

Jabberwocky

A microgame collection by Peter C. Hayward

Jabberwocky is a unique set of cards you can use to play a variety of games.

Try the 5 games in this rulebook, or come up with your own!

All the games in the set use the following components:

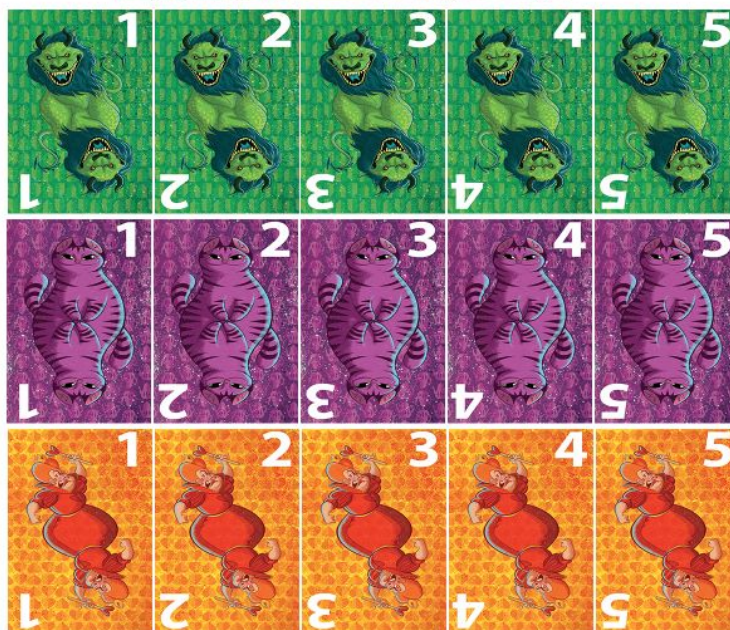
3 Jabberwocky cards:

- Green
- Yellow
- Purple



15 Number cards:

- Green 1
- Green 2
- Green 3
- Green 4
- Green 5
- Yellow 1
- Yellow 2
- Yellow 3
- Yellow 4
- Yellow 5
- Purple 1
- Purple 2
- Purple 3
- Purple 4
- Purple 5



24 gems:

- 8 Green gems
- 8 Yellow gems
- 8 Purple gems



25 Reference cards

All the Number cards have 2 traits: a **number** (1, 2, 3, 4, or 5) and a **color** (Green, Yellow, or Purple).

The games included in *Jabberwocky* are:

Pages 1-3: **Bandersnatch**: A puzzle game for **1 player** by Joel Colombo.

Pages 4-6: **Borogoves**: A map-making game for **1-2 players** by Karl Lange.

Pages 7-9: **Gyre**: An area control game for **2-3 players** by Marek Tupy.

Pages 10-11: **Mimsy**: A mancala race game for **2-3 players** by Joe Myron.

Pages 12-13: **Slithy**: A negotiation game for **3-7 players** by Patrick Chapman.

Each game takes 15-20 minutes and is suitable for ages 8+.

Jabberwocky: Bandersnatch

A solo puzzle game by Joel Colombo

Bandersnatch (noun): *Faster than a minute, and quite impossible to catch. Often frumious.*

Summary

In **Bandersnatch**, swap cards from your hand with empty cards on the field to add and remove gems.

When a card with gems is completely surrounded by other cards with gems, the gems on it are broiled.

When there are no moves left (or you run out of purple gems), score all broiled gems and any gems left on the field.

Objective

To reach a score of 10 or more, by broiling Green and Yellow gems and keeping Purple gems on the field.

Setup

Place the 3 Jabberwocky cards in a row (Green, Yellow, Purple).

These are used to store **broiled gems**.

Shuffle the 15 Number cards together.

Deal 9 of them face-up in a 3x3 grid. This is the **field**.

All cards on the field start **empty**.

As soon as a card has gems on it, that card is **busy**.

Gems on **busy** cards can be broiled by surrounding that card with other **busy** cards.

Place all the gems to the side of the field. This is the **supply**.

Place the remaining cards face-down in a pile.

This is the **deck**. Draw 2 cards into your hand.

Gameplay

On each of your turns, you must first **play a card**, then **resolve captures**, then **draw a card**.

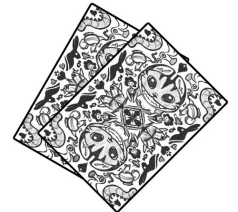
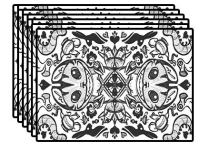
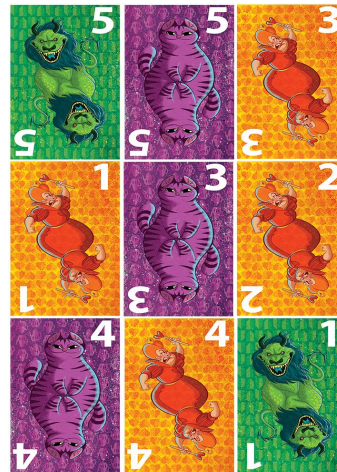
Play a card:

Replace a card in the field with a card from your hand. **Busy** cards (cards with gems on them) cannot be replaced. The game ends immediately if you are unable to replace a card.

