

Playme: Alice in Wonderdice

Roll Your Way Out of Wonderland

TOULOUSE, FRANCE, February 26, 2015 /EINPresswire.com/ -- This is Alice in Wonderland as you have never seen it before. Capturing the madness of Lewis Carroll's classic story, [Playme: Alice in Wonderdice](#) is a fast-paced table top game played in real time. Players simultaneously roll dice as they strive to get a straight numerical run of 1 through 6. When they have six six-sided dice in front of them, numbered 1, 2, 3, 4, 5, 6, they slap their hand on the white rabbit disk in the center of the table.

The dice assigned to each player are rolled one at a time, not simultaneously. They can only be placed in the line in order – no skipping. Players have the choice of using each dice roll to advance themselves (if they have the right number) to block an opponent's play by placing their die of the appropriate number next in line, or to unblock their own line of dice with a correct roll.

When the player has a full line of 1-6 dice in his or her own color, they can flip their marker from "Wonder" to "Madness." They reclaim their dice and continue to roll, racing toward a second line-up of 1-6.

If all the players are "mad" the central card is flipped to the Jabberwock side, and the last person to achieve madness becomes the Jabberwocky. The other players all flip their personal representation cards to "wonder", and then have the option to play as a team or to play singly – but all are against the Jabberwock. If all the players achieve madness, the Jabberwock wins. The team can win by winning rounds; they do not have to turn their cards at this point. However, players can choose to betray their team members by flipping their card to "madness" when they have won a round. If he or she then wins another round, they have won the game.

Game play is fast, furious and noisy as players call out their moves. The entire game can be completed in about ten minutes. It was play-tested at the 2014 International Games Festival in Cannes, France, where it received an enthusiastic reception.



Aldébaran Geneste, founder and creator of Playme says that he is fulfilling a long-time dream with his creation of this game. He is a graduate of the French University, where in 2014 he presented his dissertation in Human Resources. Playme is backed by Ludibooster by Ludicreations, a company that supports Independent game production.

This game is so popular, that it has already met its basic and first stretch goal in its [Kickstarter crowdfunding campaign](#). But there is still room to sign up and get your copy of Playme: Alice in Wonderdice. You can donate \$5.00 just to support the game, or donate \$30.00 to receive a copy of your own. Some of the mid-level rewards are approaching their limits, but there is still plenty of room at the top. Upper level rewards include signed original artwork of your favorite game character, a mounted rabbit head trophy made by Jennyfer Santallier, a character card custom-made in your likeness and a special powers card, and black and white rabbit figures.

If you love unusual games, if you enjoy real-time, competitive play, this game is [definitely for you](#). It is a noisy, energetic game – so don't plan to sneak it into study hall. But it could definitely be the focal point of your next party or gathering.

Even the Kickstarter campaign is fun. So spread the word to your friends and family who love games. They will enjoy the bright videos, the fast action, as well as previews and reviews of the game. The Cardboard Castaway review personifies the flavor and character of Playme, while giving an excellent description of gameplay.

To learn more about the game – and to get a copy if you don't manage to get in on the Kickstarter rewards – visit www.wonderdice.com. There you can get the latest news on how the Kickstarter is doing, and you can access the Playme catalog page. Just a word of warning: current copies of the game are in French. One of the goals for the Kickstarter is to print an English version, and get it into circulation. EU citizens will receive rewards shipped from within EU territory, so no extra duties will apply. Playme will ship anywhere in the world. Estimated delivery is May 2015.

About: Aldébaran Geneste, is fulfilling a long-time dream with his creation of this game. He is a graduate of the French University, where in 2014 he presented his dissertation in Human Resources. He says that he has always been a table top game fanatic. After his success last year at the International Games Festival, he is working on worldwide distribution of his new game: Playme: Alice in Wonderdice.

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