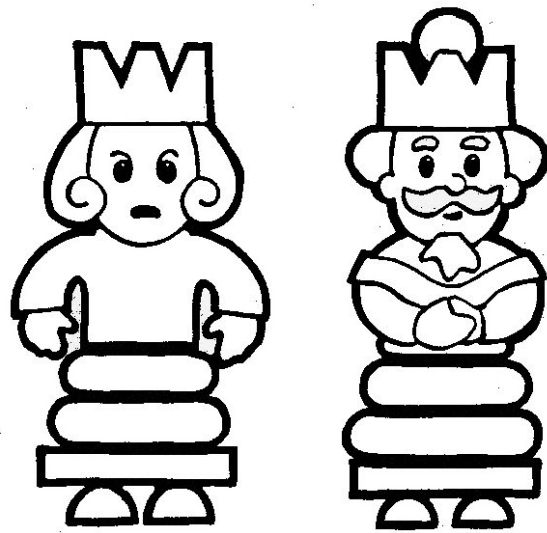


ALICE IN WONDERLAND™

A Classic Software Fantasy
based on the books (notes) by Lewis Carroll



WINDHAM
CLASSICS™





Welcome. I'm so glad that you decided to accept our invitation. Your visit might last quite a while, so I do hope that you packed an extra pair of socks. Once we have a guest, we do so hate to let them leave.

The Queen and I have been preparing all sorts of fun things for you. Well, we think that they're fun. You might not agree; but then you're a guest so you're not supposed to complain.

The fox sent his regrets that he couldn't take part in a hunt, but we've arranged a whole round of healthy activities for you—like running, jumping, crawling, swimming and climbing. By the time we're finished with you, you'll be in great shape!

We've planned all sorts of mazes, puzzles, riddles and memory tests to exercise your mind. They're not really hard; but you will have to think a bit. At the very least, you'll learn a few songs.

I am pleased to have you here and do so hope you enjoy your stay.

The Cheshire Cat

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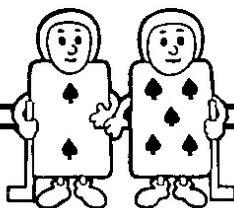
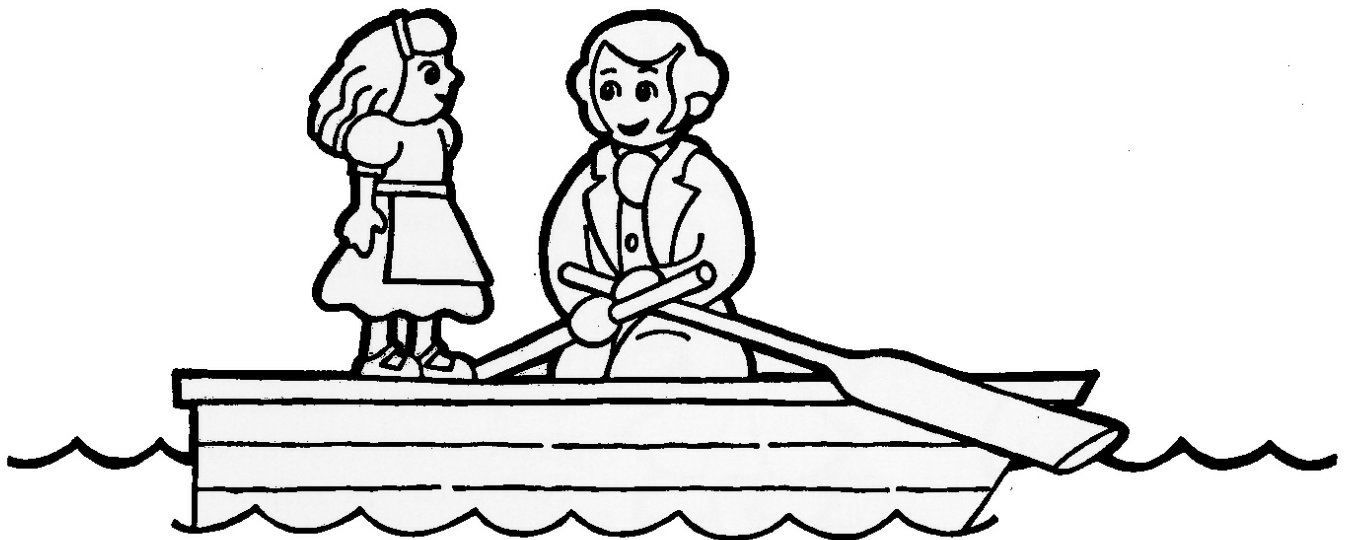
Meet Alice

Alice's Adventures in Wonderland began one sunny afternoon on July 4, 1862. Alice Liddell and her two sisters were taken on a boat trip by a kindly teacher of mathematics who was also a family friend. To pass the time while rowing, the teacher amused the children 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 the Reverend Charles Lutwidge Dodgson, who wrote under the name of Lewis Carroll.