Discard the card that was replaced.

The new card will have 1 of 5 possible effects, depending on if it is of a **HIGHER**, **LOWER**, or **EQUAL** value to the card being replaced, and whether it's replacing a card of the **same** color or a **different** color.

HIGHER cards and cards of an **EQUAL** value **add** gems from the supply, while **LOWER** cards **remove** gems from the game:



New card is:	HIGHER	LOWER	EQUAL
The same color	Add gems of the new card's color to the new card equal to the difference between the 2 cards.	Take 1 gem (of any color) from an adjacent card out of the game, returning it to the box. If unable, take 1 gem (of the new card's color) from the supply out of the game, returning it to the box.	
A different color	Add 1 gem (of the new card's color) to the new card.	Take gems (of any color) from adjacent cards equal to the difference between the 2 cards out of the game. If unable, instead take gems (of the new card's color) from the supply out of the game, returning it to the box.	Add 1 gem of the new card's color and 1 gem of the replaced card's color to the new card.

Gems are always **added** from the supply. If there aren't enough green or yellow gems in the supply when adding gems, add purple gems instead. If there aren't enough purple gems, finish the game at the end of this turn.

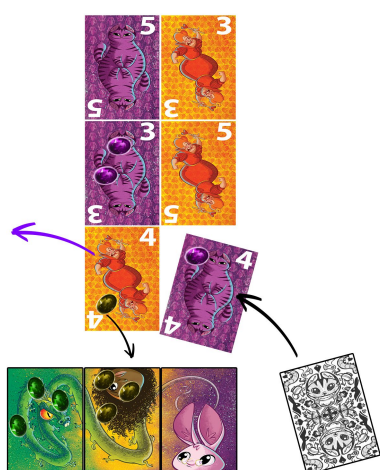
Gems are always **removed** from directly adjacent cards (no diagonals) and returned to the box. If there aren't enough gems on adjacent cards, make up the difference by removing gems **from the supply** of the new card's color until the correct number of gems have been removed. All gems removed this way are returned to the box.

If there aren't enough green or yellow gems in the supply when removing gems, remove purple gems instead. If there aren't enough purple gems, finish the game at the end of this turn.

When you remove the last gem from an **busy** card, it becomes **empty** again.

If you ever need to add or remove purple gems from the supply, and there are none left, add or remove as many as you can. Finish the game at the end of the turn, after resolving captures.

Resolve captures: After adding gems, check to see if any cards have been captured. **Cards cannot be captured on the turn that they are played.**



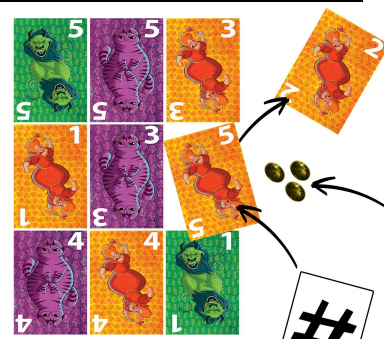
A card is captured when it is adjacent **only to busy cards**. A card must be adjacent to at least 1 **busy** card to be captured.

When an **empty** card is captured, remove it from the game. Return it to the box.

When a **busy** card is captured, take all the gems on it and add them to the Jabberwocky card of their color. The gems are **broiled**. If they're green or yellow, they will **add** to your score. If they're purple, they will **subtract** from your score. Then, move the captured card to the discard pile; it will be available for use later in the game.

For example, at the end of this turn, the yellow 4 is adjacent only to busy cards - the purple 3 and the purple 4. It is discarded, and all gems on it are broiled.

Multiple cards can be captured in a single turn, and a card being captured can trigger additional captures. If multiple cards would be captured at once, you may choose the order. Remember: cards **cannot be captured** on the turn they're played.



Capturing cards is mandatory. All cards that *can* be captured *must* be captured. Captured cards are not replaced; the field will get smaller as the game proceeds.

Draw a card:

At the end of each turn, draw back up to 2 cards in hand.
If the deck is empty, shuffle the discard pile to form a new deck.

Game End

The game finishes either:

1. At the end of a turn where you tried to use or remove a purple gem from the supply and there were none left.
- OR-
2. Immediately when you aren't able to play a card.

Broiled gems and gems left on the field score as follows:

- **Broiled green gems are worth 2 each.**
Green gems remaining in the field are worth -2 each.
- **Broiled yellow gems are worth 1 each.**
Yellow gems remaining in the field are worth -1 each.
- **Broiled purple gems are worth -1 each.**
Purple gems remaining in the field are worth 1 each.

Gems removed from the game and gems left in the supply are not worth anything.

