

Disney
ALICE
IN *Wonderland*



Alice in Wonderland

1951 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

If I had a world of my own, everything would be nonsense. Nothing would be what it is because everything would be what it isn't. And contrariwise, what it is, it wouldn't be, and what it wouldn't be, it would. You see?

-Alice

You arrive in this world as Alice arrives in Wonderland. You will be staying here until Alice wakes from her dream, or until ten years pass, whichever comes first.

You have 1000 choice points (cp) to spend.

IMPORTANT NOTE: Wonderland is a dream that Alice is currently experiencing. As a special consideration, you are guaranteed that you will not be spontaneously killed, erased, or turned into something else simply because Alice dreamt it. This protection extends to anyone brought into this jump, including companions and followers. This does not mean you can't be killed in a more conventional manner whilst in Wonderland.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Choose one of the following options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are a human. If you like, you may have one or two odd properties that provide no particular advantage, such as making odd honking noises like the Tweedles, or being especially short like the King.

[Free] Cat

You are a talking cat, with some kind of unusual colouration and pattern. This could be a purple scheme like the Cheshire Cat, or something unique.

[Free] Card Soldier

A strange form indeed, you are like a human-sized card come to life, with arms coming out of the top corners, feet in the bottom corners, and a head on top. When working together with other card soldiers, you can pull off some impressive card trick manoeuvres.

Your card can be of any suit, and can be any position from Ace to Jack.

[Free/100cp/+200cp] Animal

Choosing this species may give you an additional 200cp to spend, as explained below.

You are some kind of anthropomorphic animal of your choice. For Free, you have no capabilities beyond that of a human. For 100cp, you have wings, allowing you to fly around.

You can also choose to be an anthropomorphic animal of mouse size for free. If you'd like to gain an additional 200cp, you can choose to remove your ability to grow larger than this base size for the duration of the jump by any means, including by alt-form switching.

[Free/+200cp] Other Wonderland Species

Choosing this species may give you an additional 200cp to spend, as explained below.

Did you want to be a talking doorknob? Did the mome raths outgrabe your attention? With this option, you can elect to be any species present in the 1951 Alice in Wonderland film, which is not otherwise covered by the options above.

This is Free. However, if the form you are choosing is incapable of moving about under its own power, is comparable in size to the Dormouse, or both, then you can elect to receive an additional 200cp in exchange for losing your ability to grow larger than your chosen species, and losing your access to other alt-forms for the duration of the jump.

-Background-

You must choose one of the two Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Visitor

Like Alice, you are a new arrival to Wonderland. Things will likely take some getting used to.

Native

You're a Wonderland native, and are accustomed to the absurd nature of this world.

-Location-

You may choose to begin anywhere within Wonderland, as long as it makes sense and does not provide you with any additional advantages you have not purchased. Below are some major points of interest.

Rabbit Hole

What might have once seemed a normal rabbit hole has quickly proven anything but. This long drop, like much of Wonderland, defies common sense, with some objects affected by gravity and others not. Don't worry, the fall won't cause you any real harm, embarrassing you at worst.

Bizarre Room

Curiouser and curiouser, This mostly empty room is home to the Doorknob. If you aren't the right size to pass through his door, perhaps you could try the bottle marked 'DRINK ME' or the cakes marked 'EAT ME'?

White Rabbit's House

The home of the White Rabbit. It may be wise to avoid the cookies inside and the carrots in the garden.

Perplexing Signposts

A section of forest, where signposts are nailed to trees. Trying to read the signposts is a futile task, as they have useless text like 'THIS WAY' or 'THAT WAY'. If you want directions, perhaps you could consult with the Cheshire Cat who often appears around here?

Tea Party Garden

Here, the Mad Hatter, the March Hare, and the Dormouse host their tea parties. Perhaps you'd like to join them?

Queen's Castle

The castle of the Queen of Hearts. In addition to the Queen and her husband, plenty of card soldiers can be found here. Just try not to anger the Queen, or you'll lose your head.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Visitor Perks

[100cp, Free for Visitors] Cute Child

Well, aren't you just adorable! You have large, expressive eyes that give you an impression of both cuteness and innocence.

