

Goal:

- Survive Wonderland

Actions:

- Interact with items to solve problems
- Make choices

Problems:

- Falling down the rabbit hole (grabbing the umbrella will soften her fall, otherwise she falls to her death)
- Broken sign (puzzle pieces that when put together points to the mushroom area where the caterpillar is)
- Mad Hatter becomes quite literally mad at Alice (Grabbing the tea cup will let Alice throw the hot tea in his eyes and escape otherwise she becomes mad and stays at the tea party forever)

Choices:

- Follow the rabbit? (Yes → falling down the rabbit hole. No → the darkness closes in around Alice on the swing and ends the game)
- Stay in the flower garden or leave? (Leaving → progresses Alice to meet the caterpillar. Staying → results in Alice being turned into one of the Rose's flower and ends the game)
- Listen to the Cheshire Cat and go through the door or continue through the woods? (Go through door → continue on to croquet. Continue through woods → Alice is lost forever and the game ends)
- Bow to the queen? (Yes → The queen invites Alice to play croquet. No → Off with her head! Alice is beheaded on the spot and ends the game)