For example:

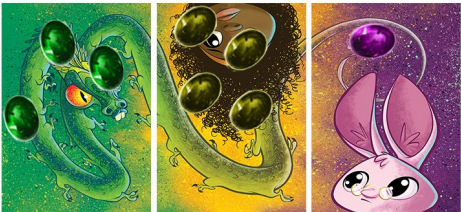
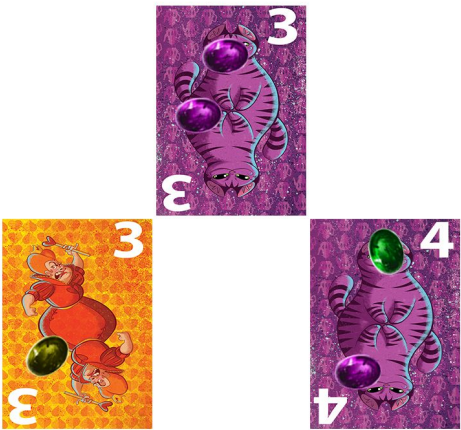
*There is 1 yellow gem on the field, worth -1.
There is 1 green gem on the field, worth -2.
There are 3 purple gems on the field, worth a total of +3.
Gems on the field are worth a total of 0.*

*There are 3 broiled green gems, worth a total of 6.
There are 4 broiled yellow gems, worth a total of 4.
There is 1 broiled purple gem, worth -1.
Broiled gems are worth a total of 9.*

Final score: 9 + 0 = 9. So close!

Add up your score, and compare to the following chart:

<4	This is not very good
5 to 9	This is almost good but not quite
10+	Victory!
15+	Frumious victory!
20+	Manxome victory!
32	A perfect Jabberwocky. You must have cheated.



Jabberwocky: Borogoves

A map-making game for 1-2 players by Karl Lange

Borogove (noun): a thin shabby-looking bird with feathers sticking out like a mop.

2-player:

Summary

One player controls the **borogoves**, trying to control the map and uncover secrets.

Each turn, they take an action for each of the 3 colors, moving their borogoves around the map.

The other player is the **cartographer**, making a map and hiding their secrets.

Each turn, they play a card onto the map, trying to restrict the movement of the borogoves.

Objective

To have the highest score after playing twice, once as each role.

Setup

The player who most recently looked at a map is the first cartographer.

Shuffle the Number cards together and place them into a face-down stack. This is the **map deck**.

Draw the top 2 cards of the deck and place them beside each other. This is the **map**.

Then, the cartographer draws 2 cards.

The borogoves player places the 3 Jabberwocky cards in a face-up row in front of them.

Take the 8 gems of each color, and place them on the corresponding Jabberwocky card. This is your **nest**.

These gems represent your adventurous **borogoves**, eager to get out onto the map and begin exploring.



Gameplay

Players alternate turns, starting with the cartographer.

Cartographer:

Each turn, play a card onto the **map**, then draw a card.

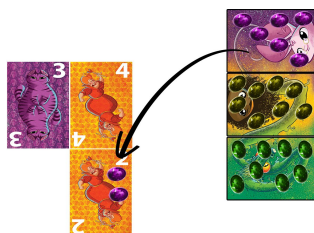
Cards must be played directly adjacent to another card (not diagonally) and cannot be played so that there are more than **4** cards in a row or column. At the end of the game, all 15 cards will be in a 4x4 map (with a single gap).

When the deck pile is empty, let your opponent know they have only 3 more turns until the game ends.

Borogoves:

Each turn, take 3 actions; 1 for each of your tribes (**Green**, **Yellow**, and **Purple**), in any order.

The three available actions are **migrate**, **explore**, and **settle**.



Migrate: Move borogoves of the tribe whose action it is from their Jabberwocky card to a single card on the map.

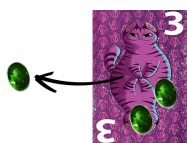
The number of borogoves being moved must match the number on the card you are migrating to - if you don't have enough, you cannot migrate to that card. You may migrate to any card on the map, regardless of its color, position, or number of borogoves already on the card.

On your first turn, you will only be able to migrate.

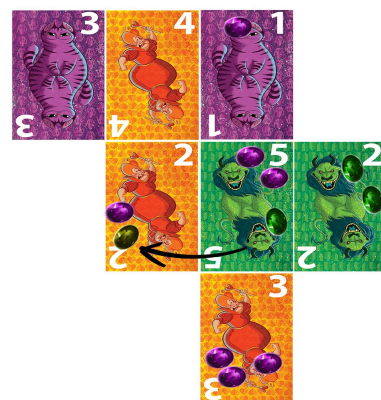
Explore: Move borogoves on the map from one card to another:

- 1) You must move borogoves equal to the number on the card you are moving **to**. It doesn't matter how many borogoves are already on the card.
- 2) All the borogoves must move from a single card to any directly adjacent card (no diagonal movement).
- 3) At least 1 of the borogoves must be of the tribe whose action it is.

The color of cards on the map does not affect movement.



Settle: If you can't or don't want to take a **migrate** or **explore** action for a tribe, remove any 1 token of that tribe's color from the game, returning it to the box.



