

Alice

ASYLUM

POTENTIAL GAME SCRIPT & NARRATIVE OUTLINE

Version 1.0 - Completed August 20th 2021



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HEAVY SPOILER WARNING

This document contains ALL current narrative content and a full conceptual gameplay outline for the potential *Alice Asylum* videogame concept.

CONTENT WARNING

This document contains scenes describing themes of child abuse and family deaths. There are distressing scenes focussing on traumatic and repressed memories from the main character's childhood. There are also confronting scenes concerning mental health, violence, horror themes and gore.

If reading content of this nature cause you distress or poses a risk to your own well-being in any way, please make the right choice that best suits you in choosing to read the story contained within this document.

As content creators we want to safely allow you the chance to make your own choices about what is best for your own well-being. Please take care of yourselves and each other out there.



MYSTERIOUS
STUDIOS

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WHAT IS THE PURPOSE OF THIS DOCUMENT?

**This document has been prepared to gather feedback and gauge fan reactions.
We want to know how you feel experiencing to the story of Alice Asylum.**

The door is open for honest and constructive feedback from anyone who reads this document.

Page and line numbering in the document allows easy reference for lines in the script.

A short questionnaire and instructions on how to submit your feedback *is at the back of this document* after the script outline has finished.

THIS DOCUMENT WAS MADE POSSIBLE BY ALICE'S FANS AND "THE INSANE CHILDREN" WHO SUPPORT OUR PATREON

 PATREON.COM/AMERICANMCGEE 



Valuable fan feedback and Patreon discussion has helped bring this document to life.
Add your voice to the design discussion via Patreon and help our efforts to turn Alice 3 into a reality!

WHAT'S NEXT?

**After this document has been reviewed and feedback obtained, (and potentially actioned)
work will continue with a focus on completing the *Alice Asylum Design Bible*.**

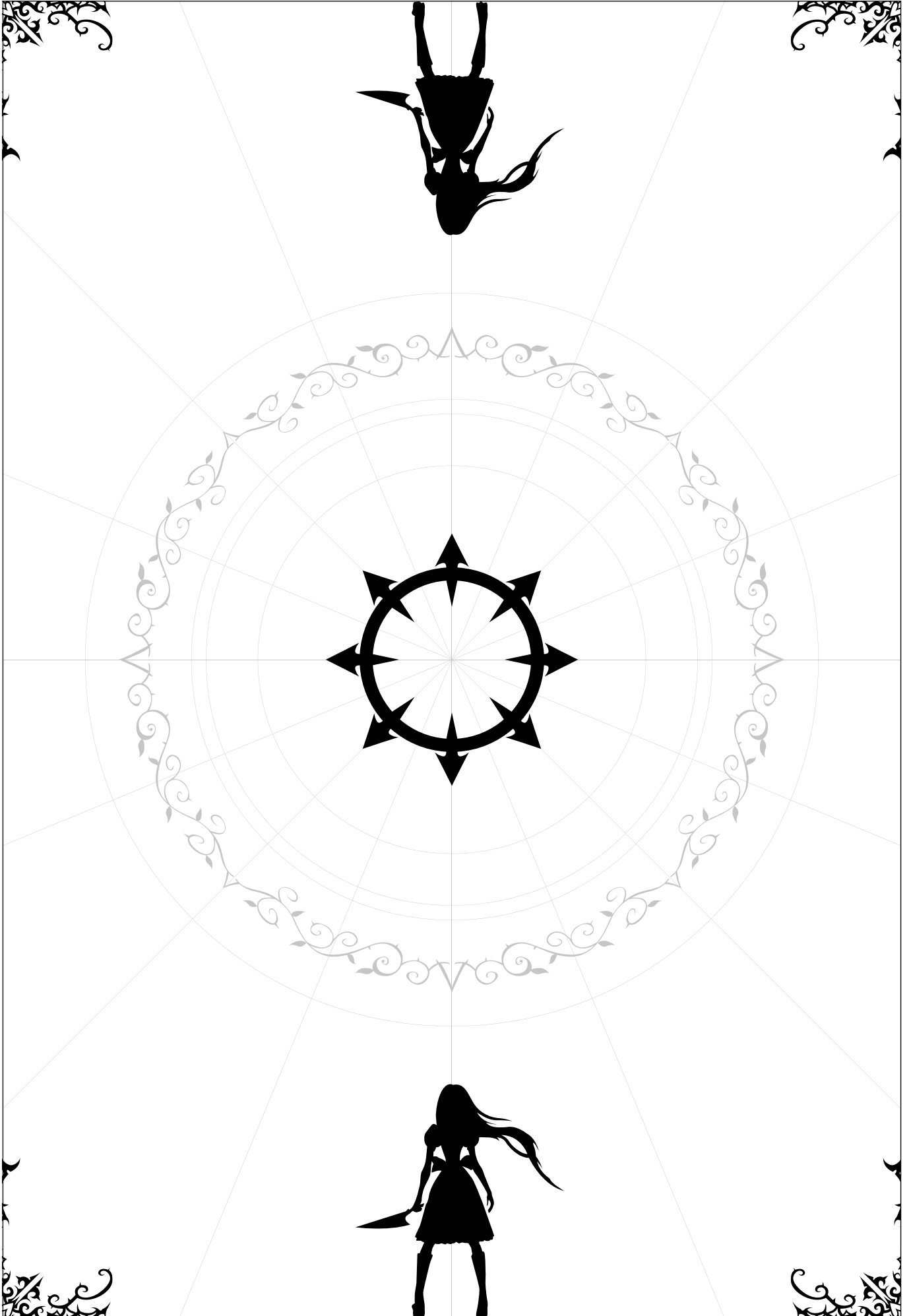
The Design Bible is a comprehensive and detailed game design document, (currently a work in progress) featuring all potential concept artwork, game mechanics and game information, alongside the potential narrative script outlined in this document.

The Design Bible will contain all information created for the Alice Asylum game concept, to be released in a digital format for FREE upon completion of the Design Bible project.

The Design Bible is viewed as the best sales tool for prospective investors, as well as an avenue for the fans to enjoy some quality Alice content, hopefully resulting in a potential new game to be funded and greenlit for development.

DOWNLOAD THE DESIGN BIBLE W.I.P. HERE


WHAT IS THE NATURE OF SHADOWS...



...IN THE HEARTS OF DARKNESS?

1  **GAME BEGINS** 

2

3  **(The Slumber - Encounter #1 - Resistance)**4 *[Sonata No. 14 "Moonlight" in C-Sharp Minor, Op. 27 No. 2 I.*
5 *Adagio sostenuto (Beethoven)]*

6

7 Darkness. Shadows. The sound of a clock similar to what we heard
8 at the start of Madness Returns then morphs into a train over
9 tracks. This sound is drowned by a rapidly beating heart...

10

11 **ALICE**12 I remember being free. What it felt like to run
13 outside without fear. What it felt like to have
14 a home. But you took that from me. You put me in
15 this prison. And threw away the key.

16

17 A mysterious, yet familiar voice cuts through Alice's thoughts.

18

19 **???**20 Open your eyes, Alice. Perhaps this time, you will
21 finally see.

22

23 Alice opens her eyes, she is alone. We PLAY as a frightened
24 13-year-old Alice running through a moonlit, snow-covered English
25 garden. This is The Slumber, a manifestation of Alice's childhood
26 memories. It serves as the First Tutorial for Basic Movement -
27 walking, running, climbing, and jumping.

28

29

30

31

32

33

34

35

36

37

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39



40

41 **ALICE**42 This nightmare is always the same. I cannot run
43 fast enough. I cannot escape. Something is always
44 watching me...

1
2 A cut scene plays revealing **THE MOON** looming over Alice's
3 shoulder; there's something odd about its size and form.

4
5 **ALICE**

6 Hunting me...

7
8 The Moon turns to reveal a menacing face. Eyes locked on Alice,
9 it howls and pursues her. As it draws nearer it sings an ominous
10 lullaby. The tune, once heard, forces forest creatures to slump
11 to the ground. Alice is unsure if they are dead or sleeping.



29
30 **ALICE**

31 The Moon. No matter where I run. Where I hide. It
32 finds me. Its song ends my escape. I fall under its
33 spell...

34
35 She runs.

36
37 **ALICE**

38 And when I wake? This horrible show starts all
39 over again. Back into the spotlight. Back on the
40 stage. I always have my part to play...

41
42 Alice trips and falls to the ground, tangled on a branch in the
43 snow. She rises to her feet. Looks determined.

1 **ALICE**

2 No more. I must escape.

3

4 We PLAY as Alice runs for her life. Running, jumping, climbing,
5 and swinging to escape.

6

7 Alice runs until she finds sanctuary inside her childhood home:
8 **The Liddell House**. Oddly silent except the tick-tock of a large
9 grandfather clock.

10

11 Within, Alice encounters her burnt and twisted family. They sit
12 around a macabre table set for Alice's birthday, wearing rabbit
13 masks. There's a black cake on the table. Its a writhing mass
14 of black tentacles with burning human figures as candles. As the
15 candles melt, so does Alice's family around the table. A goeey
16 mix of wax, flesh and blood drips down their faces, and onto the
17 floor. The music echoes hints of "happy birthday" while Alice's
18 family shoves the disgusting cake into the mouth holes of their
19 masks as they burn.

20

21 She once again re-lives the horror of their deaths in the fire that
22 consumed their home.

23

24



25

26

27

28

29

30

31

32

33

34

35

36

37

38

THEY CHANT AT HER:

39

IT'S ALL YOUR FAULT. IT'S ALL YOUR FAULT.

40

IT'S ALL YOUR FAULT.

41

42

ALICE

43

My family. The only way I can remember them. Over
44 and over I see the night of the fire. That fire.

1 And the death of everything I ever loved. How long
2 must I repeat this endless torture? How long will
3 I be kept here?
4

5 ???

6 Until, you have learned..
7

8 The mysterious voice echoes.
9

10 A violent earthquake shakes the house. Pictures fall and glass
11 shatters on the floor. The sound is like a roaring train and then..
12

13 Alice SCREAMS and - everything stops - Alice abruptly comes face-
14 to-face with **THE CATERPILLAR** sat atop a gigantic mushroom. He is
15 The Voice guiding her through her memory. Smoke billowing from
16 his hookah, the world around Alice wafts and morphs to match his
17 riddled words. He speaks:
18



19
20
21
22
23
24
25
26
27
28
29
30
31
32 **CATERPILLAR**

33 It appears you're late, once again Alice... and to
34 your own party no less..
35

36 **ALICE**

37 I'm not late. I'm lost. I have no choice in this
38 nightmare! I have lost count of the times I've
39 seen their burning faces and heard their screams..
40

41 **CATERPILLAR**

42 There is a truth in your suffering.
43

44 Caterpillar exhales another plume of smoke.

1

2

CATERPILLAR

3

There is still much for you to learn.

4

5

ALICE

6

I don't want to learn! I want to escape this dreadful place!

8

9

CATERPILLAR

10

A pity you show no interest in understanding your own shadows, Alice.

11

12

13

The world and caterpillar fades away into complete darkness.

14

15

CATERPILLAR

16

For they have a keen interest in you...

17

18

Alice is now alone, save for a single, ornate looking-glass. Standing well over her head, the mirror's beautiful frame is sharp and sinister.

19

20

21

22

Slowly approaching, then facing her own reflection, Alice suddenly glimpses a terrifying **SHADOW CREATURE**, both shapeless and jagged, staring back at her from behind the darkened looking glass.

23

24

25

26

THE SHADOW

27

There you are, Little Girl. Finally, I've found you.

28

29

30

Its words drip with malice.

31

32

Alice and the Shadow examine one another, they mimic each other's actions as the Shadow continues;

33

34

35

THE SHADOW

36

Blissfully unaware. How pleasant it must be... to be trapped in the calm beneath the waves... as the storms rage above...

37

38

39

40

As Alice outstretches her hand to meet the clawed hand in the dark mirror, The Shadow Creature suddenly breaks through the Looking Glass, shattering the mirror into a thousand pieces. As jagged glass tumbles in the darkness, Alice flails around to defend herself, suffering hundreds of cuts.

41

42

43

44



1
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9
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11
12
13
14
15 Just as a large shard of glass is about to pierce Alice's heart,
16 she reaches out and grabs it. Suffocating smoke and embers engulf
17 the girl.

18
19 Alice turns the shard over in her hand and it transforms into a
20 beautiful **Crystal Vorpal Blade**, her own blood dripping across its
21 edge. She is transfixed by the blade, and runs her finger along its
22 sharp edge.

23
24 Her reverie is broken as Alice is set upon by ghoulish, faceless
25 manifestations of the Shadow. Alice lunges and slashes at the
26 endless nightmares, as they quickly swarm towards her. This serves
27 as a basic opening tutorial for combat with the Vorpal Blade,
28 until the player is quickly over-run.

29
30 As Alice is seemingly about to be killed by the Shadow
31 creatures... A lullaby is heard in the distance. **A thick mass of**
32 **suffocating, blood red tentacles envelop Alice**, and she is suddenly
33 back in the burning Liddell House - The Moon looming overhead.

34
35 She points the blade at the Moon.

36
37 **ALICE**

38 I'm getting out of here...

39
40 Before Alice can react, The Lullaby reaches her ears and... Alice
41 faints. Her eyes roll to whites and she falls in a graceless
42 slump. Like a lifeless doll, she is lifted high into the air.

43
44 Alice still clutches the blade tightly in her hand.

1
2 Her sleeping body is pulled into the sky and towards The Moon.
3 The Moon's massive eyes remain transfixed on Alice's tiny body,
4 as it's horrible teeth as large as tombstones form a glistening
5 demon's smile.

6
7 The scene fades to black.

8
9 -

10
11  **LEVEL 1 - ACT 1**

12 **DENIAL REALM - THE GREATEST SHOW**

13
14 [The following is The 1st Part of a musical sequence sung by a
15 full cast of characters inhabiting The Circus]



29
30 **MOCKTURTLE**

31 The show is starting! We must not be late!

32
33 Alice opens her eyes to watch as Mockturtle pulls a giant lever
34 ejecting her from bed and into a bright yellow dress. Makeup is
35 plastered onto her face by autonomous arms - an enormously wide
36 smile. A mechanical hand shoves her towards a giant slide where
37 a **WHITE RABBIT DOLL** is preparing to jump. He glances at a very
38 confused Alice, and he beckons her to follow.

39
40 "4564 Days of Show" sign dangles precariously over the slide
41 entrance. As Alice looks at the sign, it ticks over to "4565".

42
43 With a sharp shove, we PLAY as a disorientated Alice begins her
44 descent down the Slide after the White Rabbit. The gleeful Mock

1 Turtle follows closely behind as we weave through twists and turns
 2 hurtling towards the ground. All around is a surreal, bright
 3 and garish Circus World of tents, rides, carnivals, animals,
 4 performers... as far as the eye can see.

5
 6 Turtle SINGS as The Music plays. His lyrics explain:

7
 8 **MOCKTURTLE {SINGING}**

9 It's a new day, a new show; we must not miss our
 10 mark, we can not forget our lines; the Tweedles
 11 may be half Dum but they view these things as
 12 crimes.

13
 14 **ALICE {SINGING}**

15 But I don't want to play your games, I don't want
 16 to say your lines. If being here requires those
 17 things then I'd prefer to commit the crimes.

18
 19 What follows is a sequence where Alice is alternately pushed and
 20 pulled through The Circus Realm with White Rabbit leading the
 21 way. Turtle pleads with her to hit her marks and say her lines.
 22 The sequence is split into "on track" and "off track" areas. On
 23 track - there are full lyrical and theatrical sequences playing
 24 as we're pushed along. Off-track - the lyrics take a rest and The
 25 Music fades to a background beat allowing for moments of free
 26 exploration.



40 While exploring, Alice witnesses The Moon still in the sky. It's
 41 unblinking gaze watches the circus world like a sentinel.

42
 43 This gameplay section serves as the Second Tutorial for Basic
 44 Movement - walking, running, climbing, and jumping. It also adds

1 ledge grabs, swinging, double jumps, and dress gliding.

2
3 Key Points delivered as Exposition in the lyrics: Alice is a
4 prisoner of The Circus. The Moon makes escape impossible. Alice
5 should just give up and enjoy The Show. Alice hates it here.

6
7 At one point the White Rabbit hops off track and waves Alice
8 towards a Fortune Teller's Tent. It is shrouded in shadows. The
9 Music fades.

10
11 **ALICE**

12 This is new...

13
14 A cut scene plays as Alice enters the tent. Upon entering, the
15 **FORTUNE TELLER** doesn't look up.

16
17 **THE FORTUNE TELLER**

18 Oh, I've always been here, my dear. You just never
19 bothered to notice. It appears this time, you have
20 allowed yourself a chance to see... something else...

21
22 Alice and her Rabbit examine hundreds of trinkets and glistening
23 fortune teller's globes, all precariously balancing on rickety,
24 uneven shelves. Many globes are cracked, some are burnt, damaged,
25 or full of what appears to be thick oil. Some are bracken or
26 bloodied. Within each Globe appears to have stars or tiny specs
27 of white lazily drifting about.



40 The fortune-teller pointedly says;

41
42 **THE FORTUNE TELLER**

43 Encounters with Chaos force change. For better or
44 worse...

1

Alice accidentally knocks a globe onto the floor. It smashes. She quickly retorts;

4

ALICE

I'm so sorry!

7

THE FORTUNE TELLER

...until an understanding of that darkness, forges something new.

11

The fortune teller motions with her hand, and the broken crystal ball Alice had shattered reforms, and floats gently to the fortune teller's outstretched fingers. The fractured pieces reform, creating a functioning, complete, albeit cracked orb once more.

16

THE FORTUNE TELLER

It appears fate deals you a new hand Miss Liddell. Another chance to learn. Despite all your broken pieces.

21

The fortune teller's words linger.

23

THE FORTUNE TELLER

Tell me; what do you seek?