This effect can be toggled off whenever you like, in the event you wanted to appear a bit more mature.

[100cp, Free for Visitors] Welcome Guest

Your presence is treated as a novelty, allowing you to be welcomed warmly whenever you visit a new place. Even those who are hostile to outsiders may be fooled into thinking you are something you are not, which would make them more accepting.

This perk only works on strangers; if someone has already met you, they retain their previous impression of you. It also doesn't prevent others from changing their opinions of you based on new information.

You can toggle the effect of this perk on and off as you like, in case you wish to be treated normally, but toggling this perk off does not undo any change in perception the perk has already caused.

[200cp, Discounted for Visitors] Curiouser and Curiouser

No matter how much you experience, you never lose a sense of child-like wonder when experiencing new things, or when doing the things you enjoy another time. Your imagination will never degrade either.

This perk will not force you to enjoy things you have come to dislike for other reasons; it doesn't stop you from getting frustrated or upset from too much nonsense, for example.

[200cp, Discounted for Visitors] Sea of Tears

You can cry on command, regardless of how you are actually feeling. Additionally, crying never dehydrates you.

If you are large enough, or cry long enough, you could flood a room with your tears. Just make sure not to overdo it; drowning in your own tears would be an embarrassing end.

[400cp, Discounted for Visitors] The Knack Of It

From now on, consumables such as food or drink cannot impose physical changes on you unless you would like it to happen. This protection applies specifically to effects intended to change your form; it wouldn't help you if you drank acid, for example.

Additionally, if a consumable would change you by growing or shrinking all or part of your body, you can choose just how strong the effect on your body is, though it cannot exceed the maximum effect it would normally have. This will allow you to dial in your size to just the right spot, instead of bouncing back and forth between tiny and far too large.

[400cp, Discounted for Visitors] Very Good Advice

Some find crying children to be quite annoying, but thanks to this perk you'll be an exception.

From now on, when you are visibly upset (whether or not this is genuine), you tend to inspire sympathy from those around you, encouraging them to go out of their way to help you out even if it wouldn't normally be in their nature. This help will never seriously hurt the helper, but does include things like advice, directions, or small favours.

This can even work on the mad or insane if it would benefit you, but it does not work on those who are already hostile to you or have already recently helped you out.

[600cp, Discounted for Visitors] In a World of My Own

Whenever you sleep, you may visit a world sculpted by your dreams.

Each time you visit, you'll quickly be able to discern where you are, and once you have done so you can wake up at any time. You can also be woken up from the outside as normal.

The dream-like nature of this world means areas will be added and removed to the world with frequency, and the layout of the world can shift moment to moment as well. Despite this, you will be able to interact with characters that persist in some form across multiple visits.

You cannot bring anything out of these dream worlds, and changes made to your body in the dreams do not stick either. At the same time, you cannot be truly harmed or killed by anything in your dreams; “dying” will simply cause you to wake up early.

You won’t have any difficulty remembering what happens in your dreams, and time spent in the dreams does not exhaust you as you are still getting any needed rest in the real world. As you get experience with this perk, you may even learn to adjust your dream world deliberately, even moment to moment as you experience it.

Maybe you could write a book or make a movie based on your adventures in your dreams?

Native Perks

[100cp, Free for Natives] *Most everyone’s mad here.*

The natives of Wonderland regularly employ a bizarre form of logic that makes communicating with them a chore at best and just about impossible at worst.

Fortunately, you are now able to follow along with such bizarre logic strings, allowing you to maintain conversation with Wonderland natives and similar kinds of people without accidentally offending, and even steering conversations with these types in directions you prefer.

This same understanding can also be used to be completely obnoxious to a “normal” person, if you feel so inclined.

[100cp, Free for Natives] Gracious Host

You have the aptitude necessary to be an excellent tea party host. You are skilled at serving tea, and can keep track of how much tea a person has left – if you care to.

You can also pull off some outlandish, and occasionally impossible, tea-related tricks. For example, you can serve someone half a cup of tea by vertically slicing a tea cup and filling it up – the tea will somehow remain in the cup, ready to drink.

