

WONDERLAND

Type: Illustrated Text Adventure

Difficulty: Intermediate

Systems: Amiga, ST (one megabyte),
MSDOS (640K required, hard disk, 8+
MHZ & mouse recommended, joystick
optional; EGA, 256-color VGA, Tandy,
Hercules, MCGA; Ad Lib, Roland; hard
disk recommended, 5.25" & 3.5" disks in
different packages)

Company: Magnetic Scrolls/
Virgin Mastertronic

Based on the Lewis Carroll story, this British quest casts you as Alice. Your main goal is to find cards that will enable you to escape the Queen of Hearts and her infamous trial by a jury that is certainly not composed of your peers. The graphics and animation are fair, the sound effects and music adequate. It's the interface and the puzzles themselves that stand out. *Wonderland* employs a better windowing system than *Windows 3.0*, with separate, resizable and moveable windows that hold text, graphics and icons that represent the objects in your possession and in the room. The automap is the best ever seen in an adventure. Icons graphically depict the nature of each location, and you can travel directly to a distant location by clicking on it, eliminating the need to traverse all the intermediate rooms. But no matter how appealing the windows and icons, how remarkably astute the parser, or how originally the art was handled, there is only one reason to enter *Wonderland*: the wonderfully logical puzzles, which are as inventive as those in *The Pawn* and other Magnetic Scrolls classics.



Walkthrough

Down The Rabbit Hole

E. Get pear (lantern). W SW W W S S. Get jar. Stand. Search leaves. Get locker #10 key. W NW. Save. Get sheet music. (If chair did not stop next to piano, restore game and repeat until it does.) Get key in "C". Return to leaves and unlock door with "C" key. Enter broom closet and get overall, hanger and card shoe. Exit. E SE. to long hall. Look table. Get bottle. Rabbit will appear and drop blue fan and blue gloves. Get both. Look under table and get glass box with cake. Return to music room.

Into the Piano

4p2n b4ttl2 and 873nk p4t34n. Climb on chair, then climb in piano. Get key in "G". Climb on chair. Return to long hall and wear overall. Rabbit shows up again and drops the front door key. Get key and go E.

Wonderland

Try to get the insect. (Instead, you get the stick.) N W. Get gardening gloves. E S E N. Get peg. S SE SE NE NW NE. Get fork. NE NE. Look table. Get gazettes. Get card (Two of Diamonds). Drop gazettes. Look bookcase. Get glasses case. U E. Look under bed. Get slippers.

Into the Duchess' Kitchen

Wear slippers and garden gloves. Put peg on nose. Enter dumb waiter. Pull rope. W. (In kitchen) Get knife. Open cupboard and get jug, then close cupboard. Examine table and get glass key. E. Pull rope. W. Drop slippers. Go to dining room and unlock cabinet with glass key. Get the pass. Return to front garden.

Front and Back Gardens

Open glasses case and get small lens, then drop case and peg. Untie clothesline and get line. Unlock door with front door key. N N. Get pink egg and proceed to back garden. Search compost heap with fork and get Eight of Diamonds. Drop fork and enter shed.

