



ALICE AFORETHOUGHT

SPOILER WALKTHROUGH

There are some hints available in the game if you consult Alice or the Cheshire Cat when possible.

MY BEDROOM (FIRST TIME)

You can use this room to get oriented. You'll find that you are locked in.

Search the armoire; you'll find a looking glass.

After pulling it out, you can look at it again and step through it.

MY BEDROOM BACKWARD (FIRST TIME)

The raven and the door are the most interesting features here. Try leaving, and you'll discover that the doorknob and keyhole are sentient, and have the key, but that you can't get it yet.

Try talking to the raven, and to the keyhole, and the raven will begin to feed you punchlines to the riddle "Why is a Raven like a Writing Desk?"

Repeat the punchlines back to the Doorknob and Keyhole in an attempt to make the Keyhole laugh and drop the bedroom door key.

The only one which will have any effect is the last one (about the Red Queen approaching).

...which will actually make the Red Queen appear with another copy of Alice.

Pick up the crown that gets dropped. Wearing the crown unlocks new directions of travel since Queens can go "anywhere, anytime, and as much as they please."

The crown allows time travel. In particular, going diagonally and west allows you to travel to before the the door was locked.

Unfortunately, the Keyhole doesn't care about your time-logic. A non-sentient keyhole would not argue with you.

You can return through the mirror to My Bedroom.

MY BEDROOM (SECOND TIME)

If you are in the past, now you can exit to the west. If you haven't already done so, you can travel in an appropriate diagonal direction to travel back in time to before the door was locked.

UPSTAIRS HALLWAY AND DRAWING ROOM (FIRST TIME)

There's quite a few options, but you just need to go downstairs to the Drawing Room. Alice will explain she broke her Father's pocketwatch, and another Alice will break it again and steal your

crown, escaping with it.

MY BEDROOM (THIRD TIME)

The governess is still outside, and on the alert. However, you have the bedroom door key now, a key that works in both worlds.

Travel through the white mirror again.

MY BEDROOM BACKWARD AND UPSTAIRS CORRIDOR, THE OTHER WAY

With key in hand, you can go west. Jumping over the bannister, or descending the stairs, you begin to fall.

You can control the speed of your fall a bit with options like 'slow down' or 'speed up.' You'll find, though, that the other Alice will fall past you before you reach the bottom.

You may want to try this once or twice on your own, first.

THE DRAWING ROOM (NOW ONLY JUST BACKWARDS)

This is a good place to explore. It is worthwhile to look both in the fireplace and at the chessboard.

To go anywhere, however, you'll need to go south.

A Cheshire Cat will appear in the Drawing Room eventually, and might give you some hints about the corridor.

You won't be able to reach square E3 on the chessboard unless you find the white rook in the fireplace and swap it for the red rook on the chessboard. (E3 is optional but has the potential to unlock a different ending.)

A CORRIDOR OF DOORS (FIRST TIME)

This hallway seems to go on forever. It's worthwhile to explore a few doors.

After experimenting, you'll notice that doors either lead back up to the hallway or to a closet.

Investigating the closet can give you a hint about a new method of travel you need to acquire.

If you can hear the Other Alice further down the corridor, she made it down here before you. Try listening in to everything she does.

She is trying to get through a tiny door into a garden but not succeeding. You need to get to that garden, but the Other Alice will keep flooding the corridor with her tears when she fails.

If the hallway keeps flooding, return to the upstairs corridor and try falling down the stairwell faster so you can get to the Corridor before the Other Alice.

You'll need to take hold of the piano when you see it falling past to make it down to the corridor before the Other Alice does.

When you reach the Corridor first, you can actually get to the end of it.

THE END OF THE CORRIDOR (FIRST TIME)

There is a tiny door, and the table has a tiny key. There's one clear option to try here...

Alice is too big to get through the door.

The table now has a little potion that shrinks you to the size of the door...

However, Alice can't manage drinking the potion and holding onto the key at the same time.

