

# We Are Not Amused

A single-player Solitaire-style card game by Lisa Smedman

*Queen of Hearts: "Off with his head!"*  
*Alice's Adventures in Wonderland, by Lewis Carroll*

The Queen of Hearts is NOT amused. Your job is to make her smile. Better yet, make her laugh. The more red roses you can bring her, the happier she will be. Trouble is, all of the roses in the Queen's garden are white. You have to paint them red before you can bring them to her.

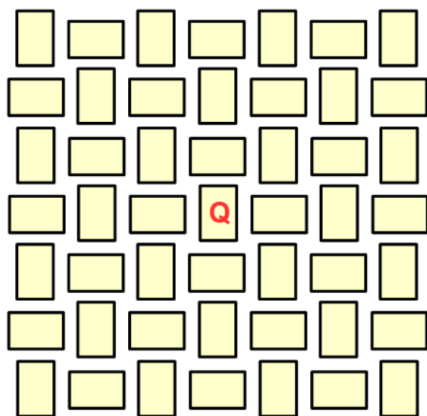
## Components

- 1 Queen card
- 12 White Rose cards
- 12 Red Rose cards
- 9 Bramble Maze Start cards (with red hearts)
- 10 Bramble Maze cards
- 9 Queen's Soldier cards (with red hearts)
- 10 Player's Soldier cards
- 9 Queen's Gardener cards (with red hearts)
- 10 Player's Gardener cards
- 9 Queen's Cheshire Cat cards (with red hearts)
- 10 Player's Cheshire Cat cards
- 4 Alice cards



## Set Up the Garden

To create the "garden," shuffle together the Queen card, 12 White Rose cards, 9 Bramble Maze Start cards, 9 Queen's Soldier cards, 9 Queen's Gardener cards, and 9 Queen's Cheshire Cat cards. (These cards all have hearts on them.)



Lay these 49 cards out into a 7x7 grid on the table, face up. The cards should alternate in vertical and horizontal alignment, as illustrated at left.

Start by laying out the Queen card at the center of the garden, on the position marked "Q" in the diagram. Build the rest of the garden around her.

Note: if the layout results in the Queen having Bramble Maze cards on all four sides of her, shuffle the cards and start again.

Set the Red Rose cards off to the side.

## Prepare the Player Deck

Shuffle together the 4 Alice cards, 10 Bramble Maze cards, 10 Player's Soldier cards, 10 Player's Gardener cards and 10 Player's Cheshire Cat cards to form the player deck, which is kept face down.

## Goal

Your job is to paint all of the white roses red, using your Player Gardener cards, then collect them (using your Alice cards) then deliver them to the Queen once a path has been cleared to her.

## Card Functions

**Queen** – The player must clear a path to ANY side of this card in order to deliver the roses and win the game. The Queen may not be affected by player cards. If the Queen is ever surrounded by Bramble Maze cards, the delivery can't be completed and the player loses the game.

**Alice** – These cards are used to collect a Rose card that has been painted RED (flipped to its red side).

**Gardeners** – The player's Gardener cards paint roses red (they flip a Rose card from its white side to its red side). The Queen's Gardener cards prevent Rose cards from being flipped.

**Soldiers** – The player's Soldier cards attack the Queen's Gardeners and Soldiers, removing them from the garden. The Queen's Soldier cards are obstacles until they are removed.

**Cheshire Cats** – The Queen's Cheshire Cat cards act as health for the Queen's Gardeners and Soldiers, preventing them from being removed. The player's Cheshire Cat cards help the player recover cards from the player deck.

**Bramble Maze** – These cards are never removed from the garden (unless they become “isolated”) and can block the player from affecting other cards or from reaching the Queen.

**Roses** – Collect these (once they are red) to score. Once collected, they must be taken to the Queen.

## Card Play

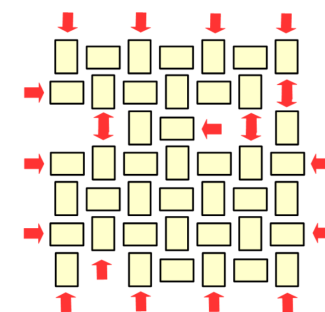
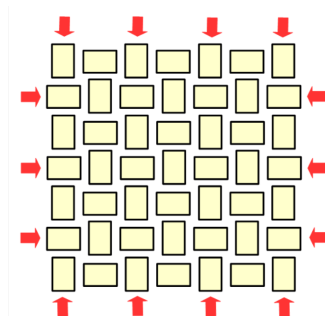
Each turn, the player turns over the top three cards of the player deck, then plays the LAST card that was revealed. The player continues doing this until the deck is done, then turns the deck face down again and cycles through it again. The deck is NOT shuffled, just turned face down again.

