# Alice in the Wonderland

## Characters

1. Alice
2. Alice’s sister
3. White rabbit
4. Dinah (Alice’s cat)
5. Dodo, organizer of the Caucus race
6. March Hare
7. The Mad Hatter
8. The Queen
9. The King
10. The Gardeners
11. The duchess
12. Duchess’ cat

## Rooms/Locations

1. Deep well

* Walls filled with cupboards and book-shelves.
* Maps hung upon pegs.

1. Long low hall lit with lamps. Doors around the hall but all locked.
2. The garden
3. Rabbit’s house
4. The duchess’ house
5. The March Hare’s house
6. The courtroom

## Items

1. Map hanging from pegs in the deep well
2. A jar on one of the cupboards in the deep well
3. Golden key on a three-legged glass table in the long low hall with many doors.
4. Bottle on the glass table with label “Drink Me”. Has nice mixed flavor. Reduced her to ten inches.
5. Little glass box under the table. In it a small cake with the words “Eat Me”.
6. White kid gloves dropped by the white rabbit
7. Fan dropped by the white rabbit
8. Liquid in rabbit’s house
9. Pebbles that turn into cakes in the rabbit’s house
10. The mushroom

## Plot

* Alice was lying beside her sister who was reading a boring book.
* She noticed her cat Dinah chase a white rabbit into a large rabbit hole.
* She decides to chase after Dinah to get her out of the rabbit hole.
* The rabbit hole was very dark. Suddenly she fell into a well inside the rabbit hole.
* The well was either very deep or she fell very slowly. Either way, she noticed the cupboards and shelves on the walls of the well.
* There was a map hanging attached to the walls of the well. (Pick-able). (Picking the map means you shouldn’t have to guess directions in the road ahead)
* She noticed a shiny jar on a cupboard. (Pick-able). It has a gem in it.
* She chooses whether to drop the jar midair or keep it till she reaches the bottom of the well. (30% chance of placing it correctly on another shelf midair) (70% chance dropping it kills her cat at the bottom of the well)
* On reaching the bottom, Alice walks into a long low hall with lights hanging from the ceiling.
* She spots a white glove and a hand fan on the floor (pick-able) “Where do I remember this from?”. Wearing the white glove makes her tall, wafting the hand fan shrinks her.
* Déjà vu. She must have been here before.
* She quickly remembers that there is a small door that led to a beautiful garden. And there is a golden key on a glass table halfway across the hall that opens that door.
* She finds the table and the golden key. She also finds a bottle written “Drink Me” (pick-able for later) and a plate of cake with the words “Eat Me” (pick-able for later). She has to choose an action.

If she drinks from the bottle and had carried the golden key

* Drinking from the bottle makes her short enough to go through the door and if she didn’t pick the golden key before drinking, she won’t be able to get it again unless she wears the white glove (if she picked them). The cake also mysteriously disappears.
* If she had picked the key, she can go through the door. On the other side a beautiful garden.
* She finds gardeners planting white roses. She asks them whether they have seen her cat. They know where Dinah is.
* The gardeners inform her that Dinah was picked by the Queen’s servants just a moment ago when she came to start preparations for the garden to host a game of croquet.
* Apparently, the Queen no longer uses hedgehogs for balls when she plays croquet and now prefers wrapping cats into a ball inside a net and using them for practice.
* No cat ever survives a full game.
* She is informed of two alternatives.
* One, she can go to the duchess’ house and ask to go with her to the Queen’s practice games. The Queen likes playing croquet with her.
* Alternatively, she can go to the white rabbit’s house and ask him to sneak Dinah out of the Queen’s jail since the rabbit is a close servant of the Queen.

If she drinks from the bottle, has the fan and glove but had forgotten the key

* If she drinks from the bottle but had forgotten to carry the golden key, she’ll have to use the hand fan and glove to manipulate her size until she takes the key from the table.
* If she had a the white glove alone, she’ll grow too big and scenario will be same as eating the cake, if she has hand fan alone, she’ll shrink into inexistence. Game over!

If she ate the cake instead of drinking from the bottle

* Eating the cake makes her very tall that she hits her head against the ceiling. The bottle also mysteriously disappears.
* She starts crying till a pool of tears halfway fills the room. She then notices that she is shrinking as she continues crying until she is eventually swept by the pool of her own tears.
* She meets other animals also carried by the pool of tears at a shore. She must have cried a lot.
* The animals organize a race in which everybody wins in order to dry themselves up.
* Alice has to give away two items to be used as presents after the race. If she had left the jar, she now regrets it.
* The animals are happy about her generosity and give her a tip that the white rabbit (which Dinah was chasing) has a house either on the North or the East. (If she doesn’t have a map, she’ll have to guess).

Alice in the rabbit’s house

* In on the way to the rabbit’s house Alice sees the mushroom (pick-able) that could either grow you or shrink you.
* Alice reaches the rabbit’s house and finds the rabbit. The rabbit can only help Alice if Alice will help the rabbit find his lost glove and hand fan.
* If Alice doesn’t have either of those items, she has to go back to the hall and fetch them. Otherwise she hands them over and the rabbit agrees to help her.
* If Alice has to go back to get the hall, she has to grow big on entering the hall as it filled with a sea of tears. When going back to the rabbit’s house, she has to grow small lest the rabbit’s neighbors are frightened by her and they stone her to death.

Alice in the duchess’ house

* In the duchess’ house, Alice asks the duchess to take her to the croquet practice session where the Queen and Dinah will be at.
* The duchess complains that she hasn’t enough time to prepare for the big occasion with the Queen as it is already 5pm.
* The duchess’ cat mentions that if she visits the March Hare’s house, the time will go back to afternoon since the Mad Hatter and March Hare were cursed with Mr. Time.
* However, the March Hare requires a gem before you can sit at his table.
* In the March Hare’s house, they are rude and won’t help you unless you say exactly what you are looking for.
* If you mention that you are looking for a cat, the dormouse wakes up frightened and runs away. The Mad Hatter get angry at you for frightening the dormouse and chases you away.
* If you mention just the name Dinah, they help you reverse time.

If March Hare and the Mad Hatter help Alice

* The duchess takes Alice to the game of croquet and Alice asks her not to play using Dinah.
* The Queen agrees not to play using Dinah this time but in turn asks for a favor.
* The Queen explains to Alice that she suspects the King’s friend Jack of Hearts stole her pies. However, she can’t prove it and therefore the King can’t have him executed.
* The Queen asks Alice to lie in a courtroom that she saw Jack of Hearts steal the Queen’s pies. If she lies for the Queen she’ll get Dinah back.
* If Alice outright refuses to help the Queen, the Queen yells “Off with its head!” and Dinah is beheaded

Alice in the courtroom

* The King asks Alice if she saw Jack steal the Queen’s pies.
* Alice has the option to speak or increase her size using one of the appropriate items( e.g. mushroom).
* If Alice gives a false confession, Jack is executed and the Queen also beheads Dinah.
* If Alice eats the mushroom, she grows so big that she knocks over the entire courtroom and the guards come rushing at her. She suddenly wakes up back above ground with her sister and Dinah by her side.

## Actions

* Movement: in compass point
* Picking an item
* Consuming a drink
* Eat an edible e.g. cake, mushroom
* Speech: accepted words depend on the context