

Alice in Wonderland

SOLUTION!

Read only if you are ready for the solution!

While you enjoy your tour about Alice in Wonderland the floor collapses and you find yourself in the tale itself. The only way out is to follow the White Rabbit. Your escape has begun! Did you succeed in following the White Rabbit, and have you escaped Wonderland in time? Or did you miss something? Here's what you should have done in order to escape.

PART 1: OPEN THE DOOR THAT LEADS TO THE WHITE RABBIT.

Apparently the White Rabbit can take you back home. So you must find out how to open doors and which door the White Rabbit took.

HOW TO OPEN A DOOR?

The Mad Hatter poster on the wall says that "Once you are its size, the door will open." So you must find out the size of the triangle door and how to become that size.

The door size

You find several markings on the tapestry, which indicate the size of each door. Unfortunately the tapestry is torn off partly, so the only marking you can read entirely is the one of the square door: "4 bubbles". You know now that door sizes are calculated in bubbles.

There are two ways to find out the other door sizes:

A. If you count the squares on the tapestry next to the square door, you'll see that it is exactly 4 squares high. This means that squares and bubbles stand for the same height. If you count the squares next to the triangle door, it is 8 squares high = 8 bubbles high.

B. If you look at the back side of the whale bottles, the label states that they make you $5/12$ bubbles high. If you hold the bottle neck of the big whale bottle next to the square door, you see that it is as high as 4 bubbles inside the bottle (and also that each bubble is as high as a square). If you compare the bubbles from the different bottles, you see that they are all exactly the same size. Use the bubbles to determine the height of the triangle door by stacking the bottles.

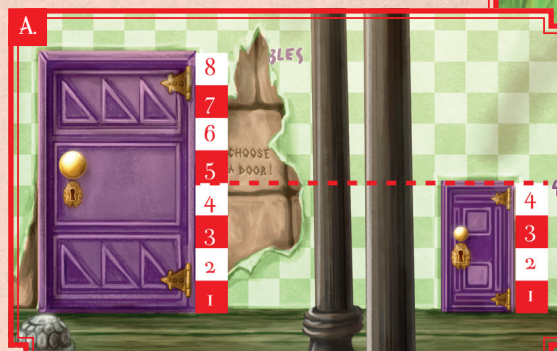
How to become 8 bubbles high?

Check the bottles' labels on the back and front and you will find out that some potions make you exactly their bubble height, some reduce your height (Anti-Bubbles) and some enlarge you (Extra-Bubbles) by the number of bubbles inside.

Some bottle labels partly cover the view on the bubbles.

But as they are all the same, you can still count how many bubbles each bottle represents.

There are different possible combinations to drink the bottles to make you 8 bubbles high. And Mad Hatter's letter say something about the order in which to drink. So let's take a closer look on that...



You will learn that the Kanga will never reach the trophy spots because he will jump over so that is the animal that will be left behind. The Whale reaches square 1, Snake square 2, Crab square 3. That is the sequence in which you must drink the potions.

Each bottle has a label in key shape.
Each bottle you take is a key:



WHICH DOOR DID THE RABBIT TAKE?

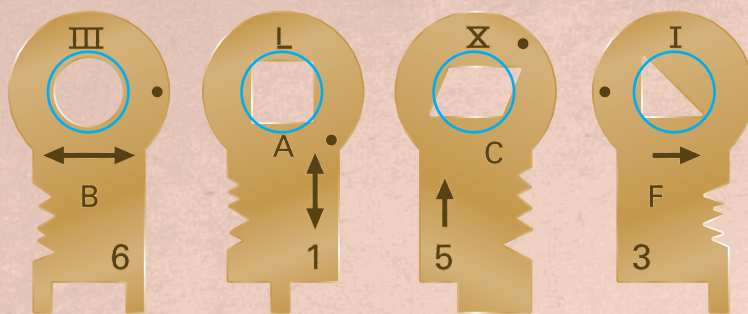
In the room you see something that looks like a mixture of a telescope and a balloon, pointing at the doors. Blow up the balloon to magnify the door locks. Through one lock you can see rabbit ears. (The others show a tree and a castle.) This is the door you need to take. The lock shape is a triangle pointing to the bottom left. Each door has a pattern based on a different shape – triangle – square – circle. The shapes refers to the keys. You must continue with the door with triangle shapes.