The Alice in this adventure, as well as the real-life Alice, is earnest and creative, bursting with boundless energy. Typical of the Victorian times,

Alice can recite a poem at a party or sing a song to entertain adults. Much to the discomfort of her more conservative sister, she sometimes displays an unfortunate curiosity and a taste for mischief. Alice also possesses a wonderfully imaginative streak. She has even been known to forget her manners, talk to strange rabbits, and follow them into even stranger places.

In this adventure, you, the game player, become Alice, enjoying the adventures of Wonderland as she did over one hundred years ago. You will interact with comical and slightly eccentric characters to discover the different paths which lead from fantasy to reality and back again.



Preparing for the Adventure

Loading the Game

Refer to the enclosed card to find instructions for your computer.

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. Further instructions for moving around Wonderland appear on page 6.

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

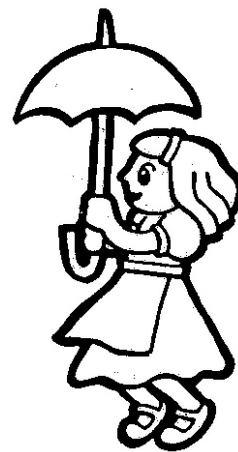
1. Select **START GAME** on the Main Menu. You will be instantly transported to the beginning of the adventure.

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** if you want to return to your game without using other menu options.



Disk Storage:

To Save or Reload a Game

Alice in Wonderland, like most adventures, may take more than a day to complete. You can create a storage disk to save a game in progress and then return to, or restore, that game at some later time. See the **CREATE** note below for help in preparing 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 represents a location on your storage disk where you can save a game. Move the cursor onto a number and select. Follow the prompts on the screen. Your game will be saved as that number. Follow the prompts to return to the game, or shut your computer off if you prefer to return to the game at a later time.



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** After selecting RESTORE, the following message will appear:

GAME 1 2 3 4 5

Move the cursor to the number you wish to load and select. Follow the prompts on the screen. The game you had previously saved at that number will load and you can begin playing.

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

4. **RETURN TO MENU** Use this option if you would like to return to the Main Menu without using any of the above three options.

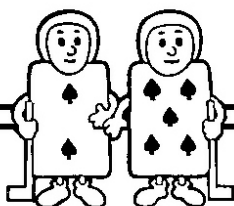
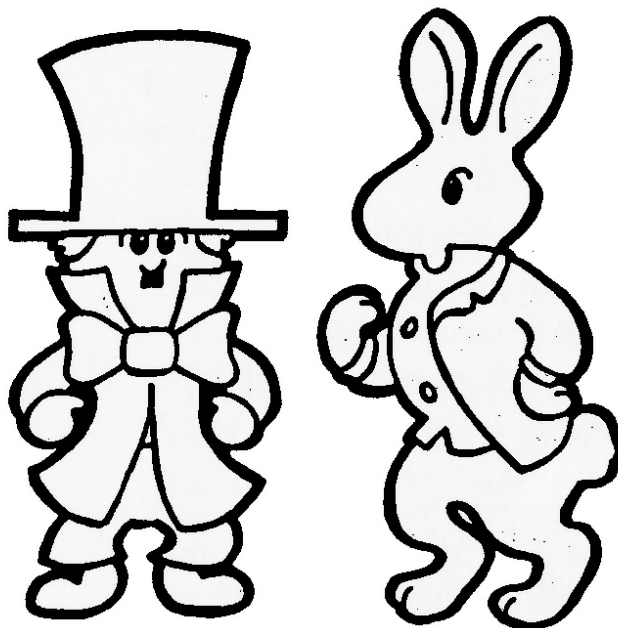
Sample Game:

To Get A Preview of Wonderland

Wonderland is a delightful setting for a journey to the unexpected. Select SAMPLE GAME from the Main Menu to get a preview. You can then watch Alice explore Wonderland. To return to the Main Menu while the sample game is in progress, press the joystick button.

