

The Mad House: Rules and Regulations

Welcome to “The Mad House”, an Alice in Wonderland themed escape room created by Frances Diaz Hernandez and Brianna Scott at Full Sail University.

Alice is learning a new lesson by the family tree when she goes to sit down against it. However, she stumbles down the rabbit’s newest hole and bumps her head. As she wakes up, she finds herself stuck in Wonderland yet again. This time, unfortunately, she’s locked in the dungeon of the Queen of Heart’s castle without a key and is heavily guarded. Her new mission is to beat the clock to escape from her cell and get back home before the Queen of Hearts awakens from her slumber. The following is the rules and regulations needed to successfully complete the game:

1. If Alice wakes the Queen of Hearts, she will scream “Off with her head!” as a timer is set leaving her with 30 seconds to find a way out of the castle. However, this will be significantly harder as the card soldiers have now been alerted and will be trying to capture her when in the same vicinity. Therefore, the player must be careful not to make too much noise.
2. “Drink Me” potions and “Eat Me” treats are in various locations throughout the castle to help the player succeed. Drink the potions to shrink or become smaller and eat the treats to grow or become larger. You can use these to help you on your journey, however, the player has to make sure they do not drink or eat too much. Each potion and treat only has up to five uses before it is gone. The potion and treats also only work for about twenty-five seconds before you revert to normal.
3. If you are regular sized or larger, Card soldiers will send you back to your cell. However, if you are small, they will not see you. However, they can still catch you if they hear you. You can use this knowledge to sneak past them to the locations you need to go to.
4. There are 6 total deliverables scattered throughout the castle that can help you piece together a way to exit the castle. You must find all six before you can exit as the door will not unlock until you do so.
5. The game will take roughly forty to sixty minutes to complete in one sitting depending on the user’s level of expertise. With this in mind, the Queen of Hearts’ slumber is timed and after a certain time frame, she will wake up and begin to move around. Things will get harder so you must work quickly. The timeframe is not a fixed interval, but a variable one; this means that the duration that the Queen of Hearts is asleep is different every time the player plays.
6. All the 6 deliverables and clues are “Alice in Wonderland” themed. This includes the animated and live-action films. Although not required, we suggest brushing up on your “Alice in Wonderland” knowledge to better understand the game.

7. There are three floors total with guards on every floor. The queen will be located in her bedroom on the third floor and should be asleep for most of the game, however, there's a chance she will wake up early or walk downstairs because of the variable interval. Be vigilant.
8. You will be given two items that will start off your journey. These two items will be in plain sight and located somewhere in Alice's cell; these items are your first clue.
9. Alice's cell is the only one that is locked. The others are open and can be searched for clues.