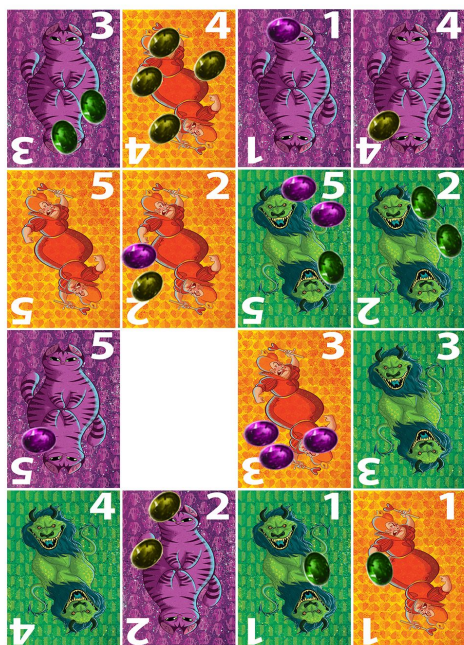
After taking a tribe's action, slide its Jabberwocky card forward. This helps keep track of which tribes have already taken their action. After all 3 actions have been taken, slide 3 cards back to indicate the end of your turn.

TIP: As the Borogoves, focus on preventing the Cartographer from scoring points!

Scoring

After the cartographer plays their final card and the borogoves have taken their final 3 actions, the game ends.

The cartographer scores **the number** on each card that doesn't have a borogove of the matching color on it.



Then, add **1** (**not** the value of the card) to the cartographer's score for each card that has more or less borogoves than the number on that card, regardless of color.

Note the score, then switch roles and play a second time. The player who earned the highest score wins. In case of a tie, the player who can do the best borogove impersonation wins.

For example: in this game, the following cards don't have any borogoves of the correct **color** on them: purple 3, purple 4, yellow 5, yellow 3, green 3, green 4, purple 2, and yellow 1.

The **cartographer** would score $3 + 4 + 5 + 3 + 3 + 4 + 2 + 1 = 25$.

The following cards have more or less borogoves than the **number** on the card: purple 3, purple 4, yellow 5, green 5, purple 5, green 3, green 4.

1 would be added to the cartographer's score for each card, for a total of 7. The cartographer's final score would be $25 + 7 = 32$.

1-player:

Solo gameplay is much the same as in the 2-player game, with the following changes:

Summary

When playing solo, you will play as **both** the cartographer and the borogoves.

Objective

To score 42 or more points.

Setup

Set up the gems and Jabberwocky cards as in a 2-player game. Shuffle the Number cards into a deck, then draw 2 and place them next to each other. The other cards remain in the deck, face-down.

Gameplay

Each turn, instead of choosing a card from your hand to place on the map, you will draw the top card of the deck and follow the same rules as in a 2-player game to place it on the map.

Then, take an action for each of the 3 borogove tribes as normal.

Scoring

At the end of the game, score points for each card with a borogove of that card's color on it plus 1 point for each card **with** the correct number of borogoves on it, then compare to the following chart:

Score	Result
<38	Oh dear. Maybe practice a little more then try again. You'll get there.
38+	Almost good! But not actually good. Not yet. Try again, my friend.
42+	You did it! Bare minimum victory: achieved. Try again, see if you can beat your score.
46+	Okay that's pretty good. But not <i>great</i> . Maybe try again, see if you can do better.
50+	Wow! You did great. Try again, see if you can get a <i>perfect score</i> . I believe in you!
54	A perfect score! Did you cheat? I bet you did. Try again, but this time without cheating.

Jabberwocky: Gyre

An area control game for 2-3 players by Marek Tupy

Gyre (verb): To go around and around and around for so long that 'around' stops looking like a word.

Summary

In each turn of **Gyre**, move your Jabberwocky card around the grid, blocking other player's movement while displacing gems. When a card has enough gems of your color and no other gems, flip it face-down.

Objective

To be the first to flip all 4 of your cards face-down.

Setup

Each player chooses a color and takes the Jabberwocky card of that color. This is your **Jabberwocky**. Shuffle the 15 Number cards and deal them face-up into a 5x3 grid.

