

BRILIG

ASSIGNMENT

Higher number goes first.
Move a pile onto a Jabberwocky card.

COLLECTION

Lower number goes first.
Take all the gems of the color you played from the Jabberwocky card of that colour. Move them onto the card you played.

If you did not collect any gems, privately swap the card you played with a card from the bonus stack.

BREAKING TIES

If both players play the same number:

GREEN goes before **YELLOW**

YELLOW goes before **PURPLE**

BRILIG

ROUND 4

At the end of Round 3, move all gems off each of the 3 Jabberwocky cards to form 3 new piles.

Then, each player returns all their played assignment cards to their hand.

At the end of Round 4, the game ends!

SCORING

Each collected gem is worth the number of the card it's sitting on:

 $= 6$  $= 8$

The player with the highest score wins!

BOROGOVES

CARTOGRAPHER PLAYER

At the start of the game, play the top 2 cards of the deck to form the map, then draw a hand of 2. You take the first turn.

Each turn, play a card, then draw a card.

Cards must be played adjacent to a card on the map. The map can't stretch more than 4 cards in any direction.

BOROGOVE PLAYER

Each turn, take 1 action for each tribe:

MIGRATE Move borogoves from the tribe's card to a card on the map.

EXPLORE Move borogoves from one card on the map to an adjacent card. At least 1 must be tribe's color.

SETTLE Return 1 borogove to the box.



Always move borogoves equal to the number of the card being moved to.

Card color does not affect movement.

BOROGOVES

BOROGOVES - SCORING

*Score each card with **any number of Borogoves of that card's color** on it.*

 $= 2$  $= 0$

Score the value of each card.

THEN *Score each card on the map with a matching number of borogoves on it.*

 $= 0$  $= 1$

Score 1 for each card.

BANDERSNATCH

Draw 2 cards at the start of the game.

Each turn:

1. PLAY CARD
2. RESOLVE
3. DRAW CARD







A card is captured when adjacent only to *busy* cards.

A card is *busy* when it has gems on it.

A captured *empty* card is removed.

A captured *busy* card is moved to the discard, and all gems on it are broiled.

SCORING

BROILED	ON THE FIELD	RESULT
 : 2	 : -2	<10 ALMOST!
 : 1	 : -1	10+ WIN!
 : -1	 : 1	15+ FRUMINOUS.
		20+ MANXOME.
		30+ WHAT.

BANDERSNATCH

SAME COLOR + HIGHER NUMBER = ADD GEMS EQUAL TO THE DIFFERENCE

SAME COLOR + LOWER NUMBER = REMOVE 1 GEM

OTHER COLOR + HIGHER NUMBER = ADD 1 GEM

OTHER COLOR + EQUAL NUMBER = ADD 1 GEM OF EACH COLOR

OTHER COLOR + LOWER NUMBER = REMOVE GEMS EQUAL TO THE DIFFERENCE

SURROUNDED CARDS ARE IMMEDIATELY CAPTURED WHETHER OR NOT THEY'RE BUSY

GIMBLE

Straights are worth the combined value of all cards in the straight (min 3)

    = 18

Duplicates are scored as follows:

#	2	3	4	5	6	7
SCORE	3	6	10	15	21	28

Each color's gems must combine to become a card of that number/color

 = 

Your **JABBERWOCKY** card can be a card of any number of its color.

Each card can only be used once.

All unused cards (including gems) subtract their value from your score.

GIMBLE

EACH TURN

BID

Starting with whoever took a card last, and going clockwise, bid on who will take a card first. Continue bidding until all players but 1 pass.

PAY

The highest bidder must pay their bid in gems of a single color, placing them on a card in the display.

TAKE A CARD

Starting with the highest bidder and going clockwise, each player takes a card (and all gems on that card) from the display.

THE HIGHEST BIDDER CANNOT TAKE THE CARD THEY PLACED GEMS ON.

Then, refill the display and go again!

GYRE

Each turn, move and then take 1 action:

INHALE

Move each gem of your color in your row/column 1 space towards you.

—OR—

EXHALE

Place 1 gem on each card in a straight line away from you.

—OR—

RESOLVE

Check each card for control. Each card controlled by a single color returns all other gems to their owners.

You must resolve all cards, not just your own.

—OR—

FLY

Move to any empty space.

Whenever a gem moves onto a face-down card, move it 1 additional card in the same direction, if able.



GYRE

GOAL

To win, flip all of your cards face-down.

A card flips face-down when it has a number of gems of its color equal to or greater than its value, and no other gems.



The gems are returned to their owner.

2-PLAYER

In a 2-player game, you may take the neutral player's turn instead of your own (unless the other player just has).

MIMSY

TO WIN

If the 5 card matching your secret identity has 5 or more gems (of any colors) on it at the end of *any* turn, you win!



2-PLAYER

If the neutral player would win, the player who just took their turn wins instead.

MIMSY

EACH TURN

- 1 Pick up all gems from a 1, 2, or 3 card.



- 2 Moving clockwise, drop them one by one until your hand is empty.



- 3 If the last gem dropped matches any gems on that card, pick up all gems of that color & take another turn.


Repeat until you drop your last gem onto a card with no matching gems.

MOME


SCORING

Add the numbers from both bridges of all 3 colors: **PURPLE**, **YELLOW**, and **GREEN**.


ALL PLAYERS

+  If the goal colour is the highest of their 3 totals.

IF YOU WERE NOT THE GOAL PLAYER

+  If the goal player didn't have the goal color as their highest total.

IF YOU WERE THE GOAL PLAYER

+  If nobody else had the goal color as their highest total.

The first player to earn 6 gems wins!



MOME

1: PLAN

- ~~-ETHER-~~ Take a gem and choose a color
- ~~-OR-~~ Take a card and choose a color
- ~~-OR-~~ Pass (last player may not pass)

2: BUILD

To place a card, it must be:

- ~~-ETHER-~~ On your bridge
- ~~-OR-~~ On the bridge with the least (or least tied) cards

THE RULE OF 6

If you played a card and another card of the same color on that bridge add up to 6, flip the higher of the 2 cards face-down.

If you play a 3, flip any other 3s on the same bridge face-down.

SLITHY

DEALER

- 1** Play a **PURPLE** card face-up and a **YELLOW** card face-down.
- 2** Once everyone has chosen gems, reveal. If a group reveals gems equal to or higher than the sum of the 2 cards, they bust and you score them.
- 3** Move played cards face-up to the side and play another 2 cards.

Once all **PURPLE** cards have been played, score busted gems + the unplayed gems held by any 1 player.

BUSTED GEMS

SLITHY

PLAYERS

DISCUSS → **CHOOSE GEMS** → **REVEAL**

If the gems your group played add up to less than the sum of the 2 cards, each player scores gems up to the value of the **PURPLE** card.

Otherwise, you bust, and *the dealer scores your gems*.

Once all **PURPLE** cards have been played, score your gems and the last **YELLOW** card.

SCORED GEMS