According to the Mad Hatter poster on the wall you must take the potions first, because afterwards the door will open. So the door key is the last key.

The image shows three yellow keyhole-shaped boxes arranged in a triangle. Each box contains a different type of money. The top-left box contains several banknotes. The top-right box contains two gold bars. The bottom box contains a mix of banknotes and coins. A red arrow points from the bottom box towards the top-left box.

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CODE 1: ○ □ ▢ ▴



PART 2: FIND OUT HOW TO OPEN THE DOOR AT THE END OF THE LABYRINTH.

Now you know that the exit is on the other side of the labyrinth. In order to open the labyrinth exit door, the "Resistance" says that you must find a "Magic Word" using "Mad Hatter's technique" and then "translate it with the button". Apparently, the Mad Hatter's technique is stitching, so you must first solve the handkerchief puzzle.

FIND THE MAGIC WORD BY STITCHING

Draw the way through the maze from 'start' to the only exit door. Start stitching with the shoelace from the back and stitch through the holes using the "Follow the path - stich". Simply following the path, going in or out once of each hole you pass by on that way. **A.** Flip the handkerchief and read the magic word: ALICE. **B.**

TRANSLATE THE MAGIC WORD WITH THE BUTTON

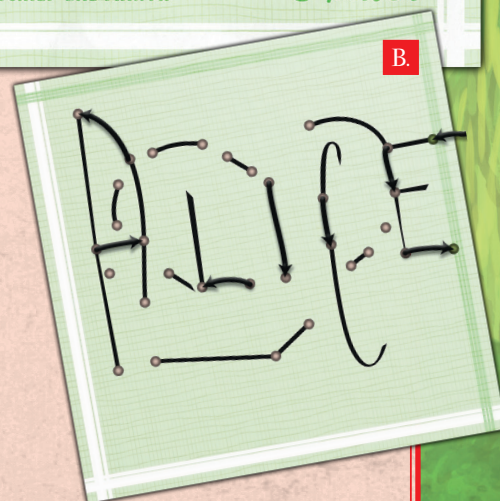
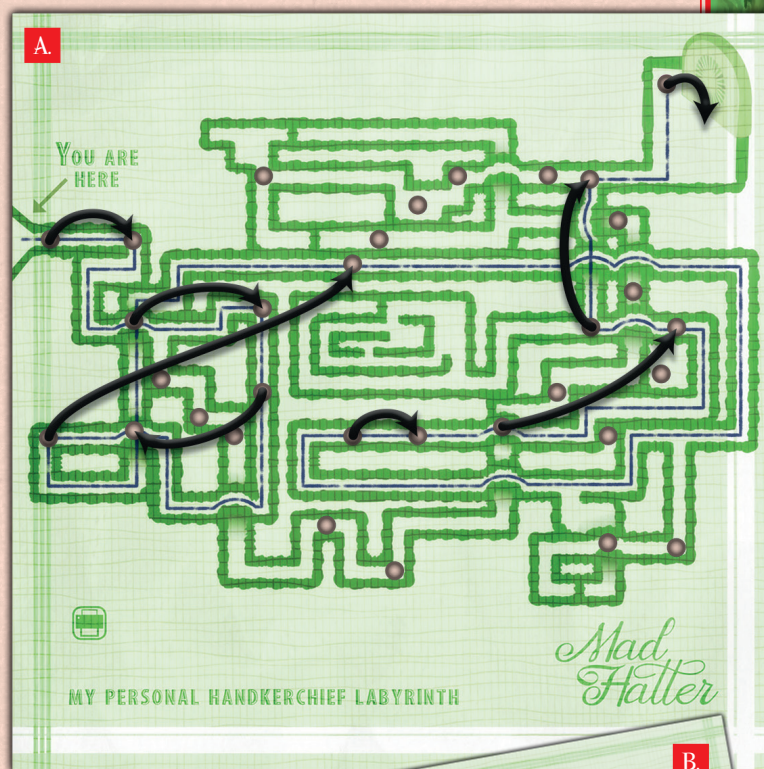
There is a print symbol on the button. Fill in the missing segments before you can translate the magic word with it.



At the back of the pamphlet there are letters and (Roman) numbers and swirls. Find the same swirls on the button and see that it isolate sections of numbers/letters. Fill in all the letters and (Roman) numbers to complete the button by logically deduce which section needs to go where on the button.