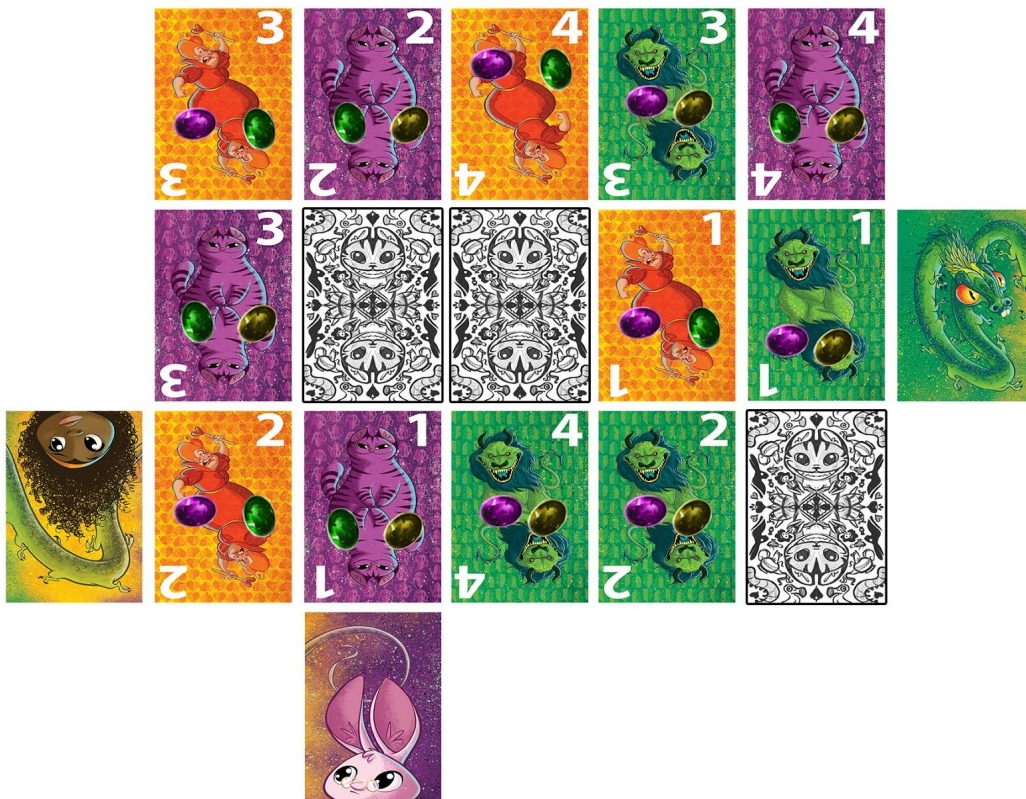
Then, flip all of the number 5 cards face-down.

Place gems onto the Number cards as follows:

- 1 **green** gem and 1 **yellow** gem on each **purple** card
- 1 **yellow** gem and 1 **purple** gem on each **green** card
- 1 **purple** gem and 1 **green** gem on each **yellow** card

Each player places their Jabberwocky adjacent to the lowest card of their color in an outside row or column. If it's on a corner, place it adjacent to the longer side.

The player who most recently moved goes first and play continues to the left.



Gameplay

The goal of **Gyre** is to flip all of your Number cards face-down. A Number card flips face-down at the end of any turn when it has a number of gems of its color equal to or higher than the card's value, and no other gems.

On each of your turns, you must **whiffle** and then take 1 **action**.

Whiffle

Move your Jabberwocky to a new space. A space is any of the 16 positions outside the grid, directly adjacent to a face-up or face-down Number card. You may whiffle any distance in either direction, but cannot pass other Jabberwockies or share a space with them.

You must whiffle every turn. If both the other Jabberwockies are adjacent to you (blocking you from moving) you must pick your Jabberwocky up and place it in any empty space (except the one you just left).

Then, take 1 of the following **actions**: **inhale**, **exhale**, **resolve conflicts**, or **fly**.

Inhale

Move **every gem of your color** in the row/column you are adjacent to 1 card **towards** your Jabberwocky.

Any gems on the card adjacent to your Jabberwocky will moved onto your Jabberwocky card. They will travel with you whenever you move.

Gems on your Jabberwocky can be exhaled back onto the grid later in the game.

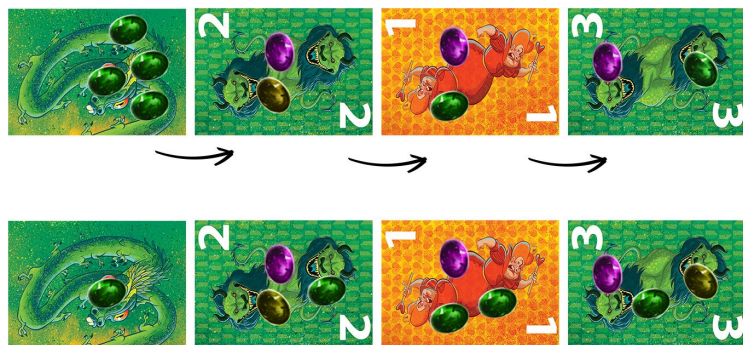
Every time a gem moves onto a **face-down card**, move it an additional card towards your Jabberwocky.



You may only take this action if there's at least 1 gem of your color in the same row/column as your Jabberwocky.

Exhale

Pick up all the gems on your Jabberwocky and return them to the grid, placing exactly 1 gem **on each card in a straight line away from your Jabberwocky**.



Whenever a gem is placed on or moved onto a face-down card, move it 1 additional card away from you.

This may result in 2 or more exhaled gems ending up on the same card. You may first want to place all gems, then move the ones on face-down cards.

If a gem would go off the grid or onto another player's Jabberwocky, instead return it to your Jabberwocky.

You may only take this action if it would move at least 1 gem onto the grid.

Resolve

Check each card for control. Every card that is controlled by a single player returns all **other** gems on that card to their respective Jabberwockies. A card is controlled when a player has more gems on that card than **all other players combined**.