Note: Do not select the Sample Game in the middle of actual game play.

It will erase your current game.



Exploring Wonderland

How You Can Move About

You will begin your adventure at a picnic in a park. You are free to move in any direction, but be sure to explore the surroundings thoroughly before you venture into the Rabbit Hole. Once you are underground you will experience the excitement of exploring tunnels, rooms, houses, palaces and the other never-before seen places of Wonderland.

With Joystick

Walk Move the joystick left or right.

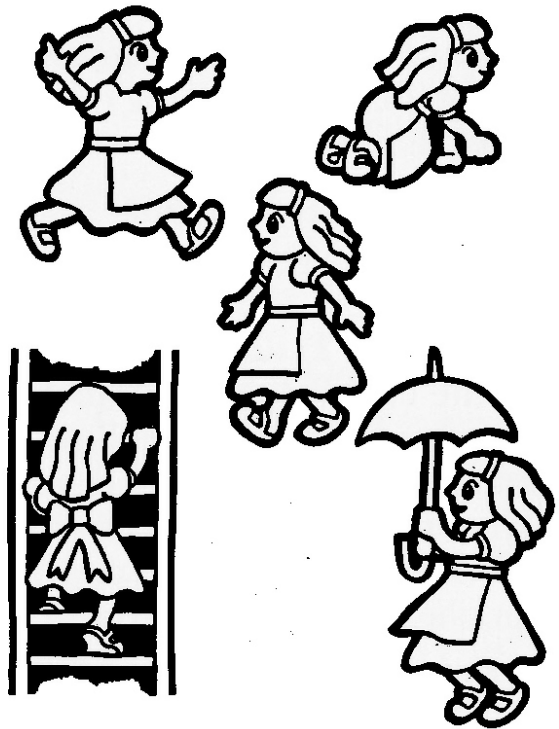
Jump *While standing still:* Hold the joystick button down and push the joystick in the direction you wish to jump. *While walking or running:* Press the joystick button. *To jump from a ladder or rope:* Press the joystick button and push the joystick sideways.

Run Keep the joystick pressed to one side after jumping.

Climb Push the 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 the 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 if you have 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

What You Can Do In Wonderland

The Option Menu lets you choose all the activities you will need in Wonderland to obtain information or objects, a riddle, or even a song.

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 the joystick button down while you pull the joystick towards you, and the Menu will appear.
2. Move the cursor around the Menu by pushing the joystick in the direction you want it to go.
3. Stop on the option of your choice; press the 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 provide 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.

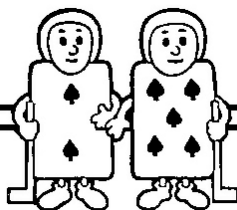
Offer Offer anything you are carrying to another character. Cycle through your inventory and select.

Take Position yourself very close to any item you would like to take. If you can take the item, it will instantly disappear from the screen. You are now carrying it in your inventory.

Drop Drop an 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. In that case, 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 any of the edibles you are carrying. Cycle through your inventory and select.

Ask ASK takes you into a submenu where you may choose one of three questions:

Who are You? Asking the character who he or she is may provide you with unexpected information.

Where am I? A standard question if you're lost, but the character's answer may be far from standard.

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.

Calm Sometimes a character has to be relaxed before he or she can help.

Sing Cycle through your inventory of songs and select the song you wish to sing.

Tease Some characters need to be teased before they will give you what you want.

Argue Reasoning politely with a stubborn character may be necessary to get what you want.

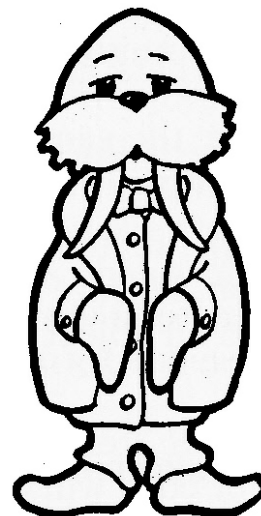
Scold You may need to point out a character's faults to bring him or her to their senses.

Menu Return to the main menu.

