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PLAYER HANDBOOK

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July 9, 1862

My Dearest Alice,

I very much enjoyed your company and that of your sister Lorina on my boat last week. However, I am distressed to learn that you have taken to heart the fanciful tale I invented for your amusement and have begun climbing down rabbit holes, collecting magic potions and consorting with fanciful creatures.

Since you are so eager, let us create a story together using the world I invented for you. I will help you bring this wonderful adventure to life by providing you with a few clues to help you on your journey. Of course, you will find the best clues in the two stories I told you and, following your advice, I am writing these stories down. I will call them Alice's Adventures In Wonderland and Through The Looking Glass. I know you would much rather go on adventures than read books, but perhaps others may find them useful.

Let's begin your adventure in the very Countryside we call home, right next to the river Thames. Look for the The White Rabbit, who has apparently lost his gloves and is looking all over for them. He should begin by looking in his own Rabbit Hole—another place that you will definitely want to investigate since many adventures await you there. Once in the Rabbit Hole you can find the entrance to Wonderland and, beyond that, travel through the Looking Glass into Looking Glass Land.

During your journey you will meet The Cheshire Cat again and again. He is a bit of a rascal, but can offer you a few words of wisdom. Beware the Bandersnatch who will pick your pocket each time you get too close to him! (Don't worry, you will be able to recover the stolen objects later.) You'll also meet the Caterpillar who can offer you a clue to the whereabouts of the Mad Hatter if you answer his riddle correctly. And be sure not to miss The

Dormouse who can be a big help to you if you learn his soothing lullaby.

There are special locks and barriers between many of these fanciful lands, but I am certain you can overcome them. To finish your adventure successfully, you will not always want to proceed straight through—you will go forward and often double back again through many of these different lands. You will even need to visit some areas more than once.

All the characters you meet will have something important to say, so listen well. Some of these folks will ask riddles that you will have to answer, while others will sing songs you should remember for use later. You will find many objects along the path: feel free to pick them up!

Some final words of advice, Alice. Be careful how you talk to others. If you scold when you should calm or coax when you should help, the character to whom you are talking may get angry and disappear. But once you start talking to someone, be sure ask as many questions as you can—let your natural curiosity run free. Examine objects for clues and explore every room for nooks and crannies.

You may want to make a map and label doors and pathways which you are unable to reach. You can explore these places better when you come back with the proper tools. You will find things along the way that will give you the ability to change size. A small Alice can enter tiny doors and narrow passages while a giant Alice can jump farther and reach higher. Also, listen carefully to each song you hear so you'll know when to sing it.

If you do all these things, I am confident you will be crowned Queen of Wonderland! Good luck to you, Alice!

Fondly,

Lewis Carroll

P.S. I've enclosed a guide to help you get around Wonderland. I hope you find it useful.

## How to Use

# ALICE IN WONDERLAND

Playing with ALICE IN WONDERLAND is very simple and you'll get the hang of it in no time at all. Before you begin, read over this short guide to help you become familiar with the different functions, controls and options available to you on this disc.

The controller is the tool that will enable you to help Alice explore Wonderland and deal with all the different menus and functions.

## MOVEMENT

You have a lot of ground (and underground) to cover. Here are the methods of movement.

**WALK** Move the thumbstick left or right to move across the screen in the desired direction.

**KNEEL** Move the thumbstick down (towards you) and Alice will get down on her knees. You will need to do this to go through small doors. Move the thumbstick up (away from you) to make her stand up again.

**CRAWL** Have Alice kneel, then move the thumbstick left or right in the desired direction.

**JUMP** Move the thumbstick up and Alice will jump in the direction she is facing.

**SWIM** Once Alice is in the water, move the thumbstick left or right in the direction you want to swim.

**ENTERING RABBIT HOLES, DOORWAYS, WINDOWS AND MIRRORS** Stand in front of the opening and press Button 1. You will automatically appear on the other side.

**GLIDE** Gliding downward can only be done with the parasol. If you have it in your possession, step off a cliff and press Button 1. You will float down safely.

**FLIGHT** You will need a special object to fly upward. Once you have it, highlight the object on the Things menu (see page 7) and press Button 1. You will fly up diagonally until you can't go any higher.

## MAIN MENU BAR

Call up the Main Menu Bar by pressing either Action Button. Move the highlight to the option you want and press either Action Button to activate that function. Several of the options listed will take you to submenus, where you

will have more options. To exit any menu just push the thumbstick up.

**TALK** When you select this option, you will go to the Talk menu which allows you to talk to the other characters you will encounter. (Note: not all options listed here are available for every character.)

**WHO** Find out who you are talking to.

**WHERE** Learn your location.

**WHY** Find out why the person you are talking to is doing what he or she doing.

**COAX** Try to get something out of the person by flattering or soothing.

**HELP** Offering aid to someone can be rewarding.

**CALM** Adventures make some people nervous. You can attempt to soothe them.

**SCOLD** Point out a character's faults to bring him or her to their senses.

**OFFER** Give something you own away. You will be taken to the **THINGS SCREEN**. Move the highlight to the object you want to give away and press either Action Button.

**SING** Recite a song you know. You can only use this option if you have already learned a song from someone. You will go to the **SONG SCREEN**. Move the highlight to the song you want to sing and press either Action Button.

**PICK-UP** Allows you to pick-up an item in front of you.

**DISC** This menu allows you to save or exit your game.

**SAVE** Saves the game you are playing now.

**RESTORE** Takes you back to the last place you saved

the game.

**RENEW GAME** Takes you back to a more familiar place in the game. Use this if you need a quick escape.

**END GAME** Takes you to the credits and then exits you from the disc.

**THINGS** With this command, you can see all of the items that you have collected. Select any of the following items to see your list of goodies.

**INVENTORY** Select an object, press either Action Button and Lewis Carroll will tell you about the object.

**USE** An object will perform its intended function for you. Some objects won't work unless you are in the right place for them.

**EAT** Everyone gets hungry, but using this function wisely can enable you to do some fantastic things—like grow very tall or shrink very small. Don't worry, Mr. Carroll will prevent you from eating anything indigestible.

**READ** If you are standing in front of a sign, select this and Lewis Carroll will read the sign to you.

**HELP** Choose this if you need more help with these menu options.

## ANSWERING RIDDLES

To answer a riddle, spell out your answer one letter at a time. To scroll through the alphabet move the thumbstick up or down to the desired letter. Move the thumbstick right to go to the next space or left to go back to a previous letter. Repeat for each space until you have spelled out your answer. If you change your mind use the thumbstick to go back and change any or all of your letters. Press Button 1 when you are finished and wish to say your answer to the character.♥

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**PHILIPS**