26

ALICE

To return home. To escape this place.

29

THE FORTUNE TELLER

I remember when you only asked for better dreams. And I was happy to oblige. But your persistence is admirable. As you wish...

34

The Fortune Teller motions to the crystal ball.

36

Alice stares deeply into a crystal ball as it transforms into a **SNOW GLOBE**. Hypnotized by the falling snow, Alice returns to The Slumber Realm and an audience with The Caterpillar.

40

-

42

 **(Slumber Encounter #2 - Determination)**

[Nocturne in C-sharp minor, Op. posth. (Chopin)]

1

2

ALICE

3

You again. This is not my home. This is a place of nightmares... Speaking of which, what was that awful creature? From the mirror...

6

7

CATERPILLAR:

8

She fears you more than you fear her.

9

10

ALICE

11

Then she must fear me a great deal. I'd rather not see her again.

13

14

CATERPILLAR

15

But you must. And you will. Your fates are entwined far more than you realise...

17

18

Caterpillar blows a massive cloud of smoke.

19

20

A short cut scene plays, and the area around Alice transforms into a flurry of snowflakes. It is night and snow falls from the sky above.

23

24

Alice stands in the front yard of her family home.

25

26

ALICE

27

These memories are mine, yet I feel like I am just learning them for the first time...

29

30

A whisper, another voice;

31

32

???

33

...your fault...

34

35

The house is sleeping and its windows are dark.

36

37

ALICE

38

I remember... This night began like any other. But it ended in chaos. Unlike anything I'd known before. I was only very young. What did I know of chaos?

42

43

We PLAY, as Alice navigates the scene and makes her way into the house through a front door that is open to the night air.

44

1

2

ALICE

3

My family is dead now. I know they are. Lost in the fire. At first I blamed the cat. Always knocking over the oil lamps and having nearly burned down the house at least two times prior. But, something else was wrong that night. The locked doors on the second floor. The front door wide open so that the flames could be seen raging inside.

10

11

Flashes of imagery to match the narration: The cat knocking over the oil lamp; Alice's parents frantically trying to open their bedroom door as smoke filled the corridor. Footsteps.

14

15

The memories flash by, and we then PLAY, as Alice makes her way to the second floor.

17

18

ALICE

19

There were lamps on every floor. But we checked to ensure they were all extinguished before turning in for the night. Lizzie and I made a game of running around the house and snuffing them out. And no one locked their doors in our home. We had no secrets to hide... or so I thought.

25

26

Flashes of imagery to match the narration: Ghostly visages of Alice and **ELIZABETH**, (Alice's older sister) running around excitedly to extinguish all the lamps run past the player. A scene of a black-gloved hand turning a key in a lock flashes.

30

31

A horned, hooped figure shrouded in darkness, pours a trail of lamp oil down the corridor outside the family bedrooms. As Alice follows, the doors repeat endlessly. And when she turns, Alice looks back to see a never ending, looping corridor.

35

36

The figure disappears as it is approached, two glass circles glimmer in the light.

38

39

ALICE

40

I imagined him as a centaur. A dark figure from the story books I was read by my Mother. What significance did this monster hold for my future? I did not know.

44

1 But first... They said it was my fault.

2
3 A whisper.

4
5 ???

6 ...your fault...

7
8 As the player runs down the corridor, liquid is heard sloshing
9 beneath Alice's footsteps.

10
11 A single lightsource is seen in the shadows. It falls to the
12 ground, and lights the oil on fire. The sound of screaming as
13 Alice's family is burnt to death echoes all around.

14
15 Opening door after door as flames chase the player all around,
16 Alice will eventually find herself in her own bedroom.

17
18 The player must now relive the escape from the house, trying to
19 unlock the doors as Alice can hear her mother, father and sister
20 roasting alive. Succumbing to the smoke, Alice does not save
21 them. Again. Alice fails to save her family.

22
23 A whisper;

24
25 ???

26 ...pathetic child, you let them die...

27
28 The scene ends as Alice is taken away crying, and in shock, from
29 her smouldering ruined home. Final flashes of Alice being taken
30 away in a straight jacket play out in a cut scene.

31
32 **ALICE**

33 At that time, I was the monster. I felt
34 responsible... I couldn't control my anguish, and I
35 was caged for it.



1 A scene of Alice vactantly looking at her own reflection. **THE**
2 **SHADOW** flickers across the child's face. She tells her reflection;

3
4 **ALICE**

5 ...all your... fault...
6

7 She screams as she cries. Scenes of Alice lashing out, she is
8 biting and clamouring at the orderlies who hold her down. We hear
9 the roar of the angry monster. She is in a wild, uncontrollable
10 hysteria, as flashes of the Shadow merge with the face of the
11 child.

12
13 The scene dissolves back to Alice's audience with the Caterpillar.

14
15 **ALICE**

16 That monster from the mirror is... me?
17

18 **CATERPILLAR**

19 Only a part of you. The monster lives within us
20 all, Alice. But only a few can face it, much less
21 embrace it.
22

23 Remove the mask, Alice. See the truth in who you
24 are. See who you become. There is a darkness in
25 you, in us all, that must be faced...
26

27 The world morphs again, and Alice is in **Rutledge Asylum**. A flurry
28 of brutal cutscenes play as Alice is beaten, cut, starved, and
29 slammed into the floor and walls of her cell. As her ears ring,
30 we see Alice erupt in a vicious **HYSTERIA**. Her eyes turn pitch
31 black. The scene zooms into the darkened depths of Alice's eyes
32 as circus music invades...
33

34 -
35

36  **LEVEL 1 - ACT 2**

37 **DENIAL REALM - THE BIG TOP**
38

39 [The following is the 2nd Part of the musical sequence sung by a
40 full cast of characters inhabiting The Circus]
41

42 A cut scene continues after Alice arrives back in the Fortune
43 Teller's tent. She is alone with her Rabbit. No Fortune Teller.
44 Every single globe on the shelves is now in scattered, broken

1 useless pieces. Blood drips from the shattered orbs, nothing
2 holds them together.

3
4 Alice, now hyperventilating, winces as the off-kilter music pierces
5 the air. Alice is on the verge of breaking down. She stumbles
6 through the Circus as her vision blurs.

7
8 Alice now clearly states her goal to the White Rabbit: To escape
9 from The Circus.

10
11 **ALICE**

12 We must get out of this mad place. Now.

13
14 Now back in The Circus and with The Music at full volume, it is
15 obvious Alice has had quite enough of the Circus. She holds her
16 temples. Her ears ring. Pushed, prodded, shoved, and bullied by
17 Circus Performers who want Alice to; **"Sing!" "Dance Alice!" "Say**
18 **your lines!" "Not like that!" "No!" "Like this!" "You're doing it**
19 **WRONG!" "It's your fault!"**.

20
21 Alice is pushed to the floor, and trampled by the circus performers
22 in a scene that mimics her savage memory in the Asylum. Alice
23 closes her eyes, and when she re-opens them, they are dark orbs.
24 She screams.

25
26 We PLAY as Alice uses the Vorpall Blade to slice her way through
27 the scenery and actors, carving a bloody red swathe against
28 everything that gets in her way.

29
30 This gameplay area serves as the introduction of the **HYSTERIA**
31 **MECHANIC**. It triggers when Alice is near death. A limited-time
32 special state, Hysteria is used as an all-out attack that can
33 be used as a last resort in dire situations. Once it wears off,
34 depending on how much carnage Alice has wrought, her health will
35 regenerate commensurate with her bloodshed.

36
37 Mock Turtle pleads as he SINGS, imploring Alice to stop her
38 bloody rampage and rejoin her loving troupe of performers. Blood
39 continues to fly.

40
41 During this sequence, the illusion of The Circus begins to crumble
42 as circus performers break into mechanical automatons when
43 damaged, bloodied or destroyed. The vivid scenery falls and is
44 damaged in areas, revealing rotting, poorly made wooden supports,

1 and rusted nails behind their cheerful veneer. The circus and its
2 inhabitants are a lie.

3
4 This is also Alice's first encounter with **MANIPULATORS** - an enemy
5 NPC capable of mimicking other characters.

6
7 This encounter serves as a more advanced Tutorial for Combat
8 Techniques - focussing on Vorpal Blade attack and defense.
9 Parrying, dodges, and Combat Evasion must be employed to survive
10 the manipulators.



20
21 We PLAY as an angry Alice fights her way through the circus led by
22 White Rabbit, carving through her captors into The Big Top.

23
24 The Big Top is a massive tent with stadium seating all around.
25 As soon as Alice enters, her appearance is transformed to that
26 of a clown. The faceless audience laughs and jeers at Alice. She
27 grits her teeth as she is ridiculed.

28
29 There are Three Rings with a Giant Balloon occupying center
30 stage in the middle ring. Tweedle Dee and Dum are here - The
31 Ringmasters. The Tweedles use a Giant Balloon to look out over
32 the Circus - cranks up and down through a hole in the Big Top.



1 **TWEEDLE DEE**

2 This is all very much off script. A dreadful
3 performance. Sloppy. The little girl has clearly
4 forgotten her lines and her place!

5
6 The Tweedles comment is met with raucous laughter from the crowd.

7
8 [The following is the 3rd and Final Part of the musical sequence
9 sung by The Tweedles and Alice]

10
11 Alice demands to know why the Tweedles are keeping her imprisoned
12 here. They let her know they are only the jailors - it is **THE QUEEN**
13 who desires to keep Alice here, and they follow her rules.

14
15 **TWEEDLE DEE**

16 We only do what we're told. And so should you. Do
17 as you are told.

18
19 **TWEEDLE DUM**

20 If you don't like the show, there are no refunds.

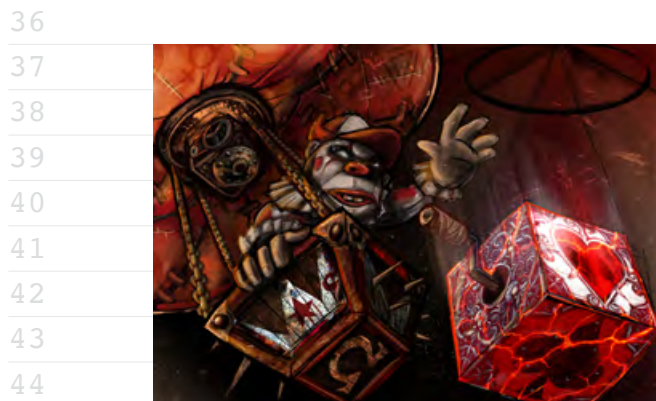
21
22 **TWEEDLE DEE**

23 If you got a problem with the show, you could
24 speak with the Ringmaster, but I don't think the
25 Queen wants to see you at all. That's just not in
26 your lines. And never will be. Heh.

27
28 **ALICE**

29 Your script be damned! The Queen will answer for
30 the reason I'm trapped here. And so will you!

31
32 What follows is a **BOSS BATTLE** sequence where Alice fights Tweedle
33 Dee and Dum using her Vorpal Blade and the skills she's acquired up
34 to this point. One brother will attack Alice with Bombs thrown from
35 the balloon, and the other will attack Alice with a whip-weapon.



1 After the battle, Alice acquires the new weapons used against her:
2 The Jack Bomb, and the Whip.

4 **ALICE**

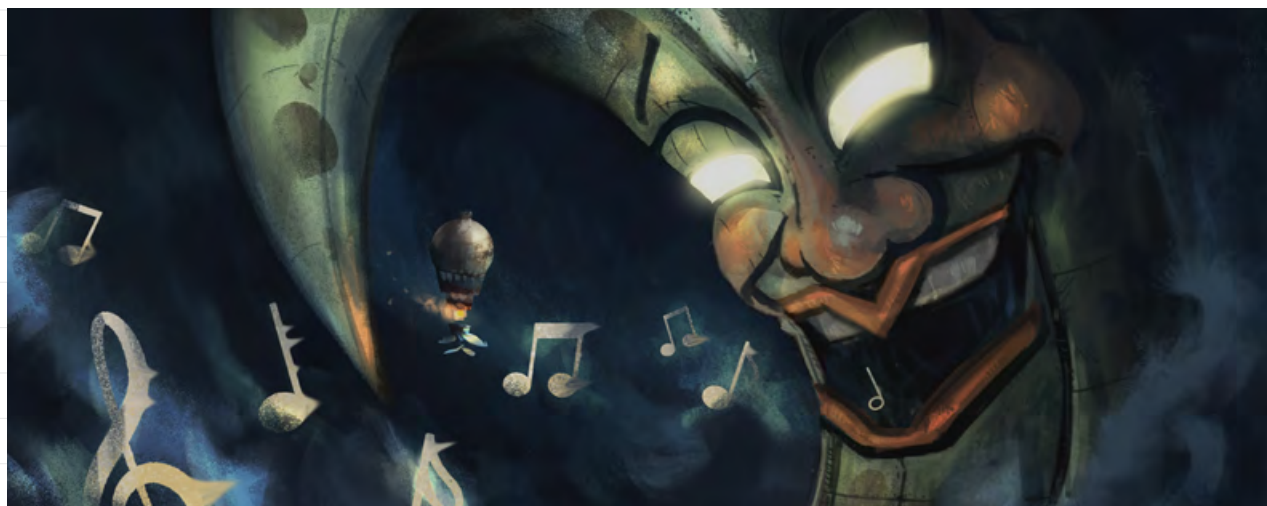
5 I'm done being your clown. This is my final show!

7 Alice defeats The Tweedles and climbs into The Balloon with White
8 Rabbit by her side. She cuts the balloon's tether with her Vorpall
9 Blade and rises through the tent opening. She flies free above The
10 Circus leaving The Music behind.

12  **LEVEL 1 - ACT 3**

13 **DENIAL REALM - THE MOON**

15 Alice glides above The Circus with White Rabbit by her side. A
16 moment of reflection and peace in the clouds before the coming
17 battle. The Balloon floats up through a bank of clouds and out the
18 other side to reveal The Moon directly ahead.



32 Alice states to her Rabbit companion;

34 **ALICE**

35 We are going to see that wretched Queen, but I
36 need to take care of something else first...

38 We PLAY as a determined Alice. The Moon sings The Lullaby. To
39 succeed, Alice must use her Vorpall Blade to cut through the spell,
40 deflecting, dodging and attacking its projectiles, destroying them.
41 If Alice fails, she gradually becomes sleepier, and slower. If
42 she fails, she falls asleep, and the section must be restarted.
43 Success means Alice resists and overcomes the sleep spell, and
44 proceeds to The Moon itself.

1

2 The Balloon continues towards The Moon and crashes into its face,
3 flinging Alice and Rabbit into its gaping mouth. A welcome party
4 is waiting and the battle begins.

5

6 We PLAY as an angry Alice fights her way through The Moon using
7 her Vorpal Blade and newly acquired weapons. White Rabbit leads
8 the way to a series of Sub Goals: Disable the Lullaby Machine;
9 Disable the Manipulator Manufacturer; Reach The Bridge; Battle The
10 Moon Boss; Take Control of The Moon (and fly to Queen's Domain).

11

12 The Moon, originally thought to be a living thing, is revealed
13 to be a **massive mechanical construct of Hatter Industries**. Its
14 interior is a labyrinth of corridors, walkways, machine rooms,
15 gears, turbines, and steam pipes.

16

17

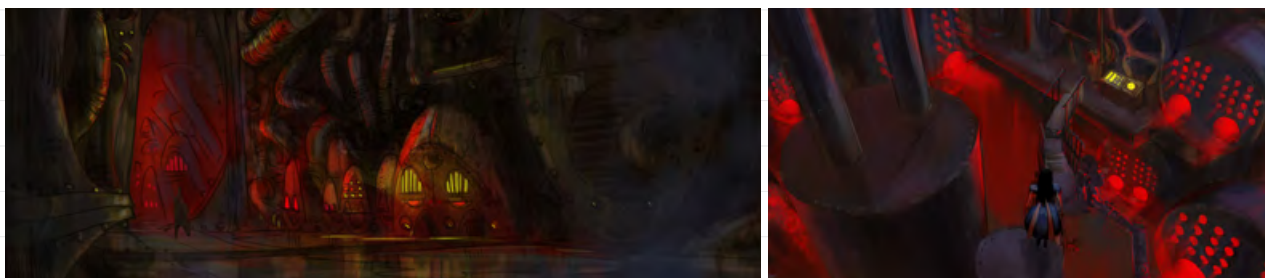
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23

24 This area serves as a Tutorial for **The Jackbomb**, both in combat
25 and in destroying "breakable" walls to traverse. The whip is also
26 used in spatial puzzles. It allows free-form rappelling. This new
27 ability, coupled with advanced platforming in sections, trains
28 the player in new movements; with ledge grabs, swinging, double
29 jumps, and dress-gliding all used to progress.

30

31 As Alice explores The Moon she passes through its Engine Room
32 where she sees that it is powered by a **Massive Clockwork Heart**.
33 She battles a steady stream of Manipulators as she works her way
34 towards and destroys their source: The Manipulator Manufacturer.

35

36

37

38

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43

44



1 Mock Turtle explains that Alice's false reality is better because
2 she'll never run out of friends to play with. No one ever has to
3 age or die or fade away.

4
5 **MOCK TURTLE**

6 Your family Alice. They were all hopelessly
7 burnt to a crisp. Why not just replace them? We
8 can build a new Family? New friends. Forever!
9 Everything here is simulated to keep you
10 stimulated. Where's the wrong in that?

11
12 **ALICE**

13 This is all a lie Turtle! False comforts cannot
14 soothe real anguish. The truth in my being here
15 can only be found with The Queen. And you're
16 standing in my way!

17
18 Fighting through more rooms and platforming sections within the
19 mechanical structure of the Moon, Alice reaches the Bridge of The
20 Moon. Alice once again encounters The Mock Turtle. As Alice pieces
21 together a chart to reach **THE QUEEN'S DOMAIN**, Mock Turtle continues
22 to beg that she abandon her insane mission and return to The Circus.