It might be worthwhile to not repeat the same mistakes the Other Alice made. The obvious option may not be the correct one.

You can experiment, but in the end, you want to hold onto the potion and use it elsewhere.

A CORRIDOR OF DOORS (AGAIN)

Open a few doors to find the broom closet. If you examine the mushrooms now, you can use the potion from the table to shrink and visit the Caterpillar.

Talk to the Caterpillar in detail, and try to reason with them.

Unfortunately, in the end, there's no getting through, and you have to just walk away.

You'll receive a new gift, though, which you can try in your inventory right away.

Use your new GROW power to return to the closet and make your way back to the end of the corridor.

THE END OF THE CORRIDOR (AGAIN)

Now you can take the key, walk to the door, and use the mushroom to shrink down instead of using the awkward potion bottle.

THE BEAUTIFUL TINY GARDEN

There's a lot to see here, but it's best to move on down to the meadow and over the brook.

TULGEY WOOD (FIRST TIME)

Time behaves a bit differently here, as the Red Queen will explain. If you remain in one place, the seasons will change rapidly. ('Now, here, you see, it takes all the running you can do, to keep in the same place. If you want to get somewhere else, you must run at least twice as fast as that!')

If you wait for summer, you'll encounter the Red Queen. Be polite, checking off all options when asked and curtsying whenever possible, and she'll ask you to take her hand and run with her to remain in the Summertime.

The Red Queen will let you play chess as a white pawn, and you will have new movement

options on the chessboard.

If you wait for Winter in the Tulgey Wood, you'll meet the White Queen. She's important later (note her position on the chessboard.)

If you switched the red rook for a white rook in the Drawing Room, you can move one space forward to the Mad Tea Party. Otherwise, move two spaces forward so the rook doesn't capture you. (Being captured is temporary and just requires you to start the chessboard again).

MAD TEA PARTY

If you decide to stay here, have fun! There's quite a bit you can do, especially with growing and shrinking.

If you talk for a long time, you'll be able to steal the Hatter's pocketwatch This gives additional ending options.

RABBIT'S HOUSE (THE RABBIT SENDS IN A LITTLE BILL)

Check the mailbox for a fun Zork reference.

If you try to move forward, you will be captured by the Other Alice, who is also a pawn but is currently giant-size.

If you enter the house, you can listen to the radio (turn on your game sound), and you can search around along with Alice.

She will eventually find a potion and drink it. The results in her getting stuck inside the house. After a whole lot of fuss, the Rabbit and his gardening team will help her shrink back down to get her out of there.

You can hurry this along by using the mushroom to grow and shrink yourself.

But what could be more fun than terrorizing the neighborhood? Try growing a second time instead of shrinking and you can wear the Rabbit's house as armor so you can go against the other Giant Alice (red pawn) in the next square.

You need to DEFEND yourself from the tarts she throws first. After that, you can Capture fake Alice "en-passant" by moving forward alongside her.

WOOL AND WATER AND WALLS (FIRST TIME)

You won't be able to pass Humpty Dumpty's wall without help.

The Red Queen will capture you so you can return to the beginning.

What to do next? You can try examining the chessboard for a hint...

Another piece will need to capture Humpty Dumpty to remove him from your path.

The White Queen can help. Return to the Tulgey Wood!

TULGEY WOOD (SECOND TIME)

You can wait around through the changing seasons until the White Queen appears (or more specifically, her scarf, which you will catch.)

Tell her you have something important to ask her. She will agree to take out Humpty.

Back to Humpty Dumpty!

WOOL AND WATER AND WALLS (SECOND TIME)

Talk to Humpty and the Queen will capture him. Then, you'll meet the White Queen as a Sheep in a Shop (The White Queen lives backwards, don't think too hard about it...)

CHIVALREH

The Knights are more interested in fighting than capturing or rescuing you. Wait for round four, and then go forward.

QUEEN ALICE

Again, you can just sit back and participate in the show.

THE DRAWING ROOM (FINAL TIME)

This is the Endgame, and you can pick whichever you want.

