ALICE IN WONDERLAND

Alice's Adventures in Wonderland began one afternoon on July 4, 1862. Alice Liddell and her two sisters were taken on a boat trip by a kindly mathematics teacher who was also a family friend. He amused them with a story. Alice asked him to commit the story to paper and this was then presented to her as a Christmas gift. The teacher was Rev. Charles Lutwidge Dodgson, writing under the name of Lewis Carroll. The Alice in the story, like the real-life Alice, is earnest, creative, and has boundless energy. Typical of Victorian times, Alice can recite poems or sing songs to entertain adults. Much to the discomfort of her conservative sister, she displays curiosity and a taste for mischief. She also possesses a wonderful imagination. She may forget her manners, talk to strange rabbits, and follow them into even stranger places. In this adventure, the game player becomes Alice, enjoying Wonderland and discovering the different paths leading from fantasy to reality and back again.

Preparing for the Adventure

Loading the Game:

Commodore 64™: Joystick required.

1. Plug the joystick into port 2.
2. Turn on the drive and insert the disk side A.
3. Turn on the monitor and computer.
4. Type **LOAD "WIND",8** and press **RETURN**.
5. At the READY prompt, type **RUN** and then press **RETURN**.
6. At the prompt, remove side A, turn the disk over so that side B is facing up, and reinsert the disk. Press the space bar.
7. The introduction will appear. Exit by pressing the space bar.

Apple®:

1. If you are using a joystick or mouse, make sure it is plugged into the computer.
2. Insert the disk side A and turn on the computer and monitor.
3. At the prompt, remove side A, turn the disk over so that side B is facing up, and reinsert the disk. Press the space bar.
4. The introduction will appear. Exit by pressing the space bar.

Using a Keyboard: The D,R,F, and C keys (as well as **I, J, K,** and **M** keys) will move Alice or the cursor. To make a selection press the space bar.

Joystick Action: To move Alice or the cursor, push the joystick left or right, forward or backward. To make a selection, push the joystick button.

Main Menu

After you have loaded the game and the introduction is completed, the Main Menu will appear with the following choices:

> START GAME
> CONTINUE
> DISK STORAGE
> SAMPLE GAME

START GAME - *To Begin a New Game:*

Select START GAME and instantly go to the beginning of the adventure. **Note:** Selecting START GAME erases any game you may currently be playing, unless you have saved that game on a disk (see DISK STORAGE).

CONTINUE - *To Return to Your Game:*

Select CONTINUE to return to your game without using other menu options.

DISK STORAGE - *To Save or Reload a Game:*

You can create a storage disk to save a game in progress and then return to or restore that game at a later time. See CREATE below to prepare a storage disk. After selecting Disk Storage, the following sub-menu will appear:

SAVE   RESTORE   CREATE   RETURN TO MENU

Move the cursor to the item of your choice and select.

1. **SAVE** - After selecting SAVE, the following message will appear.

   > GAME   1   2   3   4   5

   Each number is a location on your storage disk to save a game. Highlight a number and select. Follow screen prompts. Your game will be saved as that number. Follow prompts to return to the game, or shut your computer off to return to game later. *Note:* You cannot save more than 5 games per storage disk. If you try to save more than 5 games on the same disk, an existing one will be erased.

2. **RESTORE** - Select Restore, and the following message will appear:

   > GAME   1   2   3   4   5

3. **CREATE** - Select CREATE, and follow the prompts to prepare a blank disk so that it can be ready for use as a storage disk.

4. **RETURN TO MENU** - This option returns you to the Main Menu.

SAMPLE GAME: Select SAMPLE GAME from the Main Menu for a preview. To return to the Main Menu, press the joystick button. **Note:** Do *not* select Sample Game in the middle of a game. It will erase your current game.

Exploring Wonderland

You begin at a picnic in a park. Move in any direction, but explore surroundings thoroughly before going into the Rabbit Hole. Once underground, you can explore tunnels, rooms, houses, palaces and other never-before seen places of Wonderland.

With Joystick:

Walk: Move the joystick left or right.

Jump: *While standing still:* Hold joystick button down and push joystick in direction you wish to jump. *While walking or running:* Press joystick button. *To jump from a ladder or rope:* Press joystick button and push joystick sideways.

Run: Keep the joystick pressed to one side after jumping.

Climb: Push joystick forward or backward while you are on a ladder, rope or chain.

Crawl: Pull the joystick toward you when Alice is in a standing position to stoop down. Push the joystick left or right.

Stand Up: Push joystick away from you when Alice is in the crawl position.

Fall: Walk off the end of a ledge or a tree limb.

Glide: *Gliding downward* is possible only with a parasol. Alice will glide if you push the joystick button while she is falling. Once the glide begins, push the joystick sideways to glide left or right. *Gliding upward* is possible with a different object. Select USE on the Option Menu to activate this object. You may control the direction of your ascent by pushing the joystick left or right.