23
24 What follows is a puzzle sequence where Alice collects Chart Elements
25 from around The Bridge and brings them together, forming a route to
26 Queen's Domain.

27
28 As the last piece of the route is inserted and The Moon turns
29 towards Queen's Domain, Mock Turtle's voice becomes an angry roar.
30 He transforms into a **Manipulator Boss**, revealing his true form and
31 presenting Alice with another obstacle to overcome.



40
41 The Manipulator Boss cycles through a variety of the Enemy NPC
42 forms that Alice has encountered up to this point. Each requires a
43 different strategy and/or weapon to be defeated - sending the Boss
44 cycling to a new Enemy NPC until only the Mock Turtle is left.

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MOCK TURTLE

It's me, Alice. Your only friend. I'm telling you, you'll never make it. You're too small. You can't survive out there. You're too weak. No one wants you! No one else loves you...

ALICE

As you said, this time, my show is starting! We must not be late!

We PLAY as Alice destroys the Mock Turtle.

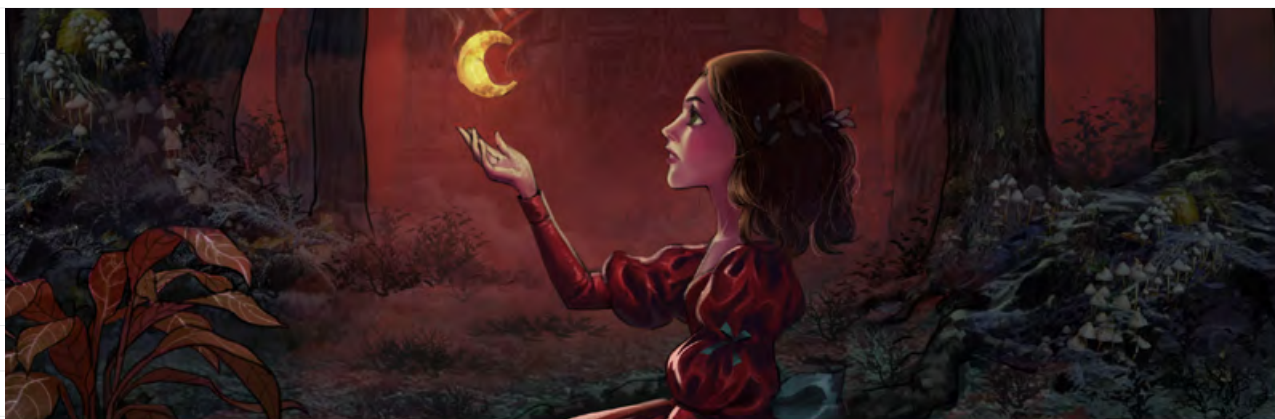
Mock Turtle's death causes a massive explosion that sets The Bridge on fire and sends The Moon hurtling towards the ground. It crashes in a cataclysmic series of impacts, ripping through a strange forest of tall green trees. Alice is flung from The Bridge and sent tumbling through the air - Rabbit grasps tightly to her chest - but before she can smash into the ground to her death, she begins to grow larger and LARGER until she's sitting on a lawn of lush green grass.

A placid, glazed eyed, Mock Turtle swims lazily in a tiny pond by Alice's side. On the back of his Shell, resides a miniscule Circus.

ALICE

All the drama and violence of the circus was nothing more than a flea show on the back of a turtle in that pond. Yet while I was in there it seemed more serious than death.

A tiny smoking pile of bits and rubble lays on the ground next to her - the remains of The Moon. Within, a **tiny clockwork heart still beats**. The sound fades as her focus narrows on the device. She picks it up, inspects it, and hands it to her Rabbit.



1 **ALICE**

2 Indeed, larger, troublesome things certainly
3 become smaller when you change your view. I guess
4 it's all a matter of perspective, Rabbit.

5
6 The rabbit nods his head in approval. Alice offers him the tiny
7 heart, with a smile.

8
9 **ALICE**


10 You take this. As a keep-sake to celebrate our
11 escape.

12
13 He ponders the tiny heart, looks to the pond, then places the
14 Heart in his pocket.

15
16 [This is "**The Heart**"; a mysterious collectible whose function is
17 not yet revealed to the player.]

18
19 Alice, stands up, brushes off her petticoat, and now is free of
20 The Greatest Show. A massive forest, and a gigantic, ominous
21 Castle loom in the distance.

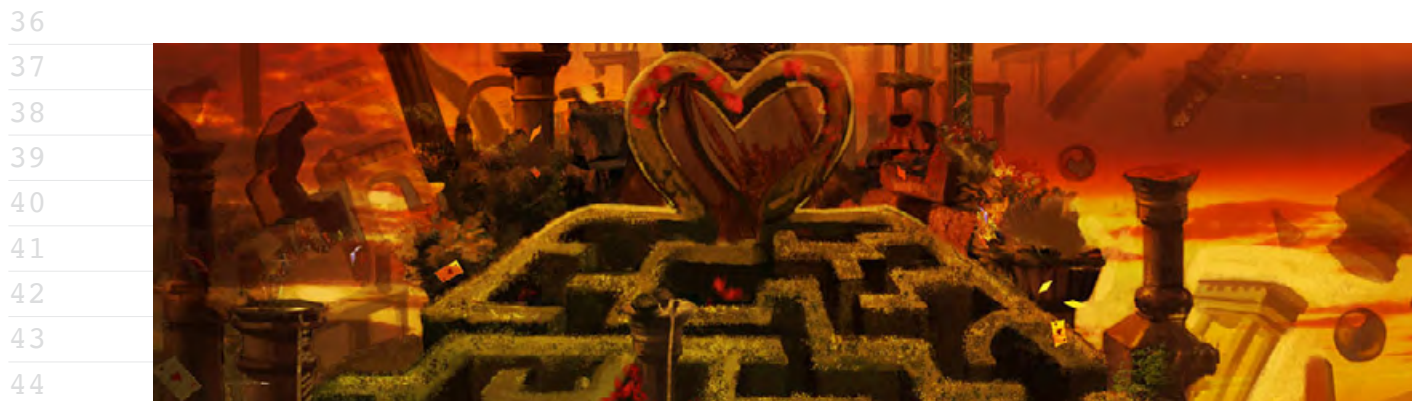
22
23 -

24
25  **LEVEL 2 - ACT 1**
26 **ANGER/JUDGEMENT REALM - THE QUEEN'S DOMAIN**

27
28 *You've blamed me, imprisoned me, and made a circus of my*
29 *anguish! Now release me!*

30
31 We PLAY as a curious Alice explores a far corner of the Queen's
32 Rose Garden, which also contains a sprawling Hedge Maze.

33
34 Behind her, is the turtle pond that served as her prison. Ahead
35 lies the Queen's Castle and the confrontation Alice seeks.



1 A moment of reflection and exploration as Alice navigates the twists
2 and turns of the Hedge Maze.

3
4 **ALICE**

5 Do you suppose we'll find the Queen in there?
6

7 As she explores, she encounters **Card Guards** for the first time.
8

9 They walk the perimeter wall of the Hedge Maze and do not engage
10 Alice, even if she attacks or kills them.
11

12 As Alice wanders along, Alice witnesses a scene where Card Guards
13 encounter a Shadowy Figure. The same from the Mirror. The Shadow briefly
14 appears surrounded by guards. This time, the Shadow's appearance is now
15 distinctly more human, but still as utterly broken and jagged as it was.
16

17 **THE SHADOW**

18 Out of the frying pan and into the fire, as they
19 say.
20

21 The Shadow locks its withered eyes with Alice, smiles, and then
22 disappears in a plume of shadows. The Shadow leaves behind a
23 writhing mass of Black Tentacles (**The Chaos**), which attacks and
24 then consumes the Card Guards. The mass of dark embering flesh
25 begins intruding through the Hedge Maze walls.
26

27 This sequence serves to introduce the game's primary enemy
28 character - **THE CHAOS** - and its effect on NPCs in the game. Alice
29 watches as Card Guards are damaged by contact with The Chaos and
30 transformed by stages into Chaos Creatures. Chaos Creatures are
31 hijacked NPCs that readily attack Alice and any other NPCs in
32 range in a frenzy.
33



1 We PLAY as a fierce Alice battles against Chaos Creatures and
2 assists the Card Guards. Alice and the card guards fight in these
3 sections alongside each other. Alice will be assisted and saved
4 at times by the Card Guards. She too, if she chooses, will save
5 some of them along the way.

6
7 Alice makes her way through the Hedge Maze to the Fortress of
8 Sorrow - a structure featuring a large Crying Alice statue
9 overlooking the Hedge Maze. As Alice approaches, the gruff sound
10 of horses is heard.

11
12 She approaches a clearing in the hedges where a collection of
13 **HOBBY HORSES** is arranged in glass cases in neat rows separated by
14 perfectly trimmed rose bushes. Alice stops to admire the display
15 of weapons. The Hobby Horses press up against the glass, matching
16 her gaze. They are trapped behind the glass.

17
18 It is here that she catches fleeting glimpses of **THE KNAVE**, one of
19 the Queen's Court. He peeks and peers at Alice from behind the
20 hedges.



31
32 **ALICE**

33 There's no point in hiding. I can see you there.

34
35 **THE KNAVE**

36 You may not believe me, but I've seen you here
37 before. I've seen you in my dreams, enacting this
38 very scene... time and time again. And I come here
39 to warn you... But something is different this time.
40 These creatures are new. And that blade you carry,
41 too. I would tell you to return to The Circus but...

42
43 **ALICE**

44 I know the Circus for what it truly is. There is

1 no going back to those lies. I would sooner face
2 The Queen than be ridiculed or imprisoned again.

3
4 **THE KNAVE**

5 Yes, I know. And, at this point - this is strange
6 because I know it all so well - I would tell you
7 of the torture she'll inflict on us if she learns
8 you've escaped. I would, I should implore you to
9 return. But this is all so confusing.

10
11 **ALICE**

12 Inflict torture? On me? I'd like to see her try.

13
14 Alice waves around her Vorpall Blade.

15
16 **THE KNAVE**

17 Is that Blade enough? I see her cruelty every
18 night when I dream. And every morning, I wake to
19 come here and make sure what I see does not come
20 true. But here you are. And it always ends the
21 same. You will be captured and tortured. I will
22 lose my head. And you will be returned to the
23 Circus.

24
25 **ALICE**

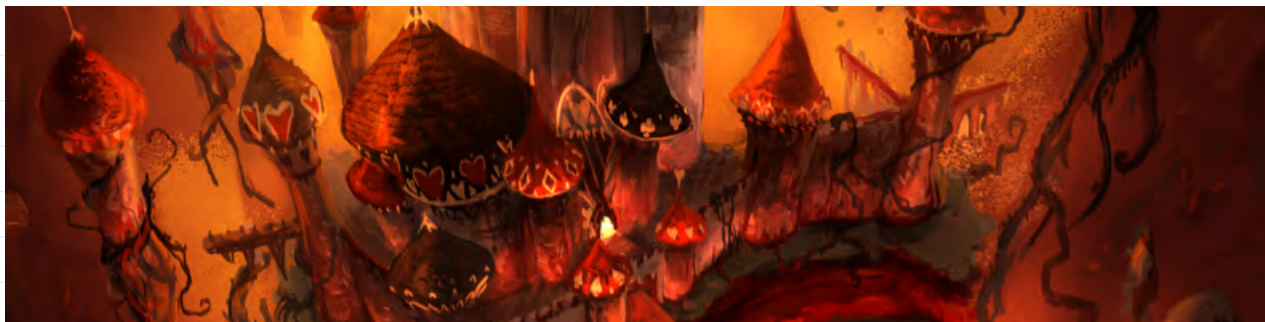
26 And does your dream include this?

27
28 Alice darts from case to case shattering the glass with her
29 Vorpall Blade. The Knave cries in protest but it's too late. An
30 elated Hobby Horse dashes up to Alice. She grabs the magnificently
31 carved **HOBBY HORSE**. Capable of destroying defences and shattering
32 enemies, this clobbering, ungainly melee weapon has devastating
33 impact up-close.

34
35 **THE KNAVE (DEFEATED)**

36 That is exactly how it always begins. And I, after
37 some prodding, tell you that you can proceed
38 directly to the Queen's Castle through her
39 gardens, except...

40
41 The Knave motions in the direction of the Queen's Castle. The space
42 in between is a floating nebula of rocks, hedges, rose bushes, and
43 chaos. There is no way forward through that.



THE KNAVE

It was all destroyed just as I arrived here. Now, the only way to The Queen's Court is through Judgement. But that's, well, suicide.

He motions forward.

ALICE

Given the choice of being killed or killing myself, I'd prefer to take matters in my own hands, thank you very much.

Taking the weapon, we PLAY as Alice navigates the broken structures and floating islands that hang in the space of what was once the whole of Queensland. Her destination is The Courthouse (seat of Judgement) which can be seen floating in the distance.

This serves as a proving ground for all of the skills and weapons Alice has acquired thus far. She must employ movement and combat mechanics to navigate the broken landscape while fighting off The Chaos and a slew of Chaos Creatures.

-

 **LEVEL 2 - ACT 2**

ANGER/JUDGEMENT REALM - THE COURTHOUSE

Arriving at The Courthouse steps, Alice steps inside.

THE KNAVE

This place is a cruel machine guided only by rules and logic. The Chess Pieces serve the Queen in an Alliance of Order. If you are found innocent, you will be allowed to continue on your journey to The Queen. If you are found guilty, you will be sentenced to Croak for Eternity.

1

2

ALICE

3

The Law should be impartial and fair. I'll take my chances. I know I'm not guilty of anything.

5

6

THE KNAVE

7

I hope you are correct. And if you are, I'll see you on the other side.

9

10

11

12

13

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24

25

We PLAY as Alice enters the halls of The Courthouse. The area within the Courthouse is a massive world of rules and law, constantly in a state of debate against itself. Right and wrong. Mess and order. Law and disorder. Chess pieces scramble and scurry about here. Alice notices a mix of both White and Red pieces, knights, pawns, knights, rooks and bishops muttering and hopping about the court halls.

32

33

As Alice is recognised, the chess pieces fall silent. They all stare.

34

35

36

ALICE

37

Whatever is the matter with you all? I'm simply passing through.

38

39

40

They all point at Alice. And begin whispering to one another. The word "trial" is increasingly heard from the jittery crowd of whispering Chess pieces.

42

43

44

They agree in unison with the spoken word, "yes, a trial..." then,

1 escalating shouts of **"TRIAL! She must be made to stand TRIAL for**
2 **her crimes!"** echo in the marble, chequered halls.

3
4 The doors from which Alice entered slam shut, and she is trapped.
5 Determined, and unfettered, Alice pushes on.

6
7 **ALICE**

8 I have nothing to fear.

9
10 What follows is a sequence of Challenge Spaces (Trials) that
11 contain Puzzles, Combat Arenas, and Navigation Challenges.
12 These lead to a Kafkaesque Main Hall, a surreal embodiment of
13 bureaucracy and brutal judgment where the combat and navigation
14 puzzles continue while Alice's sins and crimes are read aloud by
15 a stadium full of judges.



28
29 Alice successfully completes The Trials and arrives at Judgement
30 only to be told that, despite passing her trials, she's been found
31 guilty and will be sentenced to **"Croak For Eternity"**.

32
33 **A BOOMING VOICE READS:**

34
35 Guilty of being overly naive, innocent to a fault,
36 curious beyond reason, and ultimately to blame
37 for, ahem, everything.

38
39 **ALICE {SCREAMING}**

40 LIES! Your system is corrupt! I've passed every
41 test. There is no JUSTICE here!

42
43 Alice is FURIOUS. So furious that she bursts into flames as she
44 screams her rage at the mechanical face of judgment. Encountering

1 a cavalry of gavel-wielding Chess Pieces, Alice fights against the
2 Court's forces in unrelenting combat. As she attacks them, it is
3 revealed the Chess pieces are infected with Chaos.

4
5 What follows is the introduction and tutorial for the **RAGE**
6 **MECHANIC**. As opposed to Hysteria, where Alice triggers the state
7 automatically when her health is low, Rage is a "super meter"
8 that builds by chaining large combo hits and defeating enemies
9 in repeated, rapid succession. Rage acts as a reward for highly
10 skilled combat performance.



11
12
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18
19 The Rage Bar is sustained only through specific item pick-ups, or
20 increased successfully via continued, perfect combat execution.
21 Once the bar is full, Alice can "trigger" the Rage attack state
22 at will, whenever she chooses. When triggered, the Rage bar will
23 allow for a limited state "Super State", either with large buffs
24 in combat for a short time, or, released and the entire rage bar
25 is consumed in exchange for a single, burst-fire, high-damage
26 super attack.

27
28 Each time Alice is hit, fails a dodge, or doesn't instigate a
29 successful attack after a short amount of time, the Rage bar
30 level will drop, and eventually, disappear if not used.

31
32 After Alice defeats the Chess pieces, a **Boss Fight** with a massive,
33 multi-limbed, **chaos-corrupted Judge** unfolds.