[200cp, Discounted for Natives] The Walrus and the Carpenter

Curiosity can be a dangerous thing – remember what happened to the oysters?

You have learned to inspire curiosity in others, and prey upon it in turn. If someone was in a hurry, you could convince them to stay for a story by making them feel like they were missing out on something special. Taken to the extreme, you could lead someone into a dangerous situation by selling them on the wonder and whimsy of a place they have never been to before.

[200cp, Discounted for Natives] Painting the Roses Red

Living under tyrannical rule can be a real challenge; you run the risk of death at the smallest aggravation.

Fortunately, whether by practice or innate talent, you have developed a good intuition for how to behave under such a rule. This won't help you overthrow such tyrants; rather it gives you a good sense of what to do and say to not draw the tyrant's ire and stay on their good side. When you do make mistakes, you will also have a good sense of what you can do to keep it from being discovered or to shift the blame onto others.

[400cp, Discounted for Natives] I Prefer The Short Cut

Navigating dream-like or ever shifting environments can be quite the task. Fortunately, it is something you've gotten quite good at.

In such locations, you find it easy to get where you want to go, recognising what paths lead where, and when the path you take is completely independent to where you end up. Once you have navigated one of these areas for some time, you'll be able to create "short cuts"; essentially portals that can take you to a place you've already been to within this area. You can choose how long these short cuts last and whether people other than yourself can also use them.

You do not benefit from this perk in static, logical, environments.

[400cp, Discounted for Natives] All Ways Are My Ways

Are you a tyrant at heart, Jumper? If so, you'll love this perk.

While you remain the ruler of an area, your citizens will never directly rise against you no matter how poorly you behave. Individual citizens can attempt to defend themselves if you attack them, but their neighbours will stand by and do nothing. Abuse your power, and you could very easily create a culture of fear where others out there will try to avoid your anger and keep you happy.

This perk does not prevent citizens from leaving an area you control, but does not make such an act any easier than it would usually be. This perk does not affect guests or former citizens, even if they acknowledge you exist as a local leader, and act with respect towards you.

[600cp, Discounted for Natives] Cheshire Jumper

Like the Cheshire Cat, you are able to make all or parts of your body invisible. You are capable of short-range teleportation whilst invisible.

You also have great control over your body. Not only do you have great flexibility, but you can also harmlessly pull your body into pieces, and reattach it when you like. If you ever wanted to pull off your head and carry it around in your arms, this power will help you achieve just that.

Finally, on purchase, choose a facial expression, such as a grin. This facial expression will quickly become associated with you so long as you use it every now and then, and you will have a knack for using your invisibility in such a way that your facial expression is the last part of you to fade away.

You can toggle this association effect on or off as you like, but toggling it off will not undo any existing association that has been established due to this effect.

General Perks

[Free] Sing-Along

Everyone here is always on the verge of bursting into song, so why not join them?

Thanks to this perk, your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved. Now get out there and sing along!

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Visitor Items

[100cp, Free for Visitors] Nice Dress

A well-made dress (or suit if you prefer), which stays appropriately sized for you, no matter how much you shrink or grow.

When falling, air will catch in the dress, slowing your fall like a parachute (if you chose a suit, it instead has a cape with a similar function). You can choose whether or not this function activates.

The dress/suit is self-cleaning and self-repairing, allowing you to wear it as often as you like. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Visitors] Golden Afternoon Garden

A strange garden. It can be found close to your starting location, on a property you possess, or connected to your Warehouse by a special gateway.

The garden has various oddities like bread-and-butterflies, rocking horseflies, and dog and caterpillars. Of greatest importance are large flowers, who are capable of speaking and singing. The garden is maintained thanks to the efforts of these flowers, and were you to plant things in the garden, the flowers will help them grow. The singing flowers are convinced you are some strange form of wildflowers; probably for the best, as they do not take kindly to weeds.

At the start of each new jump, you will have the opportunity to choose whether the garden is moved to another appropriate location. If it was previously placed out in the world, it must be moved to an acceptable location.