Enter or Exit a Doorway: Position yourself in front of a door and press the joystick button. You may need to kneel down before attempting to enter very low doors.

The Option Menu

PAUSE	TAKE	ASK	SING	MENU
EXAMINE	DROP	COAX	TEASE	RENEW
INVENTORY	USE	HELP	ARGUE	SOUND
OFFER	EAT	CALM	SCOLD	DAY

To Use the Option Menu with a Joystick:

1. Hold joystick button down while pulling joystick towards you, and the Menu will appear.

2. Move cursor around Menu by pushing joystick in desired direction.

3. Stop on option of your choice; press joystick button to select that option.

4. To cycle through your inventory, push up on the joystick.

Note: Whenever the Option Menu is visible, the game timer will stop.

PAUSE: Stop during the game then return to the adventure.

EXAMINE: Examine unfamiliar objects you happen upon. Be sure Alice is standing close to an object you wish to examine. MOVABLE ITEMS: Items such as food, bottles or cups will usually be found on the ground or sitting on tables or shelves. Examining the item before taking it will give a detailed description. NON-MOVABLE ITEMS: Items such as posters may be found on the ground, on tables or attached to walls. Examining these items may provide valuable clues but, Alice is not allowed to take them.

INVENTORY: Displays what you are carrying.

OFFER: Offer anything you are carrying to another character. Cycle through your inventory and select.

TAKE: Move very close to any item you would like to take. If you can take the item, it will instantly disappear from the screen. You now carry it in your inventory.

DROP: Drop any item, if you are carrying too much.

USE: Use various tools you may acquire. A list of these items can be cycled through with your joystick or keyboard. Select the item you wish to use. **Note:** One of them will act like a horizontal rope. Stand at the edge of a ramp facing out into open space. Try to USE the rope-like tool. The tool will appear if there is something it might connect to in the direction you are facing. Walk or crawl out onto the rope.

EAT: Eat the edibles you are carrying. Cycle through inventory and select.

ASK: ASK takes you to a submenu where you can choose one of three questions:
- •Who are you? Asking the character who she is may give unexpected information.
- • Where am I? A standard question if you're lost.
- • Why are you doing that? It is sometimes useful to ask the purpose for a character's action or line of reasoning.

COAX: Try to get something from another character by flattering or soothing.

HELP: Offering to aid a character or actually doing so can be rewarding.

SING: Cycle through your inventory of songs and select the song to sing.

TEASE: Some characters need to be teased to give you what you want.

ARGUE: Reason politely with a stubborn character to get what you want.

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

MENU: Return to the Main Menu.

RENEW: This returns you to a familiar location at the expense of losing a day's time. If you get into an impossible situation, use this option.

SOUND: Turn the sound on or off by pressing the button.

TIME, DAY: Many activities will be time-related, and it will be important for you to know the hour and sometimes the day.

The Importance of Conversation

Conversation between Alice and characters in Wonderland is the basis of this adventure. Each character may have useful information, an object, a song - or a combination of all three. The initial greeting from a character will set the tone for the rest of the conversation. Use verbs, songs and riddles wisely. Sometimes a character will tire of your persistance, and ask you to come back later.

Conversational Verbs: You will find seven conversational verbs in the Option Menu. Each represents a way for you to relate to the characters you meet.

Riddles: If you ask a character a question, they may respond by offering a riddle. For example, the caterpillar may state:

> It sits above the crown,
>
> though queens never wear it.
>
> It is a _ _ _ _ _ _ .

Type your answer in the blanks using the keyboard. Then press **RETURN**. If you answer the riddle correctly, the character offers a clue.

Songs: You acquire a song when a character sings it to you. Singing a song may have a pleasant effect on a character.

The Importance of Time

The adventure continues for 65 game-days. Days used are indicated in the lower right corner of the Option Menu. 12 Wonderland hours equals one game day. Keep track of Wonderland hours by various clocks in Wonderland because characters may not like the conversation and ask you to come back at a later time. Some characters appear only at some times and some doorways only work at certain times.

Some Final Words of Advice from the Cheshire Cat

1. Pick verbs wisely. What works with one character may not work with another. Note any verbs that turn a character off.
2. Be curious. Examine objects for clues and explore every nook and cranny.
3. Try examining, eating or using any new tool. Try them out in different places.
4. Make a map and label doors and pathways which you are unable to reach. Later, you will get tools which will allow you to explore these places.
5. The ability to change size is important. A tiny Alice can enter tiny doors and

   narrow passages. A giant Alice can jump farther and reach tools on high shelves.
6. Use as many verbs and questions as possible with each character. Some have more than one clue. Look for clues to tell you what characters like to be offered.
7. Become familiar with each song, so when you meet a character you'll know which one to sing.
8. Use the RENEW option if you find yourself in an impossible situation.