Into the Rabbit's Bedroom

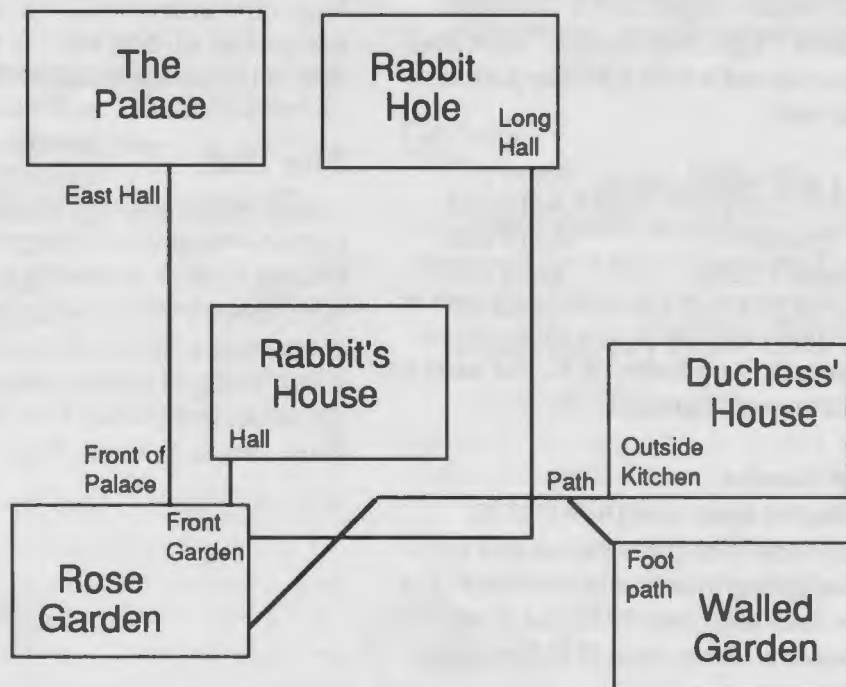
P5t h1ng27 in v392, then p5ll h1ng27 and 4p2n v392. Reenter house and go upstairs. Look in laundry basket and get pouch. Open clock and get Six of Diamonds. Put sheet music under door. Put hanger in keyhole. Remove sheet music and get bedroom key. Drop sheet music. Unlock door with key and enter bedroom. Note ink well. Look chest and get pink gloves. Look bed and get pink fan. Look shelf and get quartz bottle. Go to front of palace and h4l8 j17 in m39t to get the sherbet.

Palace

Enter palace and show pass to guard. The Rabbit will appear. Give him the pink gloves and the pink fan. He will give you the paint brush. Enter guard room and unlock locker #10 with #10 key. Get #3 key and unlock locker #3. Get Seven of Diamonds and #7 key. Unlock #7 locker to get the boots. W W. Drop boots. Get coat of arms and drop. Get hook. Go to conservatory. Turn handle clockwise, then turn handle counterclockwise to get the winch handle. Go to kitchen and get steak and recipe. Read recipe. D. Unlock door with key on chain. Leave the palace.

Exploring

Proceed S to chestnut tree and get pouch. Pour cream (in jug) into saucer and get the sugar. Drop jug. S S W W. Throw stick. Give steak to dog. Get silver key. Go to elm tree, then to giant mushroom. Give 9h27b2t to caterpillar. Cut right side of mushroom with knife four times and get "small" chunks. Put these into your right-hand pouch. Cut left side of mushroom twice for "big" chunks and put in left pouch. Return to palace.



Throne Room and Queen's Bedroom

Go to central hall. If you get the message "you're carrying too much," leave most items here and return to get them when needed later. Go to throne room and stand on Queen's throne. Eat **b3g ch5nk 4f m59h744m** and pull the bell pull. S to get King of Diamonds and red key. Go upstairs to Queen's bedroom and look under pillow to get the wooden twig key. Go to bathroom and open cabinet. Get the large lens and nail varnish remover bottle. Go up the ladder to the royal observatory and get the Four of Diamonds.

Telescope

Put large lens in large end. Put small lens in small end. Turn telescope SE. Eat "big" chunk of mushroom. Look through telescope. **Cl492 262 n4t 593ng** telescope. Look through telescope again. Turn telescope S and SW and look through.

The Mad Hatter

Leave palace and go to well along the wiggly-waggly path. NE NW W SW SW. Enter beaver's hole. Open hatch. U. Get lard (in tub) and tub. Open door. E S. Fold napkin to get the breadcrumbs (*don't drop*). E. Get canvas sack. W. Open door. S W.

Into the Teapot

Climb onto table. **21t 9m11l ch5nk of m59h744m**. Get onto pot. Eat "small" chunk. Enter pot. Say anything. Get Ten of Diamonds. Exit pot. Wait until normal size. Leave beaver's hole. SW. Get Jack of Diamonds. Go to well.

The Well and the Hedgehog

Get rope. Attach rope to tub. Attach winch handle to winch. Turn handle clockwise, then turn handle counterclockwise. Get tub containing treacle. SE SE NE. Move brick with knife (the knife can no longer be used to cut). Drop knife. SE U. Put hand in hole and get the Three of Diamonds. W.

Into the Walled Garden

T32 cl4th29l3n2 to l3mb of w1ln5t t722. D. Get Nine of Diamonds. Wear blue gloves and get hedgehog. Put hedgehog in sack and close sack. Put hook in trapdoor hole and open. D N. Get green bottle. Remove wedge. Open door. N U. Return to Central Hall.