For example, if a card has 3 green, 1 yellow, and 1 purple gem, green controls that card. When conflicts are resolved, the yellow gem on that card would go to the yellow Jabberwocky and the purple gem on that card would go to the purple Jabberwocky.

If a card has 3 yellow and 2 purple gems, yellow controls that card, and the purple gems would go to the purple Jabberwocky.

If a card has 2 green gems, 1 purple gem, and 1 yellow gem, no one color has enough gems to control that card. No gems would move.

You must resolve conflicts on **all cards in the game, not just the cards of your color**.

You may only take this action if it will result in returning at least 1 gem to a Jabberwocky.

Fly

Pick up your Jabberwocky and move it to any empty space except for the one you just left. You may fly back to the space where you started your turn.

Flipping a card face-down

When a card has a number of gems of its color **equal to or greater than** its value, and no gems of any other color, it immediately flips face-down. The gems on it are returned to the Jabberwocky card of the same color.

2-Player Rules

When playing with 2 players, both players choose a color, then set everything up as though playing a 3-player game. The Jabberwocky that neither player chose acts as a neutral player.

On your turn, you may **either** move your own Jabberwocky and take a standard action, or move the **neutral** Jabberwocky and take an action as though you were playing that color: you would move the neutral Jabberwocky, inhale or exhale neutral gems (not the gems of your color), resolve conflicts as usual, or fly the neutral Jabberwocky to a space of your choice.

After someone takes a turn as the neutral player, **the other player must take a turn with their own color**. The neutral player cannot take 2 consecutive turns.

The neutral player's cards flip just as in a 3-player game. If the neutral player flips their last Number card, continue playing until one of the other players wins.

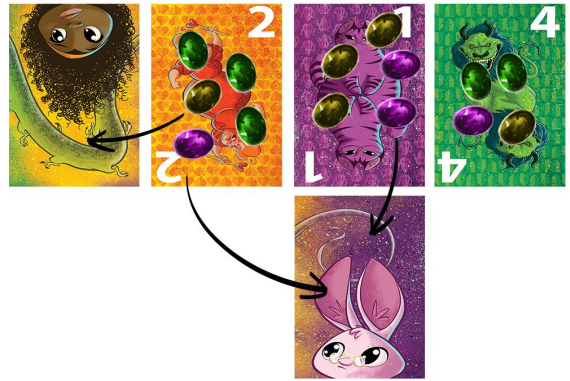
Game End

The game ends at the end of a turn where all Number cards of a single color have been flipped face-down.

If 2 or more players have all Number cards of their color flipped face-down at the end of a turn, the player who just took their turn wins.

Extended Variant

For a longer game, flip the 4, 3, 2, or 1 cards face-down during setup instead of the 5's.



Jabberwocky: Mimsy

A mancala game for 2-3 players by Joe Myron

Mimsy (adjective): *Whimsical movement. Or miserable flimsiness, depending on who you ask.*

Summary

In **Mimsy**, you are racing to be the first to get 5 gems onto your secret goal card.

Each turn, pick up the gems from any non-goal card and drop them one-by-one onto the adjacent cards.

If the last gem you drop matches the color of other gems on that card, pick them up and take another turn!

Objective

To be the first to get 5 gems on the goal of your color.

Setup

Shuffle the 3 Jabberwocky cards and deal 1 to each player.

This is your **secret goal**. Look at it, but do not show the other players.

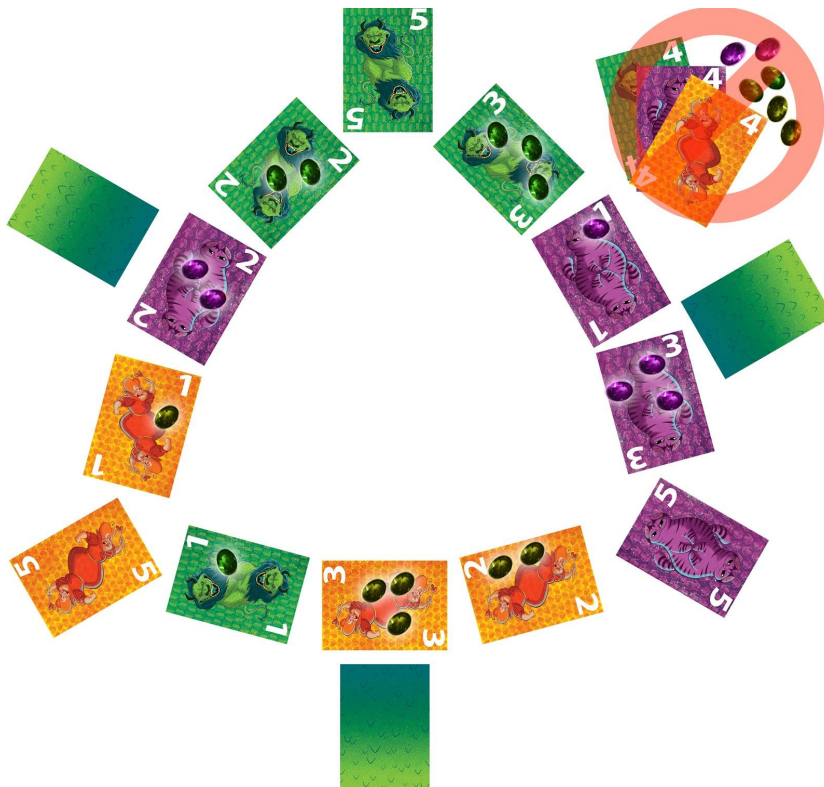
Take all the 4-value cards and 2 gems of each color and return them to the box. They will not be used this game.