If a card cannot be played (or if the player does not wish to play it) simply continue; leave it in the deck and turn over the next three cards.

As the bottom of the deck is reached, there may be only one or two cards to turn over; turn these over and play (or choose not to play) the last card revealed.

To play a card, the player selects any card in the garden with a SHORT edge that is exposed (a edge that is not adjacent to another card: red arrows) and uses their card to affect it.

As the game goes along, more short edges will be revealed, making it possible to affect cards deeper inside the garden. The illustrations at right show the cards that have short edges exposed; these cards can be affected by cards played by the player.



After a card from the player deck has been played, place it in a discard pile; it is out of play and cannot be used again (with certain exceptions, explained later). The discard pile should be kept face up.

Cards removed from the garden are set off to the side, face down. They are out of play, and cannot return to the garden.

### Soldier Cards

The player's Soldier Cards may be used to remove Queen's Soldier and Queen's Gardener cards from the garden. Choose a card of this type whose short edge is exposed, and remove it from the garden – UNLESS it has a Cheshire Cat card adjacent to it, either horizontally or vertically. In this case, remove the Cheshire Cat card from the garden, instead.

*Below left: the third card turned over in the player deck is a Soldier. The player uses it to attack a Queen's Gardener. The Gardener does not have a Cheshire Cat adjacent to it (diagonally adjacent doesn't count) so the Gardener is removed from the garden.*

*Below right: The Gardener has a Cheshire Cat adjacent to it, so the Cat is removed from the garden, instead.*

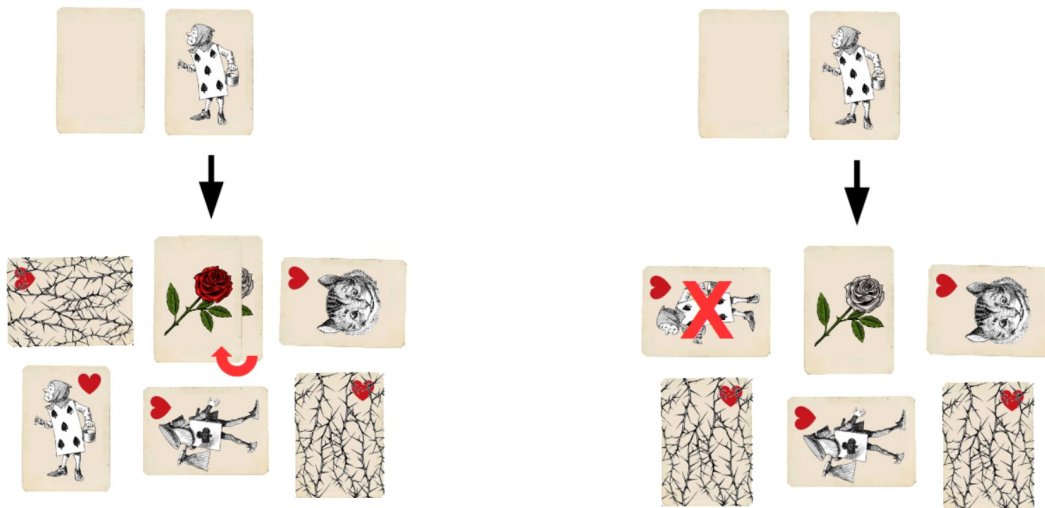


## Gardener Cards

The player's Gardener cards may be used to “paint” white roses red. Choose a White Rose card whose short edge is exposed, and replace it with a Red Rose card – UNLESS it has a Queen's Gardener card adjacent to it, either horizontally or vertically. In this case, remove the Queen's Gardener card from the garden, instead.

*Below left: the third card turned over in the player deck is a Gardener. The player uses it to paint a White Rose. The White Rose does not have a Queen's Gardener adjacent to it (diagonally adjacent doesn't count) so the White Rose is replaced with a Red Rose card.*

*Below right: The White Rose has a Gardener adjacent to it, so the Gardener is removed from the garden, instead.*



## Bramble Maze Cards

If the last card revealed is a Bramble Maze, the player must add it to the garden. The player must place it in any empty spot in the garden (the player may choose where it goes). If there are no empty spots (if the garden already contains 49 cards) the Bramble Maze is not used. It remains in the player deck.

## Cheshire Cat Cards

Cheshire Cat cards have two functions. Only one of these functions may be chosen.

1) If a Cheshire Cat is the last card turned over, it may be swapped it for the top card of the player's discard pile. The Cheshire Cat is placed on top of the discard pile, and the card taken from the discard pile is placed on top of the other cards the player has turned over. This card may NOT be played.

