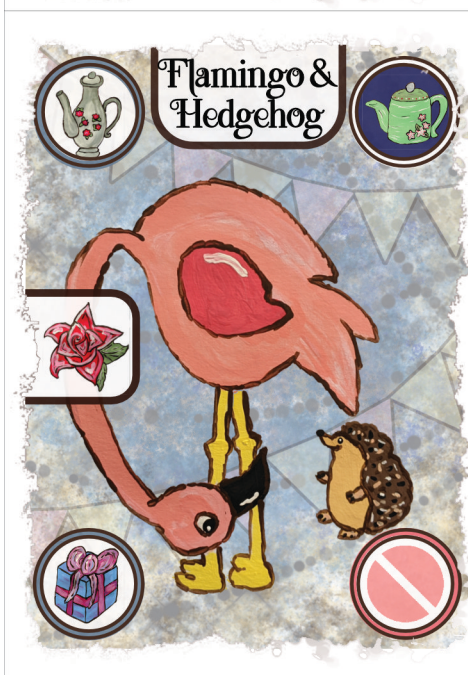
- **Resource Cards** – these are the teapot cards on the reverse side of the guest cards. They feature three teapots, the Cranberry Tea Teapot, the Earl Grey Tea Teapot and the Mint Tea Teapot. Resource cards are obtained by covering the resource icon on a guest card. If a resource card is collected, pick up the guest card, flip it to the resource side and add it to your hand.



- **Worker Cards** – These are either your Mad Hatter card, which is your one worker action, or your Card Guards (either spades or hearts, depending on your player color), which is your four worker action.



- **Alice Card** – Alice is a guest, but she is special in that you cannot collect her unless you have all four resources and are ready to win the game. Alice does not have a resource card on the reverse side of her card, so she is never collected at any point in the game. Alice can be moved and rotated just like any other party guest though. The first person to collect Alice, ends and wins the game. Flip the card over, snap a photo and share your victory with the world!



Collect the
Granberry Tea Teapot



When this card is used, add it
back to the board, in the top-
most empty space on the left.

Happy Unbirthday!



Congratulations! You won the game!

Share a picture of your victory with
[@bultonsky](#) on Instagram

Collect the
Mint Tea Teapot



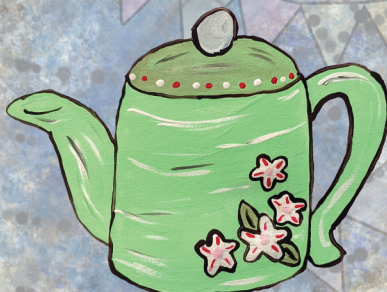
When this card is used, add it
back to the board, in the top-
most empty space on the left.

Collect the
Granberry Tea Teapot



When this card is used, add it
back to the board, in the top-
most empty space on the left.

Collect the
Mint Tea Teapot



When this card is used, add it
back to the board, in the top-
most empty space on the left.

Collect the
Granberry Tea Teapot



When this card is used, add it
back to the board, in the top-
most empty space on the left.

Collect the
Mint Tea Teapot



When this card is used, add it
back to the board, in the top-
most empty space on the left.