The Rose Garden

Get boots and go to old tree via the secret passage. Unlock door with silver key. Enter. Open curtain and unlock tiny door with "G" key. Open door. Eat "small" chunks twice. W S. Paint trees with brush. Get bag of flour. W S SE W S. Wake gryphon. By the sea. Wait around until you hear entire conversation. Return to garden path. W. Wear boots. N. Get Five of Diamonds. N. Unlock door with wooden key. N. Drop boots.

Croquet Equipment (Flamingo)

Go to rabbit's bedroom. Dip brush in varnish remover to clean. Drop varnish remover. Dip brush in ink well. **P13nt 2gg** with brush. Go to elm tree. Open **q517tz b4ttl2** and **873nk p4t34n**. Put **2gg** in mouth. Wait. Put **b721kf19t 2gg** in nest. Wait until you shrink. Wait at least ten times. Open box and get cake. Eat cake. Get the flamingo.

Playing Croquet

Proceed to the palace kitchen. Give ingredients (green bottle, sugar, flour, lard, treacle and napkin containing breadcrumbs) to cook. Catch key twice to get the crystal key. E. Unlock crystal chest with crystal key. Get the invitation. Go to south of duck pond and wait until the crowd arrives. Show invitation to guards. SW. Wait until game begins. Open sack. Get hedgehog, then drop it. Hit hedgehog with flamingo. SE. Hit hedgehog with flamingo. Get ad. NW NE. Go to tailor's house. Give **953t** of Diamonds to tailor. Get the pantry key.

The Trial

Go to east hall. Wait until guards are in guard room. Close and lock door with red key. Go to kitchen. Unlock door with pantry key. Open door. NW. Examine shelves. Examine tray. Get tarts. In courtroom, select jurors in the same order as jury roster listing (the same order in which you collected the cards, in this case: Two, Eight, Six, Seven, King, Four, Ten, Jack, Three, Nine and Five).

Locations

Because the game includes such detailed auto-mapping, only the general areas are represented on this map. The names of the rooms that connect adjacent areas are found beside the connection. Objects found in each area are listed below.

Rabbit Hole

Grove	Lantern
Well	Jar
Passage	Locker and \$10 key
Music Room	Sheet music, key in "C", key in "G"
Broom Closet	Overalls, hanger, card shoe
Long Hall	Bottle, blue fan, blue gloves, glass box with cake, front door key

Rose Garden

By Palace Gates	Stick
Palace Grounds	Gardening gloves
Front Garden	Peg, small lens, clothes line
Front of Palace	Sherbet
Chestnut Tree	Pouch, sugar
By River	Silver key
Rose Trees	Bag of flour
Duck Pond	Five of Diamonds
Under Hedge	Ad
Tailor's House	Pantry key

Duchess' House

Path southwest of	
Outside Kitchen	Fork
Lounge	Gazettes, Two of Diamonds, glasses case
Duchess Bedroom	Slippers
Kitchen	Knife, jug with cream, glass key
Dining Room	Pass
Well	Treacle

Rabbit's House

Kitchen	Pink egg
Back Garden	Eight of Diamonds
Landing	Pouch, Six of Diamonds, bedroom key
Rabbit's Bedroom	Pink gloves, pink fan, quartz bottle

Palace

East Hall	Paint brush
Guards Room	#3 key, Seven of Diamonds, #7 key, boots
Central Hall	Hook
Conservatory	Winch handle
Kitchen	Steak, recipe, crystal key
Tunnel	King of Diamonds, red key
Queen's Bedroom	Wooden twig key
Bathroom	Large lens, nail varnish remover
Royal Observatory	Four of Diamonds
Cellar	Green bottle
Banquet Hall	Invitation
Pantry	Tarts

Walled Garden (south of Duchess' House)

Giant Mushroom	Small chunks, big chunks
Tree House	Three of Diamonds
Walled Garden	Nine of Diamonds, hedgehog

Top of Tree Flamingo
(southwest of Walled Garden area, southeast
of In Woods and Rickety Bridge)

Tea Party

Cupboard	Lard, tub
Breakfast Room	Napkin with breadcrumbs
Hat Room	Canvas sack
Tea Party	Ten of Diamonds
Under Footbridge	Jack of Diamonds
(southwest of By Beaver Hole)	

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			