R V D - X 2 - 3 - 5 - B V I I A - U I 6 I 4 I 0 - 6 **C.**

HINT 4: IT HELPS TO DRAW THE PATH ON THE LABYRINTH FIRST.
FILL IN THE MISSING SECTIONS OF THE BUTTON.



Find the ER symbol and place the button on the letter wheel on the Chrono Decoder. The overwritten sections of the pamphlet told you to “align with the r”. Also, on the pamphlet all “H”s were replaced by “R”s. This means you should place the “R” on the button underneath the “H” on the letter wheel.

HINT 5: ALIGN THE H WITH THE R. DID YOU STITCH HER NAME?

Read the letters aligned with the letters of the magic word “Alice” (in order of the name):

KEY 1 = “A” IS ALIGNED WITH THE ROMAN NUMERAL I

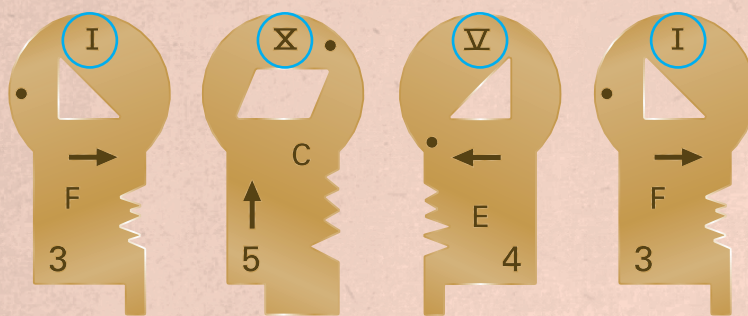
KEY 2 = “L” WITH ROMAN NUMERAL X

KEY 3 = “I” WITH ROMAN NUMERAL V

KEY 4 = “C” WITH ROMAN NUMERAL I

“E” no symbol there. This is why the back of the pamphlet tells you to “ignore her very end”.

CODE 2: I X V I



PART 3: FIND OUT IN WHICH SEQUENCE TO HOP TO GET BACK HOME.

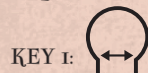
You are almost home! The last thing to do is find out on which positions to hop in that hopscotch game. Each encounter will tell you one position.

Order of the keys

The Hopcastle pattern says that you can never go back. So you must start with an arrow, then proceed with the zigzag pattern, then the dot-key, and the last key is a number.

1) TWEEDLEDUM + TWEEDLEDEE

Read the conversation to learn that you should “find the differences”. There are differences between their buttons. Mark them on Tweedledum (with the print symbol) to get the LEFT-RIGHT-ARROW. The solution is an arrow so it should be the first key.



HINT 6: MARK THE DIFFERING BUTTONS TO FIND THE ARROWS.



2) BLUE CATERPILLAR

Puzzle the 7 smoke tiles with nonsense poem together correctly, starting with the smoke on the game board. The shape of the smoke cloud will indicate one of the “mountain” formations on the keys: The solution is a zigzag pattern so it should be the second key.



3) CHESHIRE CAT

The Cheshire Cat tells you to use the mirror to find his “true face” which has 2 ears, 2 eyes, 6 whiskers, 1 nose and grins. By using the mirror, you will find one position in which all these conditions are met. The Cat also says it is invisible on the “other side”. And that it will tell you where to hop with its “true” face. This “true face” has whiskers with a sharp bend. On the back side of the paper, hardly visible, there are several cat faces (with only eyes and whiskers). The face with sharply bent whiskers look to the bottom right. It refers to the key with the dot on the bottom right. The solution is a dot so it should be the third key.



KEY 3:

HINT 7: DID YOU SEE THE CAT EYES AT THE BACK? YOU ARE LOOKING FOR THE KEYS ON THE HOPSHOME.

4) HUMPTY DUMPTY

Humpty tells you to find the longest word on the wall. The longest word in the word search is literally “longest”. Connect the letters as in the example on the wall. Rotate the sheet by 90° (as Humpty says his last words also 90° rotated) and you will see it looks like a number 5. The solution is a number so it should be the last key.



KEY 4: 5

HINT 8: THE SMOKE IS ZIG-ZAG. CONNECT THE LETTERS OF THE LONGEST WORD. THE LINES RESEMBLE A NUMBER.

CODE 3: 5