Collect the
Earl Grey Tea Teapot

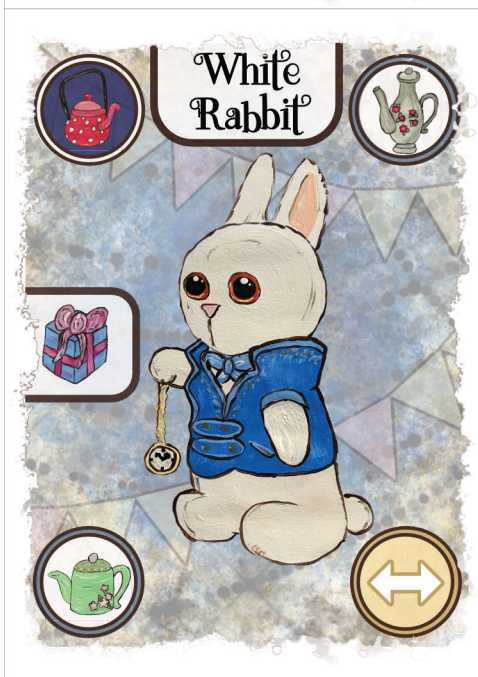
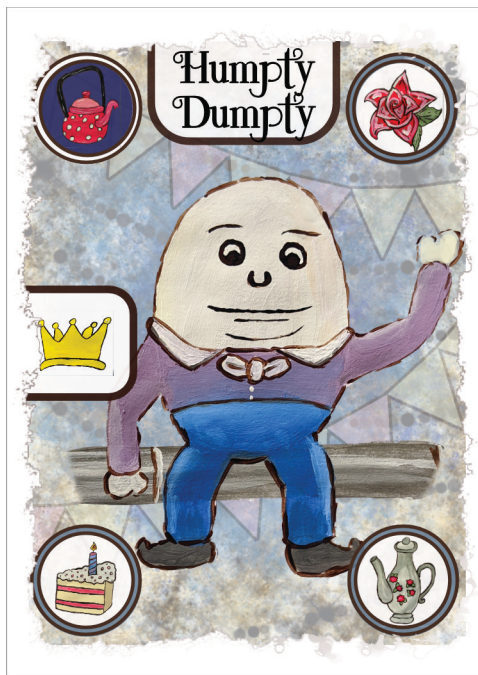


When this card is used, add it
back to the board, in the top-
most empty space on the left.

Collect the
Mint Tea Teapot



When this card is used, add it
back to the board, in the top-
most empty space on the left.



Collect the Earl Grey Tea Teapot



When this card is used, add it back to the board, in the top-most empty space on the left.

Collect the Earl Grey Tea Teapot



When this card is used, add it back to the board, in the top-most empty space on the left.

Collect the Earl Grey Tea Teapot



When this card is used, add it back to the board, in the top-most empty space on the left.

Collect the Cranberry Tea Teapot



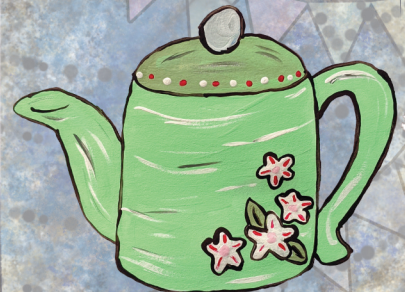
When this card is used, add it back to the board, in the top-most empty space on the left.

Collect the Earl Grey Tea Teapot



When this card is used, add it back to the board, in the top-most empty space on the left.

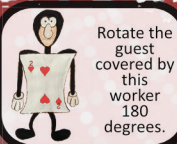
Collect the Mint Tea Teapot



When this card is used, add it back to the board, in the top-most empty space on the left.



Move the guest covered by this worker to any open space.



Rotate the guest covered by this worker 180 degrees.

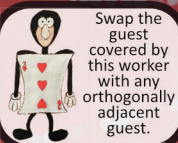
Any worker may take either it's special action or one of these actions per turn:

Collect a resource that it covers

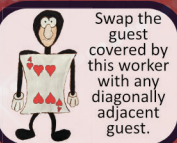
Spend collected resources to obtain a guest card

If a worker covers this icon (👤) it may use it's action to do the following: take a card from your opponent and then give them a card of your choice from your hand

Note: if a worker covers this icon (🚫) it cannot take any actions that turn



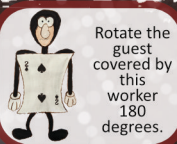
Swap the guest covered by this worker with any orthogonally adjacent guest.



Swap the guest covered by this worker with any diagonally adjacent guest.



Move the guest covered by this worker to any open space.



Rotate the guest covered by this worker 180 degrees.

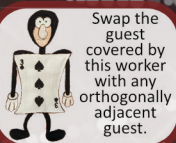
Any worker may take either it's special action or one of these actions per turn:

Collect a resource that it covers

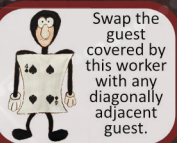
Spend collected resources to obtain a guest card

If a worker covers this icon (👤) it may use it's action to do the following: take a card from your opponent and then give them a card of your choice from your hand

Note: if a worker covers this icon (🚫) it cannot take any actions that turn



Swap the guest covered by this worker with any orthogonally adjacent guest.



Swap the guest covered by this worker with any diagonally adjacent guest.

Collect the Cranberry Tea Teapot



When this card is used, add it back to the board, in the top-most empty space on the left.