1 Gigantic gavels smash the ground, and Alice must memorize symbols
2 that appear above the Judge's head, which correspond to attacking
3 the order of each of the Judge's four hands.
4

5 Upon her triumph over the corrupted Judge, a cut scene begins.
6 Alice is met with a slow clapping sound. She looks up to match
7 her eyes with the Shadow, who is applauding her violence. Ashen
8 tendrils spew out from the body of the Shadow, which continues to
9 spread and consume the area. Writhing masses of Chaos and darkness
10 are everywhere in the Court Halls. The Shadow toys with Alice;
11

12 **THE SHADOW**

13 You truly are learning, young girl. There is no
14 Justice. Only the Justice we take for ourselves.
15 A lesson you must learn. Just as I did. Your
16 monstrous violence puts a swift end to those who
17 challenge you...
18

19 **ALICE**

20 You're the Monster. You're to blame for this
21 corruption.
22

23 **THE SHADOW**

24 Am I? Perhaps you too should take a closer look in
25 the mirror. After all, it's all your fault...
26

27 Alice ignites in fury again, but it is in vain. With a simple
28 click of the Shadow's fingers, the floor opens beneath Alice's
29 feet, and she's dropped screaming into the darkness.
30

31 The Shadow smiles, satisfied, and only utters a single word.
32

33 **THE SHADOW**

34 Guilty.
35

36 -
37

38  **(Slumber Encounter #3 - Rage)**
39

40 Alice stands, still on fire with RAGE, before The Caterpillar
41 sat atop his mushroom. The scene is filled with heat and smoke.
42 Alice burns in rage, she lashes out in frustration, destroying a
43 mushroom and sending debris flying.
44

1 **CATERPILLAR**

2 Anger is a mask for all other emotions. Anger
3 is without meaning. A fire that simply burns and
4 destroys inwards, and outwards. What lies beneath
5 anger, is what matters.

6
7 Through her gritted teeth, Alice retorts.

8
9 **ALICE**

10 And what lies beneath?

11
12 Caterpillar blows fiery smoke as the scene dissolves...

13
14 **CATERPILLAR**

15 Truth.

16
17 **"Hospital - 1863"** The scene is presented in a dream-like style
18 of muted colors and uncertain lines. Alice's avatar is solid and
19 normal - wearing her nightgown - while other characters in the
20 scene are presented as transparent specters - not solid; unable
21 to interact with; cannot touch or be touched by Alice.

22
23 We PLAY, as Alice has an outer-body experience. She is walking
24 through a memory. Alice watches a past version of herself act out
25 her own memories.

26
27 This past version of herself is younger than Alice is now. This
28 is an 11-year old Alice, a younger child. The Child of Fire.

29
30 Like a macabre play, Alice follows as the scenes unfold around
31 her. Following the small ethereal memory of Alice, The Player is
32 pulled through the scene. Flashes of Alice taken from her burning
33 home to the hospital. On a stretcher and tended to by nurses and
34 doctors.

35
36 Alice's internal voice narrates, distorted and broken:

37
38 **ALICE**

39 I don't know what they expected of me. A world
40 blown apart in the span of a night. I was bruised
41 and burnt. At the hospital, they treated my
42 obvious wounds. But left unattended the damage
43 they could not see.

44

1 We PLAY as Alice explores the corridors of the hospital, weaving
2 a path that ends at Alice's room. Here we see our first glimpse of
3 the family doctor and another unknown figure: Bumby and Radcliffe.
4

5 **ALICE**

6 That man... the centaur?
7

8 A tell-tale glimmer of Bumby's glasses in the darkness mimic those
9 Alice saw in her past Slumber encounter in her burning home.
10

11 Alice encounters the younger memory of herself. The player
12 watches, as the memory of Alice is on her bed - seemingly
13 unconscious. A shadow form violently shakes from within her small,
14 unmoving body - her face rising upward in a ghastly scream.
15 Voices are overheard;
16

17 **BUMBY**

18 It's a miracle she survived.
19

20 **RADCLIFFE**

21 Very inconvenient.
22

23 **BUMBY**

24 She's young. An event like this will be naturally
25 suppressed - a survival mechanism. I will make
26 sure of it...
27

28 **RADCLIFFE**

29 You had better be right. Not only her survival
30 depends on that Angus.
31

32 He shakes a Black Notebook at Bumby for added emphasis.
33

34 **ALICE**

35 Radcliffe... and Angus...the centaur.
36

37 Alice says to herself.
38

39 The scene cuts, and we see flashes of violence - Alice fighting the
40 doctors and nurses. The Shadow Self lashing out from the child's
41 body. Police visiting her room, notebooks in hand. Alice stabbing
42 a doctor with a scalpel. The Shadow's face imposed over the
43 child's'.
44

1 **ALICE**

2 In my silence the RAGE grew - a hysteria of
3 unbelievable power. As it took over, the anger
4 began to appear as a madness. And from that
5 madness blossomed a bouquet of accusations. And
6 the more they accused me, the more that anger
7 grew. Until...

8
9 The scenes of violence warp, and dissipate. A deathly quiet new
10 scene begins.

11
12 Alice sits, rocking backwards and forth. She is mentally broken
13 in her Asylum cell.

14
15 She speaks to herself. She is alone, but accuses and argues with
16 herself as if she is two people. Two halves of Alice's psyche are
17 locked in conflict with one another.

18
19 **ALICE**

20 You stupid little girl. It's all your FAULT. It's
21 all your FAULT they're DEAD. It's all YOUR FAULT
22 WE'RE HERE.

23
24 *No, I didn't know, I couldn't do anything, I tried*
25 *to save them...*

26
27 Liar. You are too weak. Too weak to do what must
28 be done. You have no PURPOSE here. No strength. I
29 only hear the moans of a blind, worthless child.

30
31 Alice cries.

32
33 **ALICE**

34 *I don't want to be here. I want to go home...*

35
36 There is no home for you here. This is my fight.
37 And you are in my way.

38
39 Through gritted teeth, Alice says to herself.

40
41 **ALICE**

42 I will leave you behind. You are too weak to walk
43 this path.

44

1 *Please... let me come with you.*

2

3 No. You cannot save us. Just like you couldn't
4 save them.

5

6 Alice's eyes darken.

7

8 **ALICE**

9 But, I will save us. Alone. And away from your
10 damned naivety.

11

12 Go away. You are not welcome here.

13

14 In a scene reminiscent of a spiritual possession - Alice
15 crouched in a corner surrounded by nurses and orderlies - we see
16 the Shadow split from the Child Self - the critical moment of
17 separation where Child Alice is sent to The Circus, deep within
18 the Snowglobe and Shadow Alice becomes the dominant personality,
19 in Alice Liddell.

20

21 **ALICE**

22 You sent me to a new Asylum. One of my own making.
23 It was decided I would not survive our cruel
24 reality.

25

26 As the ghost of the child's spirit falls to the ground into
27 darkness... The Shadow takes over and Alice's body springs like a
28 feral beast toward her oppressors.

29

30 Shadow Alice's warped inner voice narrates, blending between
31 voices of the Shadow, and Alice herself;

32

33 **SHADOW ALICE**

34 We are one and the same. Two halves that form the
35 whole...

36

37 Alice speaks;

38

39 **ALICE**

40 ...and I wasn't strong enough to carry our
41 burdens. So I was left behind... a forgotten,
42 abandoned inner-child.

43

44 Flashes of the Shadow and Child's face merge as Alice screams,

1 cries, and stares vacantly with darkness in her eyes. Dark ooze
2 runs from her mouth, and drips from her eyes.

3
4 The scene cuts to black and... a whisper.

5
6 **SHADOW ALICE**

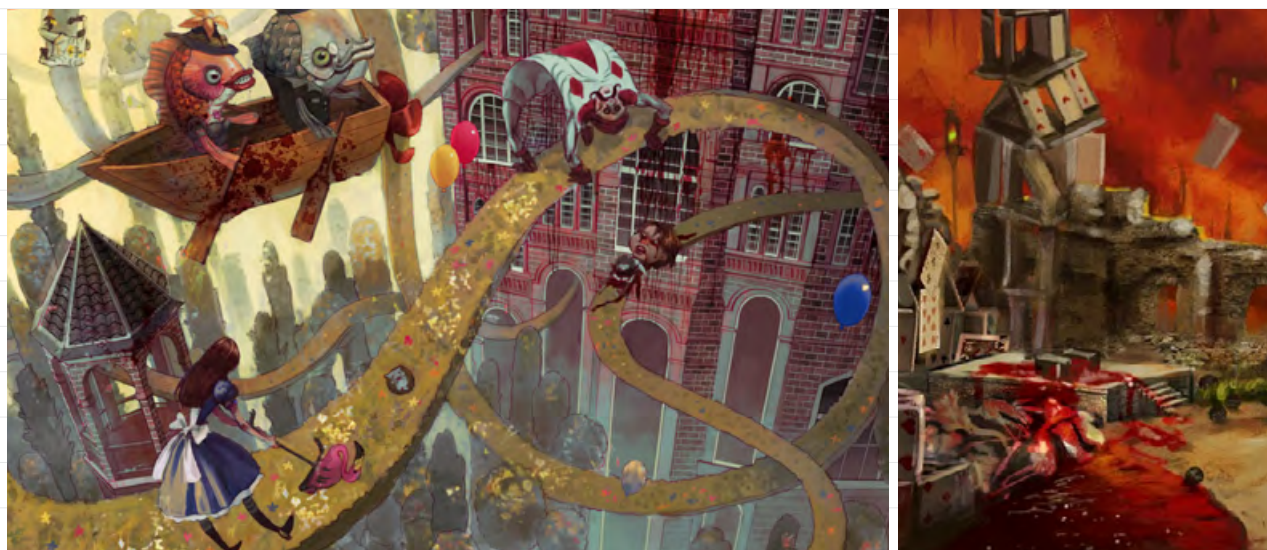
7 Play your useless games, child...

8
9  **LEVEL 2 - ACT 3**

10 **ANGER/JUDGEMENT REALM - CROQUET FOREVER**

11
12 Alice falls. Her scream grows louder until her dress pops open
13 and she floats gently to the ground below. A large wooden sign
14 announces "Welcome to Croquet - Play Forever"

15
16 A motley assortment of other Wonderland inmates are here - and
17 have been here forever. They appear lost, mismatched, and bicker
18 endlessly amongst each other. No time to explain, the match is
19 starting. Alice is handed a **CROQUET MALLET** and told to get to her
20 starting place.



35 The **Croquet Mallet** delivers quicker strikes than the Hobby Horse
36 when used as a melee weapon, but is not as powerful. It's perk is
37 centred around "shock" and can electrify and stun enemies. It's
38 secondary fire lobbs bouncing projectiles, which ricochet off walls
39 and obstacles until they connect with an enemy, electrocuting
40 them.

41
42 Alice, staggering at the revelation of how she came to be here,
43 does not want to play. She has other things to worry about, and
44 must escape.

1 **ALICE**

2 I don't want to play these games anymore...

3

4 With no other clear way forward, Alice MUST play.

5

6 **ALICE**

7 Very well then. I'll play by my own rules.

8

9 We PLAY as Alice engages in an epic game of Croquet played across
10 a landscape of floating islands. This game mixes some of the
11 traditional rules with elements of racing, combat, and surreal
12 nonsense. It's broken into Chapters that increase in difficulty
13 from Tutorial to Final Test - giving Alice a chance to improve
14 her abilities before progressing to more challenging sections.

15

16 It's explained to Alice that no one ever "wins" this game because
17 the other players are always offered a chance to thwart the success
18 (escape) of their fellow inmates. If they would work together
19 they might escape one by one - but no one is ever willing to let
20 that happen.

21 And the situation is made more urgent by the fact that The Chaos
22 is slowly overtaking this area. Bickering inmates squabble
23 endlessly even as they are consumed by chaos. The dark miasma
24 spreads in a similar fashion from what Alice saw in the Courtroom.
25 She knows she must escape.

26

27 Alice brings more than a croquet mallet to the battle. We PLAY as
28 Alice uses her other weapons and skills she manages to "cheat"
29 her way to victory (the first the game has ever seen) and earns
30 herself "A Pardon".

31

32 As Alice retrieves the pardon, she begins floating upwards, back
33 towards the familiar sky of the Queen's Domain.

34

35 As she looks down to the other players, Alice calls out;

36

37 **ALICE**

38 You're all hopeless! If you opened your eyes and
39 worked together, you could escape this terrible
40 place too!

41

42 The other contestants of the game simply look up, pause, then
43 resume smacking one another with their mallets. They squabble
44 until they are all consumed by Chaos. Alice shakes her head, and

1 focuses on her own path.

2
3 **ALICE**

4 Not everyone can be saved.

5
6 Alice holds onto the hand of her Rabbit Plush, and looks down at
7 him.

8
9 **ALICE**

10 But, you'll do nicely.

11
12 The Rabbit squirms excitedly in approval as Alice steadies her
13 resolve, gazing at the sky.

14
15 -

16
17  **LEVEL 2 - ACT 4**

18 **ANGER/JUDGEMENT REALM - THE QUEEN'S CASTLE**

19 [*Symphony No. 5 - Allegro con brio (Beethoven)*]

20 **Furiouser and furiouser.**

21
22 Alice and her Rabbit companion land safely on their feet, back
23 in the Queen's Domain. The Knave is waiting. They stand at a
24 crossroads with signs pointing "Play Again" "Play Again" "Play
25 Again" in all directions.

26
27 **THE KNAVE**

28 You passed through Judgement! Not guilty!

29
30 **ALICE**

31 One can be guilty of many things and yet still
32 walk about freely. There is no justice except
33 that which we make for ourselves... Or excuse for
34 ourselves?

35
36 **THE KNAVE**

37 You sound very odd indeed. But it will not matter
38 to The Queen. The judgement of The Court and the
39 action of her fury are no more bound together than
40 your head to your body when she wishes it removed!
41 You don't have to go back to the Circus but at
42 least don't continue on this path... it's madness!

43
44 **ALICE**

1 We PLAY as a DETERMINED Alice follows the Rabbit Doll through a
 2 series of floating islands containing chunks of hedges, trenches,
 3 wrecked walls, and toppled towers. An epic battle rages between
 4 the Queen's forces and Chaos Creatures with a large representation
 5 of Corrupted Chess Pieces among their ranks. The Card Guards
 6 employ cannons, firebombs, and other heavy weaponry to keep the
 7 Chaos Creatures and Chess Pieces at bay. Their attacks make it
 8 impossible for Alice to find a way forward.

9
 10 We PLAY as an INSPIRED Alice adjusts her approach and aims for
 11 the lower half of the island under The Queen's Castle. The battle
 12 fades into the distance as Alice hops, glides, and swings her
 13 way towards a series of openings carved into the rock below. A
 14 lopsided sign rots above the entrance where Alice lands: The
 15 Dungeons



LEVEL 2 - ACT 5

ANGER/JUDGEMENT REALM - THE DUNGEONS

19
 20 Alice arrives at The Dungeons to find The Knave waiting for her once
 21 again.

THE KNAVE

22
 23
 24 Even here you are not safe. The Chaos has breached
 25 the outer wall and will arrive soon. But there is
 26 no way back now. You are beyond the point of no
 27 return.

ALICE

28
 29
 30 This would all be a lot easier if you'd just take
 31 me directly to The Queen. You obviously know the
 32 way, having met me at every turn. How did you get
 33 here?

THE KNAVE

34
 35
 36 The Queen would surely have my head if I told you
 37 that. Your path is through there.

38
 39 He motions to the Dungeon entrance.

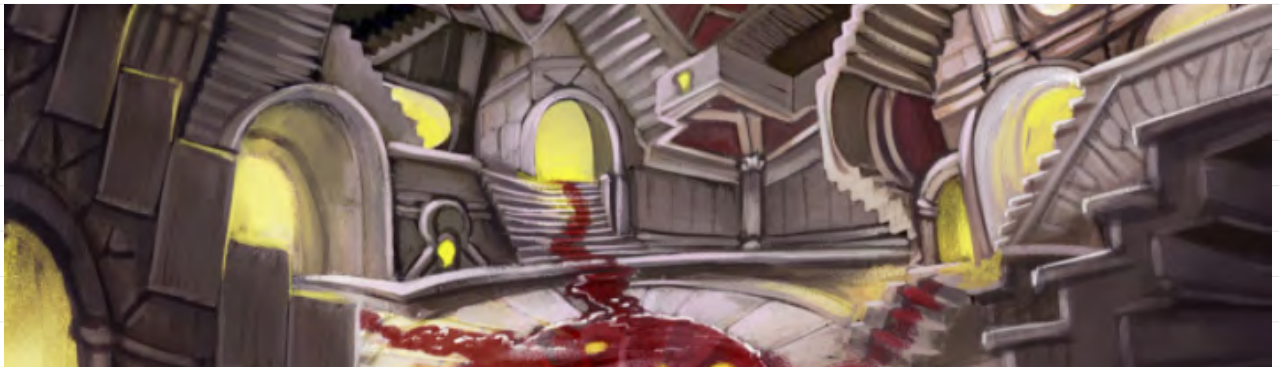
KNAVE

40
 41
 42 Through the Dungeons, no one knows the right way.
 43 I only know you must make your way upwards to
 44 survive. There are no bars keeping the prisoners

1 here - only anger and confusion. They are inmates
2 of their own mental prisons.

3
4 Alice steps through the door. As soon as she does, a rusted iron
5 portcullis slams behind Alice. Above, the architecture spirals
6 in a surreal mix of staircases, doorways, alcoves, and flying
7 walkways. There is no clear sense of up or down - just confusion.

8
9 Undeterred, we PLAY as Alice navigates the multidimensional
10 labyrinth of stairs and walkways seeking higher ground. The
11 lower levels contain the most confused paths - and also the most
12 confused prisoners. There are Insane Children; nightmarish Nurses
13 and Doctors; and random Wonderland creatures. Trapped in madness,
14 they ignore Alice as she moves upwards past them. [These represent
15 targets of Alice's anger that least deserve it. Pure innocents
16 who had nothing to do with her trauma.]



27 Angry Red Light illuminates this area in shafts and pools -
28 some static, some moving. When Alice attempts to move or fight
29 while inside these pools of light the result is erratic and
30 unpredictable. Shots fired forward slice off at wild angles. Jumps
31 in one direction send Alice flying in another direction. The only
32 way to make sure of the result is to avoid the Red Light.

33
34 Upon reaching the 2nd Level of the Dungeon, the paths and walkways
35 become less confused.