Shuffle the 5-cards and deal them face-up in a triangle. These are the **goal cards**.

Shuffle the remaining Number cards (the 1, 2, and 3 of each color) together. These are the **mimsy cards**.

Randomly deal 3 mimsy cards face-up to connect each pair of goal card.

Then, place gems on the 1, 2, and 3 cards so that the color and quantity of the gems matches the color and number of the card; 1 green gem on the green 1, 2 yellow gems on the yellow 2, etc.

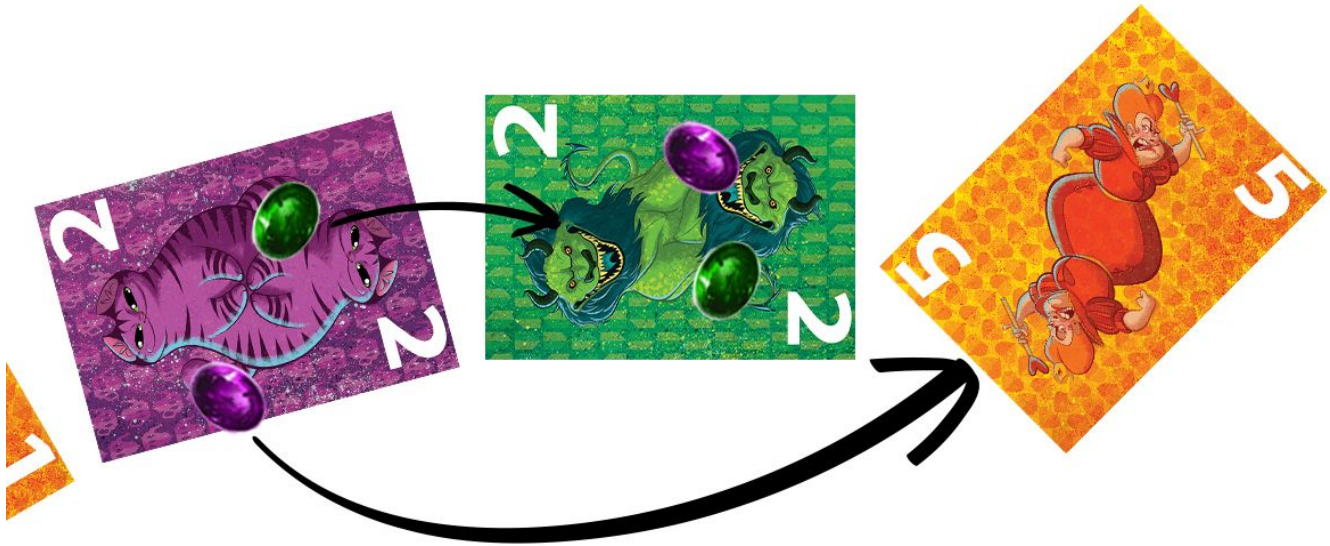


The player who last dropped something goes first, and play continues to the left.

Gameplay

Each turn, choose a **mimsy card** (a 1, 2, or 3 only - *not* a goal card) that has at least 1 gem on it. Take all the gems from that card into your hand.

Choose 1 gem from your hand and drop it onto the next card clockwise (whether it's a **goal** or a **mimsy** card). Choose another gem and add it to the next card. Continue this until you have no gems remaining.



If the last gem you dropped (whether onto a **goal** or a **mimsy** card) matched the color of *any other gems on that card*, pick up all gems of that color from that card, including the one you just dropped. **This is the only way to remove gems from a goal card.**

Take another turn, dropping the gems from your hand one at a time until your hand is empty, starting from the next card clockwise.

If the last gem you drop matches the color of any other gems on *that* card, take another turn in the same manner. Continue until you drop your last gem onto a card that contains no other gems of the same color.

Game End

At the **end of any player's** turn, if one or more **goal cards** have 5 or more gems on them, the game ends.

Each player reveals their **secret goal**.

The player whose secret goal is the same color as the goal card with 5 or more gems on it wins.

In a 2-player game, if the goal card that triggered the end of the game does not belong to either player, the player who just took their turn wins.

If multiple players would win in a single turn, the goal card which received its fifth gem **first** breaks the tie.

Jabberwocky: Slithy

A negotiation game for 3-7 players by Patrick Chapman

Slithy (adjective): Lithe and slimy, like a badger or a lizard. Or a corkscrew.

Summary

In each round of **Slithy**, the dealer will play cards to try to make the other players bust. The other players are playing in groups, negotiating with each other and trying to score gems. When players bust, the dealer collects their gems.