Renew If you get stuck somewhere, RENEW will return you to a familiar location at the expense of losing a day's time. If you get into an impossible situation, you might have to use this option.

Sound Turn the sound on or off by pressing the button.

Time, Day Many of your activities will be time-related, and it will be important for you to know the hour and sometimes the day. See p. 10 for further explanation.



The Importance of Conversation

How to Communicate in Wonderland

Conversation between Alice and the characters inhabiting Wonderland is the basis of interaction in this adventure. Each character may have useful information, an object, a song—or a combination of all three—to offer Alice. As she talks to the different characters, Alice needs to decide if she is being helped or tricked. The initial greeting from the character will set the tone for the subsequent conversation. Use your verbs, songs and riddles wisely. Sometimes a character will tire of your persistence, and ask you to come back later.

The enclosed character chart may introduce you to the many characters of Wonderland and help you keep track of the information they provide.

Conversational Verbs

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

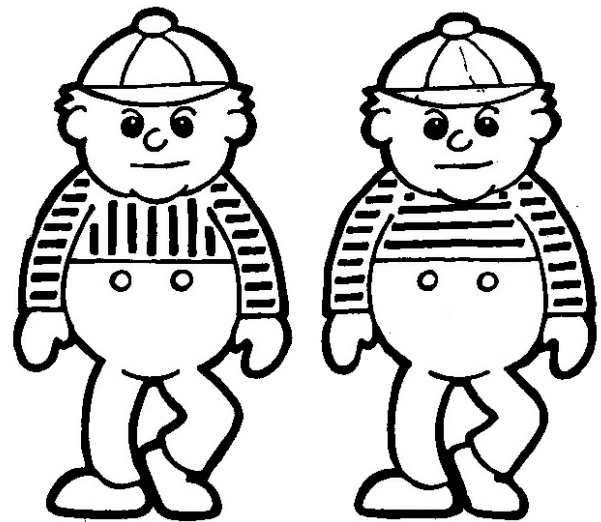
(See p. 7)

Riddles

If you ask a character a question, he or she may respond by offering you a riddle.

For example, the caterpillar may state:

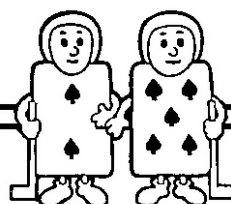
It sits above the crown,
though queens never wear it.
It is a _____.



Type your answer in the blanks using the keyboard. Then press the Return Key. If you answer the riddle correctly, the character offers a clue that helps you in the adventure.

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

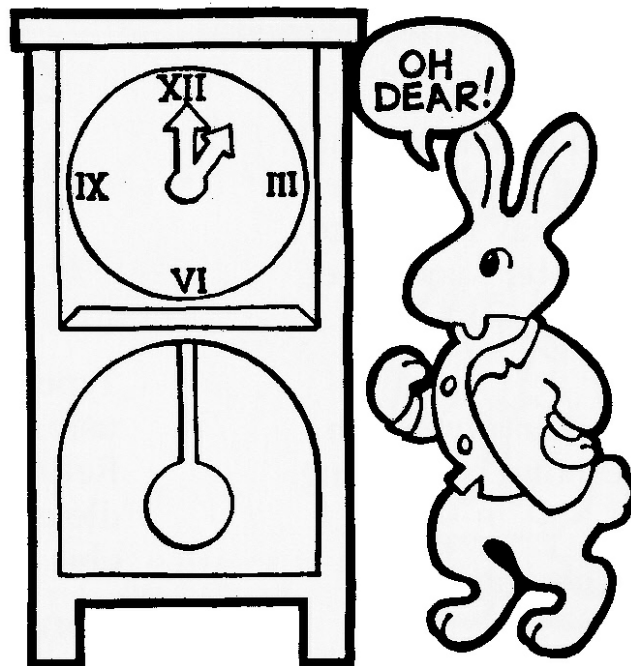
Its Use in Wonderland

The adventure continues for 65 game-days. Days used are indicated in the lower right corner of the Option Menu. Twelve Wonderland hours equals one game day. You may keep track of Wonderland hours by the various clocks scattered throughout Wonderland.

You will also want to keep track of time because the characters may not like the conversation and ask you to come back at a specific time to continue.

