

Welcome to the game, the Lands Beyond. Join Milo and his friends on their journey to rescue Princesses Rhyme and Reason from the Castle in the Air.

Choose a card from a deck to move through the Lands Beyond. You could stop at Dictionopolis, the Island of Conclusions, the Doldrums, or other places in the Lands Beyond. The goal of the game is to be the first player to reach the Castle in the Air and free Rhyme and Reason.

You will lose a turn if you jump to conclusions, stop thinking, get distracted by Chroma the Great, get arrested by Officer Shrift, spend time in the dungeon with Faintly Macomb, stop to answer the Senses Taker's questions, do a favor for the Terrible Trivium or drink the medicine from Doctor Dischord.

You might be rewarded by King Azaz with a box of words, get a magical pencil from the Mathemagician, a telescope from Alec Bings, or get a box of sounds from the Soundkeeper.

Come play the game and bring back Rhyme and Reason to the Lands Beyond.