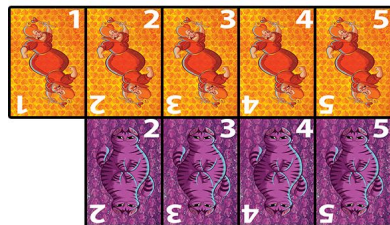
Objective

To have the highest score after each player has been the dealer once.

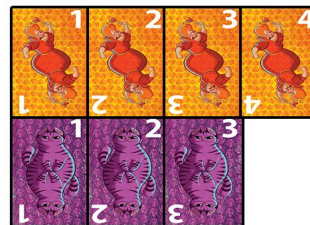
Setup

Depending on the player count, only certain Number cards will be used:

3-4 player



5-7 player



The player with the clammiest hands is the first dealer. Each other player takes gems of any colors.
The dealer does not take any gems.

3-player game: 12 gems each.

4-player game: 8 gems each.

5-player game: 6 gems each.

6-player game: The 2 players to the dealer's left take 6 gems, the remaining 3 take 4 gems.

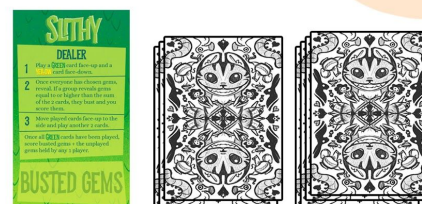
7-player game: 4 gems each.

Each player takes a reference card. During the round, they will use this to store their **scored** gems.

You will need a score pad and pen, to track the scores between rounds.



5-player setup



Gameplay

Each round in **Slithy** consists of 4 turns in a 3-4 player game, or 3 turns in a 5-7 player game.

Each turn, the dealer will play a purple card face-up and a yellow card face-down.

Then, each of the other players may discuss how many gems they're going to play. All discussion must be public. The number on the face-up purple card is the number of their played gems they can potentially **score**.

The non-dealer players are split into **groups** as follows:

In a 3- or 4-player game, all non-dealer players are a single group.

In a 5- or 7-player game, they split into 2 even groups: those to the left of the dealer and those to the right.

In a 6-player game, they split into 2 uneven groups: the 2 players to the left and the 3 players to the right.

Once the discussion has ended, each player will secretly choose a number of gems and place them in their hand. Their other unplayed gems should be hidden, either under the table or in their other hand.

Players are not bound by what they said in the discussion phase; lying is permitted.

All players will reveal their played gems simultaneously.

After the played gems are revealed, the dealer will reveal the face-down yellow card.

If the total gems revealed by a group is **equal to** or **higher than** the sum of the 2 revealed cards, the group busts and the dealer scores **all** their played gems.

If the total number of gems played by a group is **lower** than the sum of the 2 revealed cards, players score the gems that they played. Each player may score gems **up to the number on the purple card**. Any excess gems are returned to their hand.

Whenever you score gems, move them onto your reference card (where they stay for the rest of the round).

For example: the purple 3 and the yellow 5 were played, for a total of 8.

7 gems were played. Nicole played 3 gems. She may score all of them. Roxy played 4 gems.

He scores 3 and returns 1 to his hand. Had either of them played 1 more gem, they would have busted.

Then, the revealed cards are moved to the side, face-up. Each card is only used once in a round, and used cards remain public. Once all the purple cards have been played, the round is over.

Players add up their scores:

The dealer takes the unplayed gems from any 1 player, and scores them along with the busted gems.

All other players add the value of the unplayed yellow card to the number of gems they scored.

Their unplayed gems are not scored.

Players record their scores and the next player to the left becomes the dealer. Scores must be public at all times.

Game End

The game ends after each player has had 1 round as the dealer. Everyone adds up their scores from each round. The player with the highest score is the winner!

In the case of a tie, all tied players who scored the least as the dealer win.

Extended Variant

For a longer game, play until each player has been the dealer **twice**: After each player has been the dealer once, the most recent dealer immediately goes again, then the dealership passes back to the **right**.

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 *busy* 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	2 : -2	<10 ALMOST WIN
1 : 1	1 : -1	15+ ROMANOUS
-1 : -1	1 : 1	20+ MANDOWE
		30+ WIN

BOROGOVES

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.

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.

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GYRE

Each turn, move and then take 1 action:

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

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

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.*

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.

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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.

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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

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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.

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

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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.

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BANDERSNATCH

SAME + HIGHER = ADD GEMS EQUAL TO THE DIFFERENCE

SAME + LOWER = REMOVE 1 GEM

OTHER + HIGHER = ADD 1 GEM

OTHER + EQUAL = ADD 1 GEM OF EACH COLOR

OTHER + LOWER = REMOVE GEMS EQUAL TO THE DIFFERENCE

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

BOROGOVES

CARTOGRAPHER - SCORING

Score each card on the map with no Borogoves of that card's color on it.



Score the value of each card.

Score each card on the map without a matching number of borogoves on it.



Score 1 for each card.

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DISCUSS → CHOOSE GEMS → REVEAL

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

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