Should the garden be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp, Discounted for Visitors] Unbirthday Present

A very merry unbirthday to you!

This is a box tied neatly with a bow. Opening the box, you will find a present. This might be some tea, a cake, or something more expensive like a fancy crown. It can be other things too, depending on your current setting, but with the exception of the prior examples it must be something present in the current setting, and will never be anything unique or exceptionally powerful. Still, like the crown, it may be worth a good amount of money.

You can receive a new present each day (other than your birthday of course), but presents don't build up; you'll need to open the previous one before a new one shows up the next day.

Due to the nature of this item, you cannot import items into it.

[600cp, Discounted for Visitors] Eat & Drink Me!

You have acquired a strange bottle and small box.

Drinking from the bottle will cause you to shrink. The more you drink the greater the effect, but it cannot make you smaller than a couple of inches tall. The box contains small cakes and cookies which, if eaten, will cause you to grow. As with the bottle, the more you eat the greater the effect, up to a maximum size that is larger than a house. Unlike certain mushrooms found in Wonderland, the size changing effect has no time limit.

The bottle and box never run out of their contents, and will automatically change size to match you, ensuring you don't lose them or become unable to carry them with you. If either is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Native Items

[100cp, Free for Natives] Pocket Watch

This special pocket watch always manages to be *exactly* two days slow for wherever you currently are. In case you haven't figured it out, that means it is completely accurate.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Natives] Hookah

This hookah has the strange property of allowing its user to create detailed shapes and images with its smoke, in any colour of their preference. It comes with an endless supply of tobacco (or other mundane burnable mood-altering substance), so you can use it as often as you like.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Natives] Dream Home

A respectable property, which any respectable rabbit would be proud to call home. It has a small garden outside, suitable for growing carrots and the like. It is well-furnished, and all bills associated with the house will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

Optionally, the home may come with a housemaid that maintains it for you. Although they count as a follower, you will never actually see this housemaid; they seem to work incredibly quickly whilst you are away or not paying attention.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp, Discounted for Natives] Card Castle

A large castle, complete with surrounding hedge maze. All bills associated with the house will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given. Inactive companions may even stay here, so long as they remain on the property.

The castle is staffed by a small army of card soldiers, who will maintain and protect it, and who can be assigned to protect anything or anyone else you like. They count as followers, and are intensely loyal to you. At the start of each new jump, replacement card soldiers will arrive for any that have passed (even those whose heads you cut off yourself). Post-chain, this occurs every ten years.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

General Items

[50cp] Film

A copy of Alice in Wonderland (1951) on your preferred form of physical media. This classic Disney film is yours to keep.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Merchandise

A lot of Alice in Wonderland related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various Alice in Wonderland branded collectibles and odds and ends. Still, a superfan might appreciate such a collection nevertheless.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Pet Cat

An adorable pet cat. It is just an ordinary cat, no talking or special tricks here.

Should anything happen to it, it will be back tomorrow, good as new. This is a Disney movie after all.

[50cp] “Croquet” Set

This bag contains a set of multicoloured flamingos and hedgehogs. The flamingos are trained to act as croquet mallets and the hedgehogs as balls. Whilst they can surprisingly be used as well as the real deal, these creatures will also cheat if you want them to. Never lose a game of croquet again – well so long as you are allowed to use these.

The flamingos and hedgehogs can just be left in the bag when not in use; they will not perish or consider it poor treatment. If something does happen to one of the creatures, it will be back tomorrow, good as new. Should the bag itself be lost or destroyed, a replacement arrives the following day.

[50cp] A Tiny Door

You’ve found a tiny door, complete with a talking doorknob. If you like, it may be installed on any property you possess.

The doorknob is quite helpful to you and your allies, and you’ll find that despite your size you’ll be able to fit through the door, so long as you can fit in the space beyond it. However, the doorknob will refuse entry to unwanted guests, and will rely on Wonderland logic to stall and annoy them in the hopes that they move on.

Should the door or doorknob be lost or destroyed, a replacement will appear at the same location. If that location is no longer available, then it will appear in your Warehouse.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in *Alice in Wonderland* (1951) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

If you've visited a setting that shares continuity with the 1951 animated *Alice in Wonderland* film, or which builds off of it (such as *KINGDOM HEARTS*), you can use this toggle to import your actions. If these events mean that Alice is dead or otherwise kept from dreaming, then this toggle will guarantee that Wonderland will persist even without Alice dreaming.

Alternatively, if you have visited a different version of *Alice in Wonderland*, you can import your actions to a limited degree. This can influence your background in this setting, as well as how characters feel about you, but will not change the setting beyond that.

[0cp] Full Stay

Taking this toggle means that you will be staying here for a full ten years, even if Alice wakes up early. To ensure such a thing is possible, taking this toggle guarantees that Wonderland will persist even without Alice dreaming.

[+100cp] Oyster-like

It's easy for others to take advantage of your curiosity for their own ends. Fortunately, this is likely to simply waste your time instead of presenting any real danger.

[+100cp] Unbirthday Compulsion

Any time anyone says that it is their unbirthday, you will be compelled to drop what you are doing to sing them a congratulatory song, and provide them with a gift if you have something appropriate on hand. This drawback does not make this enjoyable for you, so it may become annoying in addition to interrupting you.

[+100cp] Queen's Temper

Like the Queen of Hearts, you have a short temper and are easy to annoy. In a world like this, you are likely to have a much less enjoyable time than you otherwise would.

[+100cp] Once A Weed, Always A Weed

The flowers of Wonderland consider you a weed, and cannot be persuaded otherwise. Should you approach them, they will do their utmost to attack you and drive you away.

Unless you are particularly small, this is likely to be more of a nuisance than a threat.

[+200cp] Cheshire Chaos

The Cheshire Cat has taken an interest in you, and he will go out of his way to mess with you at inconvenient times. He will not wish to take direct hostile action against you, but his pranks may well trick others into attacking you.

[+200cp] C-A-T

The sight or even mere mention of a cat is enough to send you into a blind panic. This panic persists until someone puts jam on your nose, which will calm you down and cause you to forget about cats for the time being.

[+200cp] Mary Ann!

You have an unfortunate tendency to mistake others for your employee or servant (even if you do not have one). This could cause you all sorts of problems, such as giving a stranger access to your property, or accidentally insulting the Queen of Hearts. Take care.

[+200cp] Transformation Troubles

Cannot be taken with the +200cp tier of Animal or Other Wonderland Species.

Every single piece of food or drink you consume will have an unpredictable effect on your body, growing it, shrinking it, or changing it altogether. This never help you overall; at best they might get you back to your default size. Attempts to plan around these changes by eating or drinking specific things never seems to work out the way you want either.

[+300cp] Terribly Lost

Any time you try to leave your general area, you will become hopelessly lost and arrive somewhere randomly in Wonderland.

Nearly every time this happens, you will arrive at a location or into a situation that presents a relatively high amount of danger to you.

[+300cp] Off With Jumper's Head

You've angered the Queen of Hearts, and having you executed is her number one priority.

Should the Queen learn of your location, she is prepared to chase you across Wonderland, supported by her army of card soldiers.

[+300cp] A Nightmare

Whereas Wonderland would normally be influenced by Alice's, it is now a nightmare world. Elements of nonsense or whimsy have been replaced by horror and danger, which can present itself at the most unexpected of times. Be careful.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Keep Dreaming: You choose to remain in this world, which will persist even without Alice dreaming. Your chain ends here.

Further Down The Rabbit Hole: You choose to continue your chain. Proceed to the next jump.

Wake Up: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

Alice, a young girl, struggles to pay attention during a history lesson with her sister. She fantasises about a world of nonsense, in stark contrast to the boring world written in the history books.

Alice sees a White Rabbit, wearing a waistcoat and carrying a watch. The White Rabbit exclaims that he is late and runs off. Alice pursues him to a rabbit hole and follows in after him, suddenly falling into Wonderland.

Alice finds herself in a bizarre room with a talking Doorknob. Looking through she can see the rabbit, but she is too large to get through. The Doorknob suggests she try the bottle. Drinking from it, she shrinks to a size that can fit through the door. Unfortunately, the door is locked, and the key is now unreachable. The Doorknob suggests she eats some cakes, which causes her to grow tremendously. Believing she is stuck, Alice begins to cry, her giant tears beginning to flood the room. Alice sees the bottle, drinking the last of its contents and shrinking so much she falls into the bottle and is swept away by the sea of tears into the doorknob's mouth.

Alice encounters Dodo and a group of animals, who are engaging in a caucus race (a race without a real ending or winner) in order to dry off from the sea of tears. Alice spots the White Rabbit, and chases after him. Alice runs into Tweedle Dee and Tweedle Dum. She wants to go and find the White Rabbit, but they trick her into becoming curious about their story. They tell her the story of the Walrus and the Carpenter (the moral of which is not to be too curious about things). Eventually, Alice manages to sneak off.

Alice finds the White Rabbit at his house, about to leave. The White Rabbit mistakes her for his housemaid, and asks her to fetch his gloves. While looking, she eats a cookie and grows in size until she is larger than the house but stuck inside it. The White Rabbit mistakes her for a monster, and enlists the help of Dodo and Bill the lizard to deal with it. Bill the lizard goes down the chimney, but is launched out when Alice sneezes. Dodo decides to set the house on fire to deal with the monster. Alice thinks that eating something else might help her, so she pulls a carrot from the garden and eats it, shrinking back down to a few inches tall. The White Rabbit realises he is late and runs off, and Alice follows, with Dodo staying behind to deal with the monster (that no longer is present).

Alice comes across a garden of singing flowers, which initially treat her well but turn on her when she tells them she isn't a flower, and drive her out. Alice encounters a Caterpillar with a hookah. After being strung along for a while, the Caterpillar becomes a butterfly and informs Alice that the mushroom she is sitting on can be used to grow or shrink. Alice finally gets back to a normal size.

Alice encounters the Cheshire Cat. She asks him for directions, but he is vague and difficult for her to understand. Eventually he points her towards the March Hare's house. Alice finds the Mad Hatter, the March Hare, and the Dormouse having a tea party to celebrate their "unbirthdays". Alice fails to make any headway with them, then the White Rabbit shows up. The Mad Hatter claims that White Rabbit's watch is exactly two days late, and destroys it whilst trying to fix it. After the White Rabbit is thrown out, Alice leaves.

Alice is sick of all the nonsense and simply wants to return home. She gets more and more lost, and begins to cry. The Cheshire Cat shows up, and suggests she visit the Queen, opening a shortcut to her

castle. There, Alice meets some card soldiers, who are trying to paint white roses red. They had planted white roses by mistake and the Queen will have their head if she finds out. Unfortunately for them, the Queen arrives shortly, and orders their heads to be cut off. She sees Alice, and is initially happy to have her around, so long as she is going along with her demands. The Queen organises a game of croquet played with flamingos and hedgehogs. During the game the Cheshire Cat arrives and causes problems for Alice, eventually angering the Queen. The King manages to talk the Queen into a trial, which includes witnesses that add nothing.

After another Cheshire Cat-caused mishap, the Queen sentences Alice to death, and she is forced to flee from the Queen and her cards across a rapidly changing environment where she briefly sees some of the people she met previously. Alice find the Doorknob, but the door is still locked. Alice explains that she needs to get out to get away from the Queen, but the Doorknob tells her she is already outside. Looking through the keyhole, Alice sees herself asleep in the real world, and realises that this is all a dream. She wakes up before the Queen gets to her.

Alice wakes up in the real world, and her nonsense confuses her sister, who gives up and the two return home.

-Changelog-

0.1

Created the jump.

1.0

(i) Added a new species option: **Other Wonderland Species**. (ii) Added a new item: **A Tiny Door**. (iii) **Hookah** now offers greater choice for the mood-altering substance it comes with. (iv) **Transformation Troubles** has been adjusted to reflect the new species choice. (v) Added three new drawbacks: **Jumper History**, **Mary Ann!**, and **Once A Weed, Always A Weed**.