If the top card of the discard pile is also a Cheshire Cat card, no swap is made. Leave the Cat card in the player deck, and continue.

2) Cheshire Cat cards also can make the Queen's Cheshire Cat cards “disappear.” Play them as you would a Soldier card, but they can only affect Queen's Cheshire Cat cards in the garden.

## Alice Cards

Alice cards are used to collect RED Rose cards from the garden. In order to be collected, the Red Rose card must have a short edge that is exposed. When the Alice card is played, remove a Red Rose card from the garden and set it aside; it will add to the player's score.

## Additional Rules

### The Shuffle

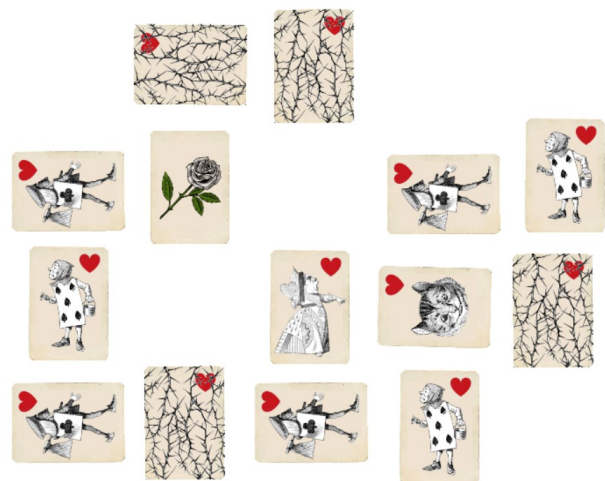
ONCE PER GAME the player may choose to shuffle the discard pile back into the player deck to create a new player deck. This is typically done when the player goes through the entire player deck, and is unable to play a card.

### Delivering the Roses

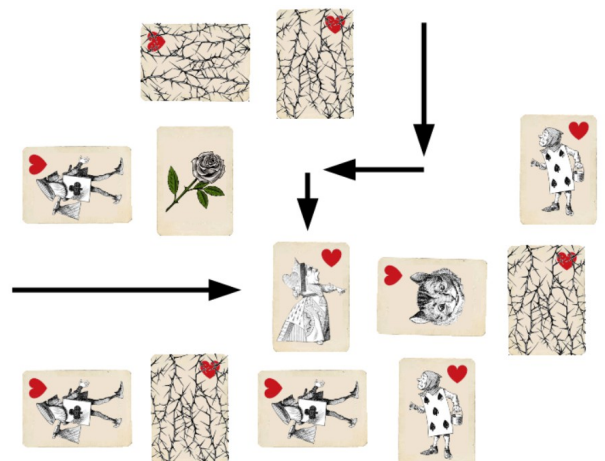
Rose cards that are collected by the player are set aside. They become the player's score – but only if they are delivered to the Queen! To do this, there must be a clear path leading from outside the maze to where the Queen card is. The player must be able to “walk” a path of clear horizontal and vertical spaces to the Queen, from a starting point outside the garden.

As soon as there is a clear path, all Red Roses that have been collected so far should be placed under the Queen card. After that, roses may be placed under the Queen card each time one is collected – as long as the path remains open! Should the path subsequently close, deliveries must halt until a path is opened again

*Top: There is no clear path to Queen (even though two sides of her card are exposed). The roses can NOT be delivered.*



*Bottom: Now there are two possible paths to the Queen. The roses can be delivered using either one of these paths.*



## **Game End / Scoring**

Typically, the game will end when the payer cycles through the deck and is unable to play any of the revealed cards (after the deck has already been shuffled once).

The game ends immediately if the Queen is surrounded on all four sides by Bramble Maze cards.

The game is scored according to how many Red Roses have been delivered to the Queen (placed under her card): one point per Red Rose.

If the game ends and no Red Roses have been delivered, the player loses the game.

### ***Game Playtesters***

*Dawson Inkster*

*Winson Lim*

*Kit Maloney*

*Kyle Taylor-Smedman*

*Maurice Grela*

Rose Illustration designed by dgim-studio / Freepik

# Card Legend

## Black & White Cards

Bramble Maze



Queen



Alice



Queen's Gardeners



Queen's Soldiers



Queen's Cheshire Cats



Player's Gardeners



Player's Soldiers



Player's Cheshire Cats



## Color Cards

Bramble Maze



Queen



Alice



Queen's Gardeners



Queen's Soldiers



Queen's Cheshire Cats



Player's Gardeners



Player's Soldiers



Player's Cheshire Cats