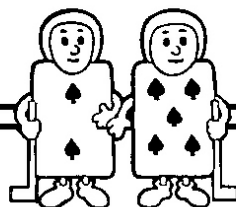
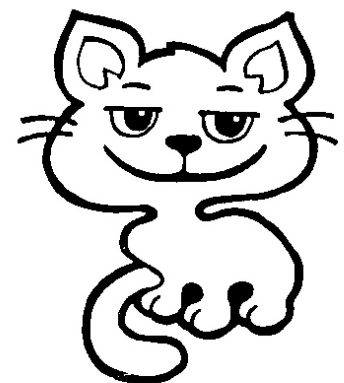
Then again some characters appear only at certain times.

Finally, certain doorways work only at certain times.



Some Final Words of Advice from the Cheshire Cat

1. Pick your verbs wisely. What works with one character may not work with another. With weaker characters you might have to be kinder than with the stronger characters. Use your character chart to note any verbs that turn a character off.
2. Be curious. Examine objects for clues and explore every nook and cranny. Wonderland has a lot of surprises.
3. Wonderland has unusual tools. Try examining, eating or using any new tool you find. Try them out in different places until you master them.
4. Make a simple map and label the doors and pathways which you are unable to reach. Later in the game, you will get tools which will allow you to explore those places.
5. You will discover that the ability to change size is important. Sometimes you can only move ahead by being small. Other times, being a giant is the answer. A tiny Alice can enter tiny doors and crawl through narrow passages. A giant size Alice can jump farther and reach tools on high shelves.
6. Use as many verbs and questions as possible with each character you meet. Characters will often have more than one clue for you. Be on the lookout for clues that tell you what a character likes to be offered.
7. Become familiar with each song you learn, so when you meet a character you'll know the appropriate song to use.
8. Use the RENEW option if you find yourself in an impossible situation.



After Wonderland

About the Classic Book

Lewis Carroll was born in 1832, in northwest England. He graduated from Christ Church College of Oxford University where he subsequently lectured. While he wrote several well-received books about mathematical theory such as *The Enunciations of Euclid I–VI*, he is best known for his children's books.

In *Alice's Adventures in Wonderland*, Carroll was presenting a child's view of adult behavior. This accounts for the absurdity of the interactions between the characters and Alice. Like adults, the whimsical creatures of Wonderland possess some special object or secret knowledge that gives them power over the child, Alice.

Alice's Adventures in Wonderland quickly met with success as did the sequel, *Through the Looking-Glass and What Alice Found There*. Lewis Carroll's fantasies have found admirers through succeeding generations of readers including the philosophers, Bertrand Russell and Ludwig Wittgenstein, as well as the writer, James Joyce. But children were to remain his special friends all of his life.

About the Adaptation

The challenge of adapting Lewis Carroll's humorous masterpiece was in capturing the whimsy of his unique characters. So much of the humor came from verbal interplay and puns.

As it turned out, writing the characters' responses was like writing the scenes of a play. As an experiment, a number of actors were asked to improvise in a variety of ways. For example, the Cheshire Cat was played by a New York taxi driver. The actor's improvisation was then used to give the writer ideas about game play. The final effect was to give a wider and wackier range to the game's characters.

Wonderland's theme of the meshing of fantasy and reality fit readily into the format of the game. The team effort by the game writer, designer and programmer results here in a tremendously rich and rewarding game play experience.



Windham Classics adventure games are specially designed to entertain and offer players ages 10 to adult an exciting way to enjoy some of the best classic literature of all time.

DALE DISHAROON, INC. is a group that specializes in the development of educational software for the home.

Game Design: Dale Disharoon and Laurence Yep

Game Script: Laurence Yep

Artwork: William Groetzinger

Programming: Vince Mills

Manual & Poster Art: Dick Kennedy

Character Improvisations: Ken Grantham, Howard Swain, Nancy Palmer Jones, Bob Ernst, Jessica Abbe, John Robinson and Michael Cawelti

Playtesting: Judy Jepson and Joanne Ryder

Handbook Design: Graphic Ink

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If this product should fail to work for any reason whatsoever during the first 30 days following purchase, return it to the dealer from whom it was purchased for a free replacement. If it should fail to work after the first 30 days, mail it to Windham Classics at the address below. If it has been physically damaged, you will be charged five dollars for a replacement.

Should you have any questions concerning this warranty, please contact the dealer from whom you purchased this program, or write or call Windham Classics.

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