36
37 We PLAY as Alice navigates through the 2nd level. The middle level
38 contains a mix of abstract, angry characters - Asylum Orderlies;
39 Dinah The Cat; and faceless, shambling representations of Alice's
40 family. Chaos Creatures appear here in small batches, taking over
41 the inhabitants of this level and forcing Alice into battle.
42 [These prisoners represent targets of Alice's anger closer to the
43 core of her trauma.]
44

1 Upon reaching the 3rd Level of the Dungeon, the paths and walkways
2 take on a museum-like appearance. Prisoners are here willingly
3 and they place themselves on pedestals where they are constantly
4 bathed in Angry Red Light.
5

6 Alice sees macabre, twisted representations of her sister; Pris
7 Witless (an elderly, cunning nurse); and an odd, multi-limbed
8 Train Conductor - his two eyes glint in the red light, a hint
9 at Dr. Bumby. When turned into Chaos Creatures these characters
10 transform into alternate, twisted and violent representations of
11 their relevance to Alice.
12

13 The final pedestal is found in a massive cathedral-like room, with
14 a high domed ceiling.
15

16 The room is empty, save for a small, ornate mirror, in the centre
17 of the room. It's frame is severely burnt.
18

19 The Player stands a few heads above the mirror in height. Childish
20 laughter, wind-up toy gears, and the tunes of disjointed music
21 box plays as fainted echoes. Fire can be heard crackling as Alice
22 draws nearer to the mirror. As Alice approaches, a cut scene
23 plays;
24

25 Kneeling down to look in the small mirror, Alice recoils when she
26 sees an even younger version of herself in the mirror.
27

28 This girl's appearance is the same as the memory Alice followed
29 in the Asylum Slumber Memory Scenes prior. It is the Child of
30 Fire.
31

32 The little girl in the reflection stares back, and deftly steps
33 out through the mirror.
34

35 Face-to-face with her much younger self, Alice talks quickly to
36 her living reflection.
37

38 **ALICE**

39 Who are you? Why are you here?

40 The small child talks with monotone glibness. Never breaking eye
41 contact with Alice.
42

43 **CHILD OF FIRE**

44 I am a prisoner here. Like you. I have been kept

1 here... for a long time. I am the focus of her
2 eternal anger.

3
4 The girl from the mirror continues.

5
6 **CHILD OF FIRE**

7 You always blamed yourself for their deaths. Even
8 now, a part of you still does. I am the part of
9 you that was there...in the fire...I couldn't save
10 them...

11
12 The younger girl starts to well up, black tears form in her eyes.

13
14 **CHILD OF FIRE**

15 She blames me. She thought it was all my fault.
16 I couldn't save them! She's come back to find you
17 too... I am just a memory of that time. I cannot
18 change what happened...

19
20 Another voice thick with contempt, with words as sharp as daggers
21 cuts the air.

22
23 **SHADOW ALICE**

24 And that pathetic little memory is just as
25 responsible for my pain.

26
27 Alice turns to find The Shadow, angrily approaching the younger
28 memory, a warped ethereal blade in-hand.

29
30 **SHADOW ALICE**

31 Blind leading the blind. If only you both knew how
32 truly useless you are...

33
34 Weakness...

35
36 The Shadow says, looking at Alice.

37
38 **SHADOW ALICE**

39 ...and failure.

40 The Shadow spits out the words at the tiny Memory.

41
42 With a blink, the Shadow dips into the thick miasma of shadow at
43 her feet, and deftly reforms, reappearing behind the youngest girl
44 from the mirror. The Shadow places a hand on the small girl's

1 shoulder. The little memory trembles in fear.

2

3 Tightening her grip, the Shadow looks down at the small child.
4 Through jagged teeth, she spits;

5

6 **SHADOW ALICE**

7 Useless memories...

8

9 **CHILD OF FIRE**

10 I'm so sorry...

11

12 The mirror child sniffles to the Shadow through her
13 tears.

14

15 **SHADOW ALICE**

16 ...must be purged if we are to survive.

17

18 The Shadow's clawed dark hand pierces the back of the child,
19 tendrils and gnarled fingers protrude from her chest, as the young
20 memory manifested is consumed and converted into a Chaos Creature.
21 As the tiny memory bubbles, gurgles and writhes in agony, the
22 Shadow challenges Alice.

23

24 **SHADOW ALICE**

25 What do you know of my trauma? Of fire? Of death?
26 Is it finally time for you to learn? Or, will you
27 run back to the circus and play with your toys?

28

29 **ALICE**

30 I am not afraid of you. You fear me...

31

32 Alice brandishes her blade.

33

34 **SHADOW ALICE**

35 Stupid girl. More lies. I'm the reason you're even
36 here. You couldn't have survived WHAT I DID!

37

38 Alice drops her blade slightly. The Shadow continues;

39

40 **SHADOW ALICE**

41 We'll meet again. Maybe next time you'll speak
42 some sense. I expect more from you than the
43 ramblings of another pathetic, blind child.

44

1 At the provocation, Alice lunges forward, but the Shadow simply
2 smirks, and disappears in a cloud of smoke.

3
4 Turning to face the newly formed Chaos Creature from the body of
5 the Child of Fire, Alice is faced with a grotesque manifestation
6 of suffering.

7
8 We PLAY as a combat encounter begins between Alice and the chaos
9 consumed Child of Fire. The Chaos creature is a formidable
10 opponent, a Mini-Boss capable of extending long chain-like
11 tentacles, using them for both attack, defense and rapid, spider-
12 like movement. The Chains also lash out, and instantly transform
13 other nearby NPCs that pour in from the dungeons, into ferocious
14 Chaos Creatures.



15
16
17
18
19
20
21
22
23
24
25
26
27
28 The combat encounter with the corrupted Child of Fire ends with a
29 final, spasmodic chain lashing out to consume Alice. Before it can
30 strike, Alice's plush Rabbit jumps out in front of the strike,
31 and his body takes the blow. Chaos begins to infect the Rabbit.

32
33 He starts to convulse in Alice's arms, becoming consumed by
34 Chaos. As the Child of Fire rears up to strike again, **red fleshy**
35 **tentacles swarm around Alice and her Rabbit**, and they are deftly
36 whipped upwards, away from danger. The flaming abomination screams
37 wildly in the depths of the dungeons, remaining trapped far below.

38
39 Alice and her Rabbit rapidly approach the ceiling, and the dome over
40 Alice's head opens up, and they are both pulled through the ceiling.
41 Hanging in mid-air by a mass of tentacles, they come face-to-face
42 with **THE QUEEN OF HEARTS**.

43
44 -

1

**LEVEL 2 - ACT 6**

3

ANGER/JUDGEMENT REALM - THRONE ROOM

4

5 The cut scene continues, as **The Queen of Hearts** glares at Alice
6 from atop her throne.

7

8

THE QUEEN OF HEARTS

9

10 What. Have. You. Done? You are not meant to be
11 here!

11

12 The Queen's words are lashed with fury.

13

14



15

16

17

18

19

20

21

22

23

24 The Knave is beside the Queen, and he explains that Alice has
25 refused to follow his instruction, never once returned to the
26 Circus, and has allowed the Chaos to infest wherever she goes.
27 He babbles frantically, even mentioning that his "...words had
28 always worked before..." until;

29

30

THE QUEEN OF HEARTS

31

32 Silence, Knave! You will speak when spoken to.
33 Your failure will be punished. And as for you...

33

34 Her terrifying gaze fixates on Alice.

35

36

THE QUEEN OF HEARTS

37

38 ...You will speak only the words that are deemed
39 worthy of your place here. The words chosen for you!

39

40 Alice retorts sharply;

41

42

ALICE

43

44 My words, and my choices, are my own. And I have
no desire to follow your script, your show, or

1 **THE QUEEN OF HEARTS**

2 We have just as much to lose as you do...

3

4 Alice opens her mouth to interject, but is muffled by a tentacle
5 wrapping around her face.

6

7 **THE QUEEN OF HEARTS**

8 Must I say it again? You can't go free. You're
9 here for your own protection. And no amount of
10 pleading; no daring escape attempt has ever
11 changed that fact.

12

13 The Queen points at Alice;

14

15 **THE QUEEN OF HEARTS**

16 You will be returned to your place in The Circus,
17 once again, immediately. Locked away. Straight to
18 your room, and no supper. Ever again.

19

20 To the Knave;

21

22 **THE QUEEN OF HEARTS**

23 For your failures in convincing the girl to return
24 to the Circus, you will be relieved of your head!

25

26 And then pointing at The Rabbit;

27

28 **THE QUEEN OF HEARTS**

29 And this Chaos infected rodent filth will be cast
30 into The Dungeon forever!

31

32 Members of the The Queen's Card Guards move in to behead the
33 Knave. The Dungeons once again open up for the Rabbit to be cast
34 into.

35

36 Alice bursts into Rage and her Vorpall Blade snicker-snacks through
37 her tentacle restraints.

38

39 Lining up her blade, she has no clear shot to free the Rabbit.
40 Instead, Alice's throw skewers the Card Guard who is about to
41 execute the Knave.

42

43 The Knave in turn, thankful to have his head, grimaces towards
44 the Queen. The Knave runs, and fights for the lever operating the

1 Dungeons. He pushes a Card Guard into the depths, then closes the
2 hatch.

3
4 With the Rabbit still in her tentacled grasp, the Queen is
5 bemused.

6
7 **THE QUEEN OF HEARTS**

8 Far different than the other times, indeed...

9
10 The Queen's words linger.

11
12 Alice, and the Knave stand side-by-side.

13
14 With a furious bellow;

15
16 **THE QUEEN OF HEARTS**

17 You will all do as you are told!

18
19 The Queen lunges at Alice, and a **Boss Encounter** begins.



31
32 Alice fights against the Queen, with the Knave fighting alongside
33 Alice. They both engage the Queen, and fight against waves of Card
34 Guards that enter the arena.

35
36 The Knave acts as an NPC support character, using razor sharp
37 **Playing Cards** as shuriken styled projectiles. Alice and the
38 Knave will alternate roles, either breaking the Queen's grasp on
39 the other if they become restrained in tentacles, or actively
40 attacking the Queen and Card Guards that enter the arena.

41
42 After the battle, Alice and the Knave will triumph over the Queen.
43 When the combat encounter is over, a cut scene plays;

1 The Queen's eyes roll, as her flesh droops loose and broken.

3 **ALICE**

4 Off with your head.

6 Utters Alice, as a final Vorpal Blade strike decapitates the Queen.

8 Tentacles slump to the floor, as the rabbit falls into Alice's
9 grasp. The rabbit is weak, and almost fully consumed.

11 As Alice lays him down, she doesn't know what to do. She starts
12 crying. The Rabbit is dying.

14 The Knave watches him writhe. As the Rabbit continues to
15 struggle, a **Tiny Clockwork Heart falls from the Rabbit's pocket,**
16 and clatters across the ground.

18 The Knave's eyes light up.

20 **THE KNAVE**

21 I know what that is, I've seen it in my dreams...

23 Alice stops crying as he speaks.

25 The Knave picks up the Heart, and holds it towards the Rabbit's
26 chest.

27 The tiny contraption falls into the dark coagulation, and grows
28 to fill the size of the wound.

30 The clockwork heart beats, much the same as it did when it powered
31 the Moon.

33 As the Heart continues to beat, the Chaos subsides around it.

35 Alice and the Knave watch as the Rabbit blinks, then rises to his
36 feet. He does a little dance, and Alice and the Knave breathe a
37 sigh of relief.

39 As Alice picks up the Rabbit and spins joyously as the Knave claps
40 his hands, the Throne Room bleeds and morphs away. The scene
41 spirals and fades for Alice, as she slips into another Slumber...

43  **(Slumber Encounter #4 - Guilt)**

44 [*Requiem, K. 626: Lacrimosa - (Mozart)*]

1 A cut scene plays as Alice continues to spin joyously, as she
2 spins alone, an ethereal memory unfolds around her. She is
3 watching another memory of her past.
4

5 Alice is very young. Lizzie is laughing with Alice, as they both
6 hold hands, spinning together in the family living room. As they
7 spin, Alice fumbles her step, and trips, knocking over a porcelain
8 tea set. It shatters on the ground, and Alice cuts her knee badly
9 on the broken white shards as she too hits the ground.
10

11 Crying, Alice does not know what to do. She squirms, watching the
12 strange red liquid cascade from her wound.
13

14 **ELIZABETH**

15 Oh Alice, you've taken another tumble! Here, let
16 me help you.
17

18 Lizzie's words are warm, and soothing. Alice stops crying as her
19 older sister bandages her knee.
20

21 **ELIZABETH**

22 There, good as new.
23

24 Alice and Lizzie smile at one another.
25

26 Hearing the ruckus, **ALICE'S MOTHER** enters the room.
27 Alice's Mother is shocked, and disciplines the girl's foolish
28 behaviour.
29

30 **ALICE'S MOTHER**

31 Girls! This area is not for playtime! And look,
32 Alice you've hurt yourself again, and ruined our
33 tea set. When will you learn?
34

35 Alice's eyes widen as she blinks back her tears.
36

37 **ALICE'S MOTHER**

38 It's off to your rooms for the both of you. No
39 supper!
40

41 As the girls sadly saunter off to their rooms, Alice's mother is
42 left cleaning up the mess. Both girls are stopped by **THEIR FATHER**
43 as they leave. He kneels down eye-to-eye with Alice's height and
44 addresses them both.

1

2

ALICE'S FATHER

3

Lizzie, I expect a better example from you. You must look after your little sister. Not just when she's hurt.

6

7

Lizzie cheekily jests;

8

9

ELIZABETH

10

Oh, the little adventurer can take a tumble or two.

12

13

Their Father smiles,

14

15

ALICE'S FATHER

16

That she can. And she will.

17

18

He then addresses Alice. Meeting her gaze, he explains;

19

20

ALICE'S FATHER

21

There's something to learn here for yourself, Alice. Your Mother might be harsh at times, but she only wants the best for you.

22

23

24

25

Run along girls, do as your Mother says. There's a time and a place for games, and that time may be cut short as you grow. You'll know when the time is right.

26

27

28

29

30

Alice watches her younger self and sister hold hands as they wander up the stairs to their room. Alice reaches out to the memory of her Father, he fades and crumbles to ash at her touch.

31

32

33

34

The walls of the Liddell Household dissolve into ash, and reform into the arched heights of a Church Cathedral (modeled on St. Augustine's, London). Row after row of pews are filled with black-clad mourners. Sounds of crying and wailing fill the air alongside an Organ Dirge. This is the funeral of her family.

35

36

37

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39

40

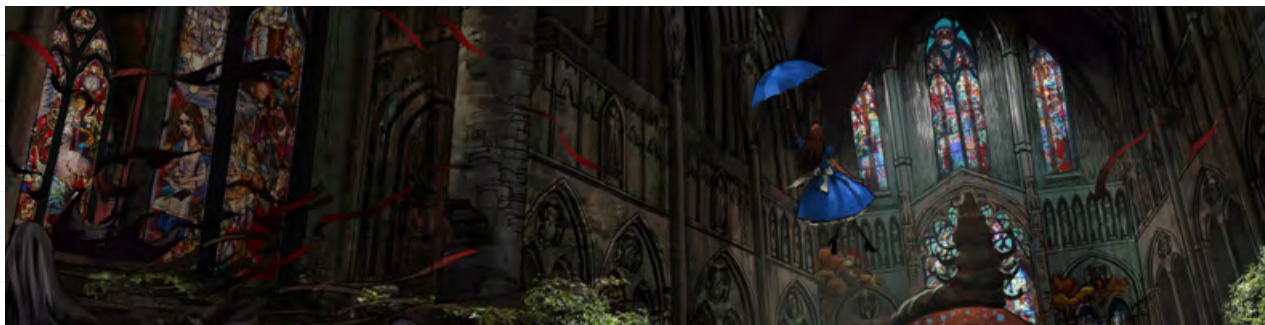
We PLAY as Alice floats down the center aisle towards the pulpit - Caterpillar's mushroom fills the space where the choir would normally sit. Whispers of; **"It's your fault!"** **"Where were you?"** **"They say she's got the devil in her!"** rise to a fever pitch as Alice glides towards the caskets at the front of the church.

41

42

43

44



1
2
3
4
5
6
7
8
9 The caskets burst into flames, and we hear the screams of Lizzie,
10 and Alice's Parents. The screams and accusations reach a
11 cacophony. The walls, ceilings, and fixtures of the church burst
12 apart like pieces of a puzzle, leaving Alice floating before The
13 Caterpillar on his mushroom.

14
15 **ALICE**

16 I could have saved them. I just saved my friend,
17 but I could never save them. Everyone else I love
18 was... lost.

19
20 **CATERPILLAR**

21 You still have yourself. And, that is more than
22 enough to begin with. Start there, Alice.

23
24 The Church flies back together, the air filled with sunbeams,
25 parishioners dressed in white.

26
27 At the pulpit, the priest holds a screaming newborn baby in the
28 air, then lowers it into a bath of water. This is a memory of
29 Alice's christening. She is reborn, as the baby touches the water
30 its screaming stops and the scene goes black.

31
32 -

33
34  **LEVEL 2 - ACT 7**

35 **ANGER/JUDGEMENT REALM - THE THRONE ROOM**

36
37 Abruptly back in the Throne Room, Alice wobbles on her feet a bit,
38 her eyes closed. Her Rabbit is pawing at her boot. The Knave's
39 voice is heard distorted at first.

40
41 **THE KNAVE**

42 The Queen.

43
44 The Knave is repeating this line.

1

2

THE KNAVE

3

Do you hear me, Alice? Alice, open your eyes...

4

5

On the floor of the throneroom the Queen's remains are now scattered about in piles of metal and gears. Another Manipulator. The Knave continues; his tone is distant, dejected, and broken;

8

9

THE KNAVE

10

She is another lie. We have both been deceived, Alice. I have dedicated my life to following her rule and keeping you in that circus. Lies upon lies..."

11

12

13

14

15

Alice clutches her rabbit, and demands to know where these Manipulators come from.

16

17

18

ALICE

19

Is nothing in this place what it seems?

20

21

The Knave tells her that the manipulators are an invention of The Hatter. And that Alice can reach his realm using the Hall of Doors. Alice asks the Knave;

22

23

24

25

ALICE

26

How do you know such things?

27

28

THE KNAVE

29

I know, because of what I have seen in my dreams. What I have heard, and what I have learned on the journey I've walked. You should strive to do the same on your path. Think for yourself. Open your eyes.

30

31

32

33

34

35

Trust in your dreams, Alice.

36

37

He continues;

38

39

THE KNAVE

40

I know that what you hold serves a powerful purpose. The Hatter possesses an unmatched ingenuity. He built that device that saved your friend.

41

42

43

44

1 **THE KNAVE**

2 I thought his inventions were only in my dreams...

3

4 The Rabbit gently plays and fidgets with his new heart. The Knave stares.

5

6 **THE KNAVE:**

7 ...and he made others.

8

9 Alice thinks on this, replying;

10

11 **ALICE**

12 This Hatter has a lot to answer for. If these
13 devices can keep the Shadow's wrath at bay, and he
14 also is the architect of these mechanical liars,
15 he must answer with truth.

16

17 The Knave eyes land on the twisted mechanical remains of his
18 former monarch.

19

20 **THE KNAVE**

21 Truth. If there is such a thing.

22

23 The Knave gifts Alice with a weapon, a deck of **Razor Sharp Playing Cards**.

24

25 **THE KNAVE**

26 Considering I've tried so often to turn you back,
27 perhaps now I can show you a new path forward.
28 Follow me.

29

30 We PLAY as Alice follows the Knave, navigating the remainder of
31 the Queen's Castle and they find their way to the entrance of
32 The **HALL OF DOORS**. This is a Fast Travel Mechanism that allows
33 Alice to quickly jump to other areas around Wonderland. Upon its
34 discovery, a cut scene plays;

35

36

37

38

39

40

41

42

43

44



1 As Alice opens the right door, she addresses the Knave;

2
3 **ALICE**

4 What will you do, now that you are no longer
5 ruled?

6
7 The Knave smiles;

8
9 **THE KNAVE**

10 Well, judging by your performance here Alice, I
11 believe I too will start to play by my own rules.

12
13 With a parting smile, Alice exits the castle, through the open
14 doorway. As she turns to wave goodbye to the Knave, we watch as
15 the Shadow appears behind the Knave. Just as the door closes,
16 Alice reaches out in shock to warn him, but he is swiftly torn
17 apart. Blood flies.

18
19 Alice screams as the Door slams shut. She quickly opens the Door
20 back up again, but is only met with a solid brick wall.

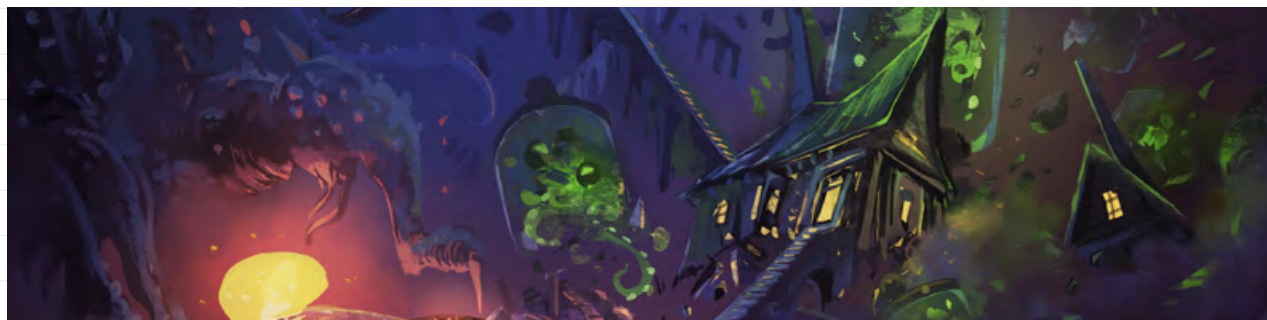
21
22 -

23
24  **LEVEL 3 - ACT 1**

25 **MAD HATTER'S DOMAIN (BARGAINING REALM) - THE CHAOSMA**

26
27 Alice slams her fist against the wall, and turns away from the Hall
28 of Doors, to face what's left of a shattered Hatter's Domain. The
29 landscape here is a "Chaosma" - splattered across the sky in a
30 galaxy of floating islands, plasma clouds, upside-down forests,
31 and magical vortexes.

32
33 Floating within the wreckage of all that was once Hatter's Domain,
34 Alice can see a bizarre menagerie of creatures - giant mice,
35 tiny whales, and dodo birds combined with crocodiles - a visual
36 explosion of chaotic combinations.



1 We PLAY as Alice navigates the scene heading towards the center
2 of the domain and Hatter's Workshop. The Workshop glistens on the
3 horizon like a massive bronze teapot, steam and jets periodically
4 shoot into the air from a multitude of towering funnels, spouts
5 and pipes.

6
7 Along the way, Alice encounters more Chaos-infected Card Guards.
8 She also fights off Mechanical Teapot Cannons, leaping Tea Cups and
9 other diabolical bronze machinations - many of them taken over by
10 The Chaos - necessitating battle.

11
12 At times, Alice will spy **gleaming eyes, and a shiny fanged grin**
13 **in odd places**. The smile fades in and out of view, accompanied by
14 a low, gruff chuckle.

15
16 A series of scientific and mechanical puzzles need solving in order
17 to rearrange the geometry of the area and allow safe passage. At
18 a particularly tricky section, Alice becomes exasperated, and
19 pleads with no one, in particular, to make all this easier so she
20 can;

21
22 **ALICE**

23 ...just escape this wretched place, once and for
24 all!

25
26 Her outburst is met with a sardonic reply from the ether.

27
28 **???**

29 You, better than most, should know that wishes
30 made in loud frustration will most certainly land
31 on deaf ears.

32
33 Alice watches as a mangy **CHESHIRE CAT** fades into existence on the
34 path ahead of her.



1 **ALICE**

2 I know you. Your grin is familiar...

3

4 **CHESHIRE CAT**

5 Familiarity is certainly not clarity. No memories
6 of our adventures together Alice? You've sadly
7 gleamed over the best parts... or perhaps, this
8 time, I'm not speaking to the best parts of you...

9

10 **ALICE**

11 Our adventures? My Adventure started at that
12 horrible circus...

13

14 **CHESHIRE CAT**

15 Unlikely. An adventure is an expedition willingly
16 undertaken. Your journey is more of a... shall we
17 say, trial by fire. It began long ago. How many
18 times you've walked this path, I cannot say.

19

20 **ALICE**

21 I've no time for your games, Cat. Either help me
22 get to Hatter, or kindly vanish back to wherever
23 hovel you came from.

24

25 **CHESHIRE CAT:**

26 Oh Alice, we've danced this dance before.

27

28 His smile widens. The cat's eyes focus on the tiny
29 rabbit by Alice's side.

30

31 **CHESHIRE CAT:**

32 Feel free to call for me if you need more than a...

33

34 The tiny Rabbit hides behind Alice's leg. He trembles.

35

36 **CHESHIRE CAT**

37 ...quiet approach. We have history here Alice.
38 Learn what you can, trust only your instincts, and
39 you may yet survive.

40

41 **ALICE**

42 My survival will depend on more than riddles and
43 hairballs, thank you.

44

1 **CHESHIRE CAT**

2 Pointed words. I'll allow that one. There's hope
3 for you yet. If it's my knowledge you seek, words
4 with teeth will prove more useful than those
5 unable to speak.

6
7
8 With a lash of his tail, Rabbit flinches, as the Cheshire Cat
9 fades away.
10 His grin is the last part to leave.

11
12 What follows is an introduction to Cheshire Cat as an **in-game**
13 **guide**. He's similar in function to the White Rabbit Plush, except
14 that he can be summoned at will and is able to provide directional
15 information, background lore and hints.

16
17 His knowledge is usually structured as a double-edged blade
18 towards Alice. Either in his confronting tone, riddled language
19 or sometimes, he simply won't care. Typically, once summoned, the
20 Cheshire Cat will appear in a set place in the environment. Alice
21 and the Cheshire Cat will share a situational dialogue exchange,
22 and then he will disappear. Ready to be summoned once again if
23 required.

24
25 Examples of potential Cheshire Cat Hints for Hatter's Domain are;

26
27 **<CHESHIRE CAT IS SUMMONED AND APPEARS>**

28
29 **CHESHIRE CAT**
30 We are on the outskirts of Hatter's Domain... or
31 what is left of it after an experiment gone wrong.
32 Then again, an experiment gone wrong can still
33 yield usable results. So... what's your excuse?

34
35 **ALICE (TO THE RABBIT)**
36 I wonder if he'd make a nice rug?

37
38 **<CAT DISAPPEARS>**

39
40 ---

41
42
43
44

1 **<CHESHIRE CAT IS SUMMONED AND APPEARS>**

2
3 **ALICE**

4 I'm unsure of the way forward. Where do I go from
5 here, Cat?

6
7 **CHESHIRE CAT**

8 Oh, it's quite simple really, I know the way... but
9 I do enjoy watching your little gears turn as you
10 try to figure it out yourself.

11
12 **ALICE**
13 Well aren't you a great deal of help?

14
15 **CHESHIRE CAT**

16 When I want to be.

17
18 **<CAT DISAPPEARS>**

19
20 ---

21
22 **<CHESHIRE CAT IS SUMMONED AND APPEARS>**

23
24 **ALICE**

25 This area has been completely blown apart and
26 destroyed. How can we expect to find anything of
27 use here?

28
29 **CHESHIRE CAT**

30 Just because something is broken, does not always
31 mean it is useless, Alice. Sometimes, there is an
32 unseen beauty and utility that lies beneath the
33 fractures...

34
35 **ALICE**

36 Poetic. I suppose there might still be some
37 potential in us all.

38
39 **CHESHIRE CAT**

40 In your case, I wouldn't count on it, just yet.

41
42 **<CAT DISAPPEARS>**

43
44 ---

<CHESHIRE CAT IS SUMMONED AND APPEARS>

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44

ALICE

Blasted Cat. We could've used your help back there. Too busy licking yourself?

CHESHIRE CAT

Speaking of blasted, the road ahead is far more blasted than most. The damage warrants caution. The path is perilous, and the plunges are bottomless. Send the Rabbit first.

ALICE

Well why don't you go first instead? Prove your worth as a guide.

CHESHIRE CAT

As you put it so eloquently, I believe I'll be; too busy licking myself.

<CAT DISAPPEARS>

We PLAY as Alice overcomes another series of battles, puzzles, and platforming challenges. Sometimes guided by the Cheshire Cat, and other times following her White Rabbit Plush.

After a few wrong twists and turns, Alice will realise she is lost. A cut scene plays; Despite following guidance, Alice's efforts are in vain.

ALICE

I was following you, and I am still hopelessly lost!

CHESHIRE CAT

True. But perhaps it isn't others who should always guide your way.

ALICE

I'm always being told where to go, what to do... Perhaps I should listen to myself once in a while...

CHESHIRE CAT

Wise words Alice. Let's see if you're indeed ready

1 to pay attention to your inner voice, and follow
2 its true course...

3
4 -



5
6 **LEVEL 3 - ACT 2**

7 **MAD HATTER'S DOMAIN (BARGAINING REALM) - CHESHIRE LAIR**

8
9 The scene morphs and warps to the foreboding, warped scenery of
10 The Cheshire Cat's Lair. A complex and environmentally distinct
11 level design, focussed on spatial navigation puzzles. We PLAY
12 as Alice follows an "inner voice" which is displayed on screen
13 with a new **User Interface**. After following "her inner voice",
14 (and sassing her way through a few verbal altercations with the
15 Cheshire Cat) Alice will locate her **INNER COMPASS** deep within the
16 Lair.



17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33 The compass is golden, and points true. The compass acts as a
34 wayfinder and clear objective marker for Alice to follow. Realising
35 that following others is not always the correct way to solve her
36 problems, Alice now instead focuses within, and follows her own
37 path.

38
39 The Cheshire Cat remarks;

40
41 **CHESHIRE CAT**

42 Well, it looks like you're starting to listen to
43 the voice that really matters. Learning a thing or
44 two, are we Alice?

1

2

ALICE

3

Seemingly always. But something tells me there's more to learn.

4

5

6

CHESHIRE CAT

7

Well, it does pay to keep an open mind.

8

But not so open your brain falls out.

9

10

We PLAY as Alice follows her own compass and own guidance. The broken level design slots into place around Alice, and her way is now much simpler and easier to navigate. Following her inner compass, Alice successfully navigates from out of the Cheshire Lair.

11

12

13

14

15

16

Landing back into the final parts of the Chaosma, Alice's inner compass guides the way. Alice will eventually arrive at The Hatter's Laboratory. She passes through the front entrance. A series of twists and turns within its bronze halls, and she's face to face with Hatter in his Workshop.

17

18

19

20

21

22

-

23

24

**LEVEL 3 - ACT 3**

25

MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP

26

27

As Alice enters, a cut scene plays;

28

29

Hatter is impatient. He is delicately finessing under a magnifying glass. He doesn't look up when Alice and her Rabbit enter. He's been through this routine with Alice many times before.

30

31

32

33

HATTER

34

Oh please, Alice, again? Can't you see I'm busy!

35

Yes, yes... Automatons. Manipulators. Perfect

36

replicas. They are everywhere. How do you know

37

you're not one? You won't. My perfect invention;

38

but the Queen controls them.

39

40

ALICE

41

That's impossible, Hatter. The Queen is dead. She was a machination herself.

42

43

44

1 **HATTER**

2 Really? Is that so. In that case with the Queen
3 gone, I have no strings to keep me dancing to her
4 infernal tune. And nor do you. Her loss is not a
5 terrible tragedy. But it still could be, for all
6 of us.

7

8 Hatter stops his tinkering, and swivels. He turns to face Alice.

9

10

11

12

13

14

15

16

17

18



19

20 **HATTER**

21 The reason is simple, Alice. Listen carefully; The
22 artificers in that circus were designed to keep
23 you busy. Occupied. Imprisoned. Distracted. They
24 returned you to where you needed to be. Time,
25 and time again. Every time you escaped, you were
26 placed back there. And you have tried, many, many
27 times, and you have been returned to the Circus,
28 many, many times.

29

30 **ALICE**

31 I don't remember any of it...

32

33 **HATTER**

34 The cost of forgetting is high. You might have
35 heard that before, but this time, this really is
36 all for your own good, my dear.

37

38 Otherwise, your curiosity would undo us all. Until
39 perhaps, you were ready for what you needed to
40 face... but you never have been. You've failed every
41 time.

42

43 **ALICE**

44 What? What must I be ready for? What have I failed?

1

2

HATTER

3

Well that all depends where and when, and which attempt. Too many to list. You're both equal parts hope, and threat here. Which one you will turn out to be still remains... uncertain.

7

8

Hatter's gaze narrows. Piecing Alice together as if she were a dangerous puzzle.

10

11

Alice continues;

12

13

ALICE

14

There is someone following me, hunting me. Pulling unseen strings. Everywhere she goes, there is death. Destruction. Everywhere I go, the Shadow follows. I haven't found a way to even challenge her. I don't know if I can.

19

20

Or if I even should...

21

22

I want to escape this place, Hatter. I want to escape and go home.

24

25

HATTER

26

Escape? Go Home?

27

28

Hatter scoffs.

29

30

HATTER

31

The only means to do so was lost long ago...

32

33

Alice leans down, and picks up her Rabbit companion.

34

ALICE

35

You mean this? This device inside him, it fought off her corruption. It saved him. The device, it's yours. What is it?

38

39

Hatter examines the Rabbit like a lab specimen as the tiny mute wiggles around soundlessly in his grip. Hatter smiles.

41

42

HATTER

43

Indeed Alice, there is always a way forward. If you have the heart, (and some other required

44

1 pieces) to see and control the path. We still have
2 a chance to get you home.

3
4 Hatter pulls a lever, and his Workshop's walls shift back to
5 reveal an elaborate, mechanical stage performance.

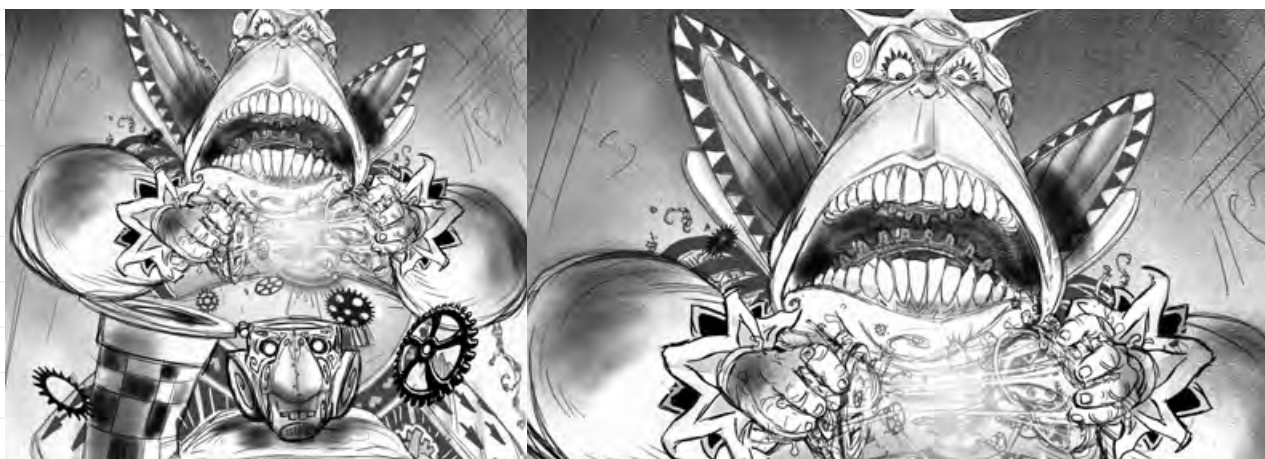
6
7 Puppets representing Alice, the Shadow, the Queen, and the Circus
8 loop on stifled rigs and chains. Riding in teacups, Hatter explains
9 the story, his arms wildly thrashing about as automated story
10 scenes roll past. He, Alice and the Rabbit ride along together.



23
24 Hatter speaks;

25
26 **HATTER**

27 At the behest of the Queen, I was ordered to
28 create the machines that kept you in the Circus.
29 A cruel game, and one I didn't want to play... but
30 the Ruler had leverage on me. You aren't the only
31 victim of being held against your will here,
32 Alice. My very mind was at stake. And she held it
33 cruelly in her hands...



1 A scene of The Queen threatening the Hatter with destroying his
2 mind plays.

3
4 **HATTER**

5 The circus was made by the Queen. She is Order.
6 Rules. Restraint. Law. My genius was forced to
7 build the actors that riddled your stages with
8 lies. But these were lies that were meant to
9 protect you for as long as they could.

10
11 We kept you as far away from any Chaos as
12 possible. Everything was scripted, planned, and to
13 keep your damned curiosity sated.

14
15 But no matter what we did, what elaborate act we
16 created, your curiosity always led you astray.

17
18 As you are now, as we predicted, you cannot defeat
19 your Other Half. She is consuming this place in
20 chaos and darkness. She is powerful.

21
22 But, I too experimented with Chaos. Using **Prima**
23 **Materia**, the base of ALL creation.

24
25 Unstable as they were, my experiments with
26 darkness yielded powerfully chaotic results.

27
28 In the face of your constant failures, I was
29 poised to build a new catalyst against Chaos.
30 Built from the very fragments Chaos fears...

31
32 What I built was capable of doing what must be
33 done. It can get you home!

34
35 But, studying Chaos, it has a way of being..
36 chaotic.

37
38 My failed experiments resulted in an unexpected
39 disaster.

40
41 Discombobulated, unstable, uncontrolled. My
42 home and work was destroyed. The Prima Materia
43 lost. And the essential complete fragments of
44 the puzzle scattered around this land in unknown

1 trajectories.

2
3 We recovered only one piece.

4
5 Hatter motions to the heart, tapping it with his teapot cane.

6
7 **HATTER**

8 And we used it in a powerful sentinel to watch
9 over you. This is all for you Alice. This part of
10 you must be protected.

11
12 Hatter continues;

13
14 **HATTER**

15 The Moon carried **The Heart**. It can withstand
16 Chaos.

17
18 **The Eyes**. Can focus, dilute, and channel Chaos.

19
20 **The Brain**. Can control Chaos.

21
22 The Eyes and The Brain still remain lost.

23
24 But if we find them, we might still have a chance
25 to stand against the Chaos of the Shadow, and get
26 you home.

27
28 Find the lost fragments Alice. Bring me the Prima
29 Materia, and I will continue my work.

30
31 Hatter finishes his grand performance, and turns to Alice.

32
33 They both look at a dark, twisted grandfather clock.

34
35 *Tick-tock. Tick-tock. Tick-tock.*

36
37 It is slightly corrupted by Chaos, and acts as a gauge of how
38 much time left Alice has to collect the required fragments.

39
40 **HATTER**

41 Certainly no time to waste, my dear. Chaos moves
42 fast. But there is always time for tea. So take it
43 with you.

44



Hatter gives Alice a wild invention, **TEACUP LAUNCHER WEAPON**, that fires mortar slug rounds of boiling hot tea. A spluttering, mechanical, steam powered beast of a weapon, it can also grind enemies to pulp with the broken pieces of chipped porcelain at close-range.

HATTER

Oh, and not to put a rush on things, but by these calculations, if you are unable to collect The Heart and the Brain within 4 Moons, then... Wonderland will be consumed by The Chaos and all will be lost. But don't think about that. I'm sure you'll do fine!

Hatter shoves Alice out the door and slams it closed. A second after it shuts, the door quickly re-opens, and Alice's Rabbit is hurled through the doorway after her. Spinning soundlessly, his tiny body thuds gently on the floor.

Alice and her Rabbit dust themselves off, and she turns to her tiny companion.

ALICE

I've had more graceful exits I suppose. It's getting rather dark around here. I believe we need something to help us see clearer.

The Rabbit nods.

The Inner Compass points the way to Alice's next stop.

A click and a whirr, the compass face morphs and resembles an **"EYE"**.

We PLAY as Alice returns to the Hall of Doors. After a short while, of hops, steps and jumps, we find where the appropriate door is open and waiting... at Alice's feet. It's a tiny door only

1 a mouse could fit through.

2
3 But approaching it causes Alice to shrink rapidly to the
4 necessary size. She steps through the door and travels to her
5 next destination.

6
7 As the door begins to close behind her, a black stream of wafting
8 Shadow follows Alice and her Rabbit into the tiny doorway.

9
10 -

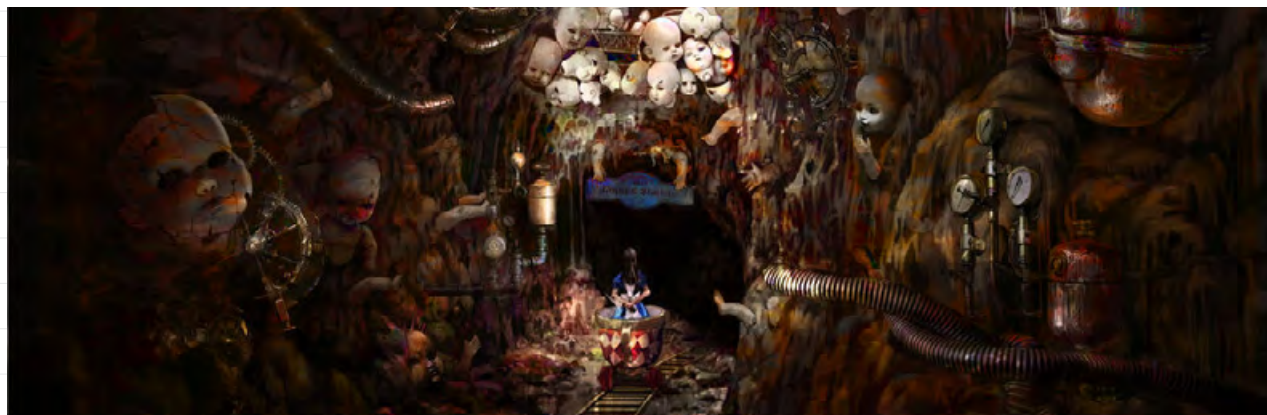
11
12  **LEVEL 4 - ACT 1**

13 **VALE OF TEARS (DEPRESSION REALM) - Abyssal Station**

14 *{Objective: Locate The Missing Fragment of EYES}*

15
16 **We're all scared (blind) here.**

17
18 Alice steps from the Hall of Doors into **ABYSSAL STATION**. Before
19 her eyes is... darkness in all directions. There are specks of light
20 flickering in the distance. Are they fires? Eyes? Faint voices
21 whispering something about The Man in The Moon.



32
33 Like an explosion, **The Infernal Train** screams past Alice lighting
34 the scene around her - a morbid Subway Station made from bits of
35 dollhouses and decorated with a collection of broken doll parts
36 and toys. Alice says to her Rabbit;

37
38 **ALICE**

39 Whose horrid memories are these? They are
40 certainly not my own... perhaps not yet.

41
42 The station windows look out on dirt, dust, ash and filth.
43 Arms and legs and heads of dolls are buried in layers behind the
44 glass.

The sign overhead reads: **"Lookingglass Railway - Abyssal Station"**.

THE MARCH HARE

Welcome to the Abyss, Alice! So glad to seeee you again!" Behind one of the windows sits March Hare, screaming into a microphone, waving excitedly at Alice.

His eyes are crudely stitched shut. **MARCH HARE AND DORMOUSE** are the foremen and operators in charge of this area. They throw a series of obstacles at Alice to thwart her progress and block her escape. They blame Alice for their blindness.



We PLAY as Alice navigates the scene heading towards the direction indicated by her Inner Compass to locate the "Eyes". There are several exits from the station, all leading through roughly cut holes in the walls of the station. These become dirt passages descending into a vertical cave-like structure.

Alice enters a **TERMITE MINING COLONY** buried beneath the **MEMORY TREE OF ALICE'S MIND**.



1 Alcoves and chambers, filled with fungi and mushrooms, dug out of
2 the rotting material of Alice's memories. Giant Termite Drones
3 fly through the air overhead carrying bundles of dirt to and fro.
4 Mechanical conveyor belts and rusted hulks of mining machinery
5 whir and grind throughout the scene. Here, fragments of Alice's
6 past are half-revealed in a vertical catacomb of detritus.

7
8 This is where memories go to be recycled into the fertilizer that
9 feeds imagination.

10
11 Every chamber in the colony can be explored in any direction. But
12 the colony cannot be escaped until a certain sequence of events
13 is completed.

14
15 **Alice's objectives;** Uncover the central meaning of the memory
16 scenes contained in the chambers and release it from the colony.

17
18 This is accomplished via exploration and a series of visual
19 puzzles - involving pattern matching, colors, and optical
20 illusions.

21
22 As she explores, Alice discovers a mixture of happier, early
23 memories, which are neglected, broken, lost, or misplaced. When
24 Alice allows these memories to be processed, her barred progress
25 through the mines is allowed.

26
27 As Alice explores the mines of memory, she will begin to encounter
28 broken, wrecked and burnt machinery. The further she goes, Alice
29 will encounter **pulsating dark veins of ore**. Shadow wisps from
30 them. These dark trails lead Alice to memories that are unfamiliar
31 to her. Wreathed in bracken, amorphous darkness, **these are the**
32 **memories of the Shadow.**

33
34 Veins of pulsating darkness beat, bleed and echo from these
35 memories, as if something is being drained or siphoned from them.
36 Onyx and Obsidian ore jaggedly protrude from the cave walls around
37 the memories. The dark ore forms spiralling symbols and arcane
38 runic shapes.

39
40 Whispers hypnotically draw Alice to enter these nightmarish
41 memories. All other sounds fade as Alice approaches. As her tiny
42 plush Rabbit desperately pulls at her to stop from entering,
43 Alice cannot withstand their siren call.

1 -

2

**LEVEL 4 - ACT 2****VALE OF TEARS (DEPRESSION REALM) - Hearts of Darkness**

5

6 Upon entering the first dark memory, Bumby and Radcliffe take
7 center stage.

8

9 Each of these scenes is contained within a "room" of warped
10 dimensions (**see non-euclidean geometry game demos**) so that a
11 hallucinatory experience of crossing through these large and dense
12 scenes takes place within a relatively short time and space. Each
13 scene is separated by a section of normal geometry and materials,
14 allowing Alice a moment to reflect on the previous scene and to
15 look around at the structure of the space where these scenes are
16 contained.

17

18 Shadow Alice does not want these memories to be processed. Because
19 once processed they form the basis for growth beyond the trauma.
20 She uses the space as a gallery of pain and draws her power from
21 it.

22

23 We PLAY, as Alice follows ghostly visions in memories of the
24 Shadow. Unlike the memories she has seen prior, these memories
25 of Bumby and Radcliffe are bathed in shadows. The dark actor's
26 movements are jittery, broken and erratic. Their limbs are off
27 proportion. Both men have no eyes. Only deep, black recesses where
28 their pupils should be. Their voices pierce the air. Ranging from
29 hushed whispers, to gasping roars.

30

31

32

33

34

35

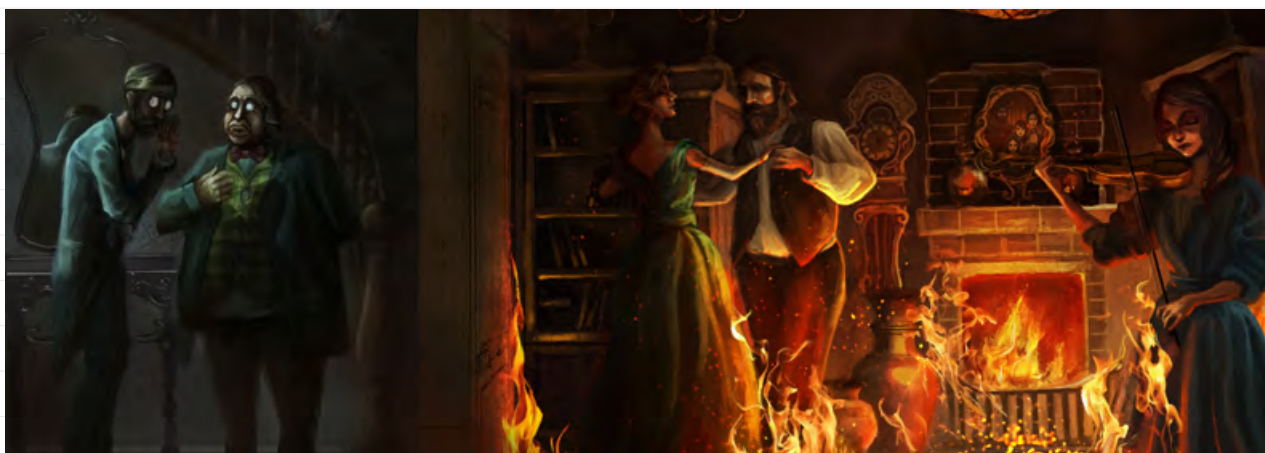
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37

38

39

40



41

42 As Alice moves through the environment, she overhears conversation
43 critical to her quest.

44



14 bouts of uncontrolled rage; cruel interactions with doctors,
 15 nurses, and psychologists; playing with the other Insane Children.
 16 A final room where Alice is bound to a bed; staring, catatonic,
 17 clutching her White Rabbit. Her head is bald, and she is drooling.
 18 Heavily medicated, her eyes rolled back into her skull.

20 The broken voice continues, at times sounding on the verge of
 21 breaking down;

23 SHADOW ALICE

24 The days passed into months. The months into
 25 years. And many of those years were spent in a
 26 state far removed from reality. That must have
 27 made you feel at ease - no one believes Insane
 28 Children and their make-believe.

30 Flashes of Alice's drawings - sketches on paper; scratched into
 31 the walls of her cell; carved into the flesh on her arms. Our first
 32 glimpse of Wonderland and its inhabitants.



1 **SHADOW ALICE**

2 But in my make-believe was your undoing...

3

4 Suddenly, the Shadow enters the cell, spawning from the darkness
5 of the walls. Enraged, the Shadow shudders spasmodically. She
6 immediately takes over the entire scene.

7 Her face fills the view:

8

9 **SHADOW ALICE**

10 What are you doing, little girl? This place is

11 MINE! Get out!

12

13 **ALICE**

14 These are your memories?! Why relive these

15 horrible experiences?

16

17 **SHADOW ALICE**

18 We all need to eat...

19

20 Dark, pulsing Onyx ore stems from the Dark Memory, and transfers
21 its mass into the cracks and swirls on the Shadow's arms. **These**
22 **horrible memories give her strength.**

23

24 Staring into the eyes of Alice, the Shadow continues;

25

26 **SHADOW ALICE**

27 Perhaps it's time for you to taste the horrors I

28 have...

29

30 The Shadow places a clawed hand on Alice, and Alice is again
31 suddenly pulled deeper, into another dark memory. The architecture
32 around her sways drunkenly. Sounds warp and distort as Alice
33 reels in her own darkness.

34

35 Scenes of Bumby in the **HOME FOR WAYWARD CHILDREN** play out. He is
36 cross-examining and talking to Alice in a counselling session.

37

38 **BUMBY**

39 The cost of forgetting, is high Alice..

40

41 Insane children dolls now wander around Alice in a deranged
42 circle. They sing and dance. Some dolls are half-dressed or have
43 no clothing. Others have numbered cards nailed into them and are
44 missing parts. They all bleed.

1 Radcliffe is seen **counting the insane children on a bone abacus** as
 2 they are whisked away by rotten puppet hands. Radcliffe's hands
 3 are soaked in blood, as he greedily pockets large wads of filthy,
 4 greasy and oily money with a multitude of gangly limbs.

5
 6 A dark ruinous oil drips from Alice's eyes, and from her mouth.
 7 She cannot speak. No one can hear her as she gurgles and begins
 8 to drown and spasm. The Infernal Train rockets past the window,
 9 and breaks through the wall, and the hellish scene is destroyed.

10
 11 Bumby's and Radcliffe's laugh can be heard as Alice plummets deeper
 12 and deeper into darkness.

13
 14 We PLAY as Alice lands face first into the dust. Alice spits a wad
 15 of blood onto splintered floorboards. She is now in a dress made
 16 of odd mis-matched fabrics. Her rabbit is nowhere to be seen. She
 17 is alone here.

18
 19 All is silent, bar the rusty clink of an overhead chain. Alice
 20 looks up to see skewered dolls impaled on hooks and nails, swaying
 21 back and forth along a conveyor. Scissors, doll parts, thread and
 22 needles litter the area. Movement can be seen in the pitch black
 23 ahead.

24
 25 As Alice gets to her feet, a **monstrous apparition of Bumby** lurches
 26 forward from the shadows. It carries a **book bound in lightly**
 27 **hued, untarnished skin and flesh** in its horrible hands. The pages
 28 turn and flutter as he speaks.



40
 41 **BUMBY/THE DOLLMAKER**

42 Hush now, Alice. You've told your tale. It's time
 43 to listen to something new. I was once like you.
 44 Born in chaos - an orphan... of sorts. Mummy was

1 mad, insane really... laudanum, hysteria, and
2 carnal urges. Pa? A taxidermist. Obsessed with
3 restoring life to the dead. His mistake? The dead
4 can only rot. Like mummy rotted.

5
6 But the living? The living can be made clean.
7 Dolls are clean. That's the trick, girl. The
8 moonbeam magic. Start from within and make
9 everything clean. Clean and hollow.

10
11 Our minds - that is where the cleansing must
12 occur. You're an excellent example. Spattered in
13 blood and wearing chaos like a badge of honor.
14 But you know nothing of true chaos. If you did,
15 you'd do as I've done, and dedicate your life
16 to its complete eradication. That blade you ram
17 through your enemies? An instrument of filth and
18 corruption. It does not sterilize. Quite the
19 opposite. It spreads filth and horror from whatever
20 it touches. Just like Pa. That's your mistake too.

21
22 **Do you really think you killed me?** The taxidermist
23 might agree. But we're beyond all that. No, Alice,
24 we're in the realm of Mr. Dream Man. Sing with me,
25 Alice...

26
27 The train is coming with its shiny cars.
28 With comfy seats and wheels of stars.
29 So hush my little ones have no fear.
30 The man in the moon is the engineer.

31
32 Bumby's singing voice turns to a guttural roar as a **Boss Battle**
33 begins. We PLAY as Alice will need to survive an onslaught of
34 violent attacks, and strike his weak points in order to endure
35 a frenzied, but short boss fight. Once enough damage has been
36 done to the memory of Bumby, his corpse will slam forward, and
37 his dead open mouth will consume Alice. As Alice holds her hands
38 up to shield herself, once "consumed" she will find herself in a
39 **LONDON TRAIN STATION.**

40
41 Tip-toeing forward, we PLAY as Alice will turn a corner, and come
42 **face-to-face with the memory of Dr. Angus Bumby.** He smiles a
43 knowing smile. The scene and original dialogue will play out, and
44 result in Alice pushing Bumby in front of a moving train, killing

1 him. From this moment, a cut scene plays;

2
3 From the instant Bumby is killed, the scene freezes, and the walls
4 of the train station crack like glass. We zoom into the darkness
5 of Alice's pupils, and in her eyes, a snowglobe free falls in the
6 darkness, and cracks onto the floor.



16
17 A wisp of Shadow seeps into the glass sphere. This is the moment
18 The Chaos and Darkness invaded Alice's sanctuary, **The Snowglobe.**

19
20 -

21
22  | **(Slumber Encounter #5 - Fate)**

23
24 Alice gasps as she arrives in the Slumber Realm. Breathless, Alice
25 looks down at her feet to see a snowglobe broken, and shattered
26 at her feet.

27
28 **ALICE**

29 My Shadow killed my family's murderer. The death
30 of my family was only the beginning. I was spared
31 her pain.

32
33 **CATERPILLAR**

34 You were also spared her experience. The monster
35 she killed deserved his fate. But in killing him,
36 she sealed her own. His darkness was transferred
37 to her - and now lives on through the shadow. It
38 will consume her, and you.

39
40 **ALICE**

41 Can't she be stopped?

42
43 **CATERPILLAR**

44 To stop her is to kill her, but she has a purpose.

1 She brought you this far. And kept you safe.
 2 Sealed away and repressed, under the waves of her
 3 torment. You never saw or experienced what she
 4 did, until now.

5
 6 **ALICE**

7 Her memories are horrible.
 8

9 **CATERPILLAR**

10 You see what has made her. What has hurt her. Now
 11 it's your turn to keep her safe. She is blinded by
 12 her suffering, Alice. Where her rage once severed
 13 and abandoned you, she now seeks to sway you in
 14 her favour.

15
 16 **ALICE**

17 Why? Why do I matter to her?
 18

19 **CATERPILLAR**

20 You are her conscience, Alice. You are her reason.
 21 You are her kindness. You have long since been
 22 forgotten, but she seeks to make you let go of
 23 what you hold. You stand in her way. This is why
 24 you have been protected, until you were needed
 25 most.
 26

27 **ALICE**

28 I'm starting to think she has a point. Her rage is
 29 justified by these horrors.
 30

31 **CATERPILLAR**

32 Perhaps. But do monstrous deeds inflicted, warrant
 33 more monsters created?
 34

35 Alice thinks on this, as the scene washes away, and cuts back to
 36 exploration of The Mines.
 37

38 -
 39

40  **LEVEL 4 - ACT 3**

41 **VALE OF TEARS (DEPRESSION REALM) - The Mines of Memory**

42 *{Objective: Locate The Missing Fragment of EYES}*
 43

44 As Alice lands back in the mines, she is reunited with her rabbit.

1
2 Surveying the scene outside of the Shadow's Memories, Alice
3 locates a rusted **Teapot Cannon**, embedded and protruding from the
4 ore. Taking the weapon, the Teapot Cannon is an AOE (Area of
5 Effect) long range launcher. Capable of firing massive globs of
6 boiling pressurized tea at a distance, the secondary fire allows
7 Alice to pour boiling hot tea on the ground as she walks. These
8 puddles bubble and burn her enemies in a floor trap, until the tea
9 cools and it dissipates after time has passed.

10
11 The surrounding space and scenes are home to enemies of Broken
12 Dolls and hybrid insects, and obstacles of logic and spatial
13 puzzles. The overall theme of the area outside of the memory
14 scenes is a **Dangerous Old Mine**. This creates gating and resistance
15 as Alice moves through the area.



33 As Alice journeys through the mines, she will be guided by her
34 inner compass and her rabbit to find the EYES. This is a dark place
35 where it's literally difficult to see. And it's a realm controlled
36 by March Hare and Dormouse - both of whom relentlessly taunt and
37 blame Alice for their inability to see.

38
39 Dormouse and March Hare have done a terrible job of maintaining
40 the mines. Things are clogged and broken. The mines are stalled,
41 and do not process any memories. Memories are left behind and
42 hidden to feed the Shadow. Alice will restore the machinery, and
43 allow it to process memories, thereby restoring healthy function
44 to the mines.

1
2 Having seen all of the scenes and overcome the surrounding
3 obstacles, Alice confronts Dormouse and March Hare at the top of
4 the mines. Because they are blind, they've used **The Eyes** as a
5 means to see Alice through a series of mechanical lenses scattered
6 around the mines.

7
8 As Alice progresses through the mines she knocks out these lenses
9 until the Mouse and Hare can no longer see.

10
11 A Boss Battle takes place at the top of the mine, directly
12 underneath the roots of the memory tree. A large chamber filled
13 with lenses, dark corridors, memory debris, and shifting floors on
14 a ringed platform - Alice engages Mouse and Hare.

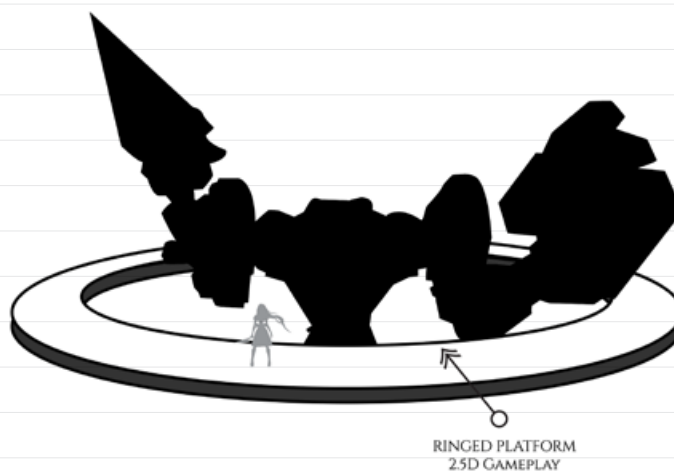
15
16 Here, they scream;

17 18 **DORMOUSE**

19 Old memories can still hurt you, missy! We'll make
20 sure of it!

21
22 From one of the memories emerges a **massive steam-tea powered**
23 **Mecha**, (formerly from a memory of a previous visit to Hatter's
24 Domain).

25
26 A wild **boss fight** ensues under the maw of the Memory Tree. Alice
27 combats the Mecha and the two rodents, eventually defeating them.
28 As they are "recycled", the mecha, and Dormouse and March Hare
29 are both **consumed by the maw under the Memory Tree**.



43 Alice places her hands on the **EYES**, claiming her prize and heading
44 for the exit.

1

2 Before Alice can escape, she is pulled up into the memory
3 recycling system - an ethereal and glimmering abundance of
4 massive, swaying tree roots - and enters into a surreal encounter
5 with Caterpillar.

6



7 **(Slumber Encounter #6 - Transformation)**

8

9 Another encounter with The Caterpillar where the theme is the power
10 of transformation.

11

12 **CATERPILLAR**

13 We cannot undo what's been done but we can take
14 every passing moment as a chance to change course...

15

16 We PLAY as Alice follows an older memory of herself through the
17 streets of London. The version Alice follows is the same as who
18 pushed Bumby in front of the train. Alice witnesses the elation
19 of her memory, having rid herself of her tormentor. Alice watches
20 her memory as she wanders through London. Mushrooms and beautiful
21 foliage sprout from the walls and brickwork of London. All is
22 magic, serene and happy. Her memory is satisfied.

23

24 Caterpillar's voice narrates;

25

26 **CATERPILLAR**

27 The sound of his bones cracking played over and
28 over again in her mind. The final violent expulsion
29 of air from his lungs as he was crushed by the
30 train... it was... well deserved. Her elation and
31 his demise quickly turned into something else.
32 She felt something break inside. An undeniable
33 darkness took hold, and spread.

34

35 A cut scene plays as Alice's beautiful experiences turn horrid.
36 Cracks appear in the walls. The mushrooms and magical sproutings
37 rot, wither and die. Alice can only gaze in wonder, as dark
38 swirling voids appear, violently consuming the rotting foliage
39 as darkness spreads. Alice follows her memory. The apparition
40 recoils, holds her temples, and begins to panic.

41

42 We PLAY as day turns to night, as Alice wanders through this
43 hellscape, following after her memory. She arrives at the **HOME FOR**
44 **WAYWARD CHILDREN** to find **RADCLIFFE** there, surrounded by orphans and

1 talking to the police. A cut scene takes place upon her arrival;

2
3 **RADCLIFFE**

4 That's her! She's the one, officer! Arrest her
5 immediately!

6
7 He furiously waves his **Little Black Book** in the direction of Alice's
8 approach.

9
10 **POLICEMAN #1:**

11 Now sir, we'll get ta the facts and find th'
12 killer. You leave that to us.

13
14 **RADCLIFFE**

15 She can't just be left to wander the streets!
16 She's a killer. An insane person! Certified. Only
17 released from the Asylum because I bloody well
18 allowed it. Put her back in, damn you!

19
20 As Alice steps closer he points a finger.

21
22 **RADCLIFFE**

23 You stop right there, girl! As the purveyor of
24 this establishment and the responsible agent
25 for the protection of this stock... er, children,
26 you are hereby informed of your expulsion from
27 the Home For Wayward Children. Do you hear that
28 officers? She'd do well not to take one step inside
29 this building!

30
31 Alice breaks down crying - overcome by the murder and the reality
32 of what she's done.

33
34 Radcliffe turns his back to her and ushers the children through the
35 door. The cops mutter about wanting to know Alice's whereabouts
36 while warning her not to leave the district.

37
38 **POLICEMAN #2**

39 We'll be speaking to everyone of interest and that man there thinks
40 you should be at the top of our list. Don't wander Liddell. We'll
41 speak soon.

42
43 **CATERPILLAR**

44 Radcliffe blamed her. Though he didn't have the evidence, he knew it

1 was her.

2
3 Alice looks up to watch as Radcliffe closes the door - their eyes
4 meet for what seems like an eternity. Radcliffe blinks and his
5 eyes dart. His lip curls. His teeth tremble. Fear? Anger? Threat?
6 He clasps his Little Black Book tightly.

7
8 **CATERPILLAR**

9 The fear was on his face, Alice. Now your Shadow
10 knew. He had been in on it all along. Bumby, was
11 only a piece of the puzzle.

12
13 The Shadow's hands claw out from Alice towards Radcliffe, but only
14 we can see. Darkness falls.



32
33 Radcliffe slams the door shut. The sound snaps us back to the scene
34 with Alice and The Caterpillar.

35
36 **ALICE**

37 She intends to kill again. After Bumby, She
38 believes Radcliffe now deserves to die as well.
39 That's why she's doing this. I'm in her way...


40
41 **CATERPILLAR**

42 And if he dies, then the transformation will be
43 complete. Darkness always begets more darkness.
44 What do you believe, Alice? What do you see?

1
2 Alice does not have a chance to answer, as we zoom into her eyes.
3 A tear drop forms, The Slumber encounter ends as the droplet
4 falls, dropping into a calm, azure pond.

5
6 Panning up, the scene cuts to a gargantuan, lush tree, its leaves
7 bristling in the breeze within **THE VALE OF TEARS**.

8
9 -

10
11  **LEVEL 4 - ACT 4**

12 **VALE OF TEARS (DEPRESSION REALM) - The Tree of Memory**

13
14 Focussing on a branch of the tree, Alice blossoms from the stem
15 - starting as a flower and then blooming into a girl. We PLAY, as
16 Alice continues her descent safely to the ground, jumping from
17 flower petal to leaf to branch, and continues on her way.



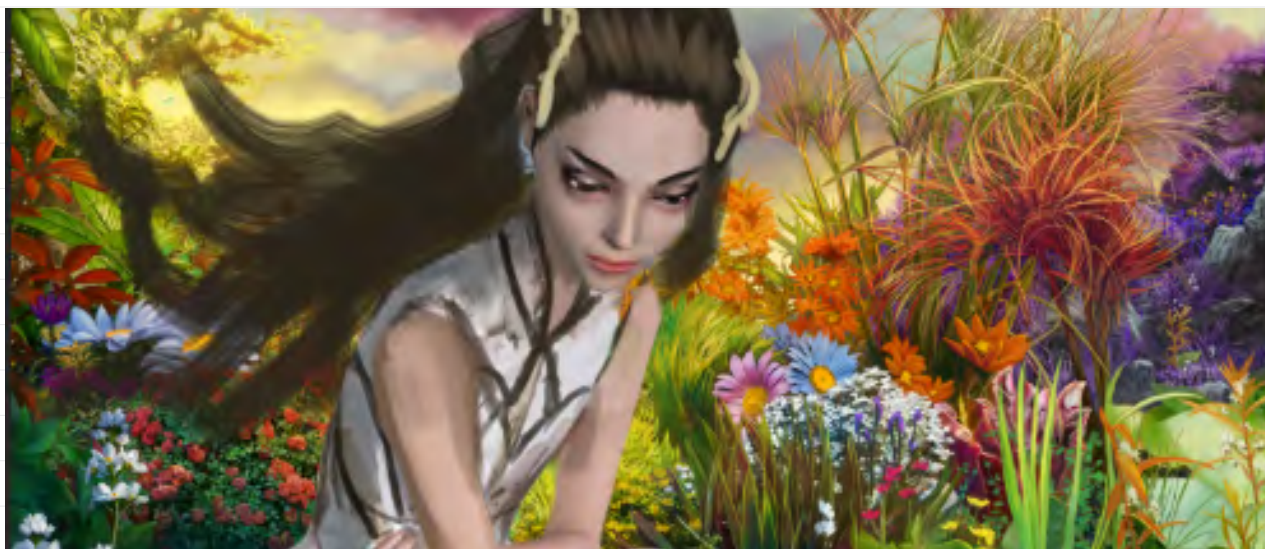
30
31 The **EYES** sit at the bottom of a small calm pond, dotted amongst
32 the foliage of the Vale. Alice reaches in, and retrieves the **EYES**
33 from a pool of tears.

34
35 Having repaired the memory Tree, and now able to SEE them clearly,
36 **all of Alice's memories now flow and are processed properly**. As
37 the beautiful tree above Alice blossoms and blooms, all manner
38 of memories; happy, sad, dark and light are processed. Alice is
39 racked with emotions.

40
41 A flash of memories, of her own, and that of the Shadow's, flow and
42 ebb through Alice's mind.

43
44 Gazing back at her reflection in the pool, she spies the reflection

1 of the Shadow staring back at her, but neither flinches. They are
2 both sad.



17 A moment of sombre thought, and Alice places a finger on her
18 reflection in the water. It points back as she breaks the water.
19 As the ripples subside, Alice is left looking at her own glum
20 reflection in the water. The Shadow has gone.

22 Deep in thought, Alice heads back to the Hall of Doors.

24 -



INTERMISSION (HUB-WORLD)

MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP

Tick-tock.

30 Alice steps from the Hall of Doors and quickly makes her way to
31 Hatter's Workshop. There she returns the EYES to Hatter, and is
32 allowed a chance to equip items, upgrade weaponry, or restock
33 weapons and supplies. Hatter is busy tinkering away. He offers
34 new upgrades and inventions for Alice's perusal, in exchange for
35 Prima Materia Alice has collected on her way.

37 Hatter warns Alice of time running out to find her way home. The
38 Chaos clock continues to be consumed by Chaos. **Tick-tock. Only 3**
39 **Moons remain.**

41 Prepared for the next adventure, she returns to the Hall of Doors
42 and...

44 -



LEVEL 5 - ACT 1

VALE OF TEARS (DEPRESSION REALM) - WONDERLAND WOODS

{Objective: Locate The Missing Fragment of BRAIN}

We're all sad here.

Alice steps from the Hall of Doors into The Vale of Tears. The scene before her is a riot of dense green vegetation and towering mushrooms illuminated by glittering shafts of moonlight piercing through the canopy. Butterflies and bees float overhead while ants and spiders occupy the ground and leaves in the spaces between. Giant Rain Drops sparkle in the dense air. All of it frozen in time like a living painting.



Alice is still processing. The Cheshire Cat appears.

CHESHIRE CAT

You seem a bit wilted Alice. Despite all your gadgets, are you still unsure which path is the right one?

ALICE

I'm confused, Cat. My Shadow, she does horrible things, but they seem justified. Her rage, and destruction. She doesn't want anything anymore. Only for it to end.

CHESHIRE CAT

Quite right. A tangled mess that requires unraveling. I believe it will be up to you. Whether you see it fit to challenge her. Or help her burn things to the ground entirely.

1
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44

ALICE

I'm not quite sure either is the right path. We share memories now. All of them...

Alice's voice and gaze trails.

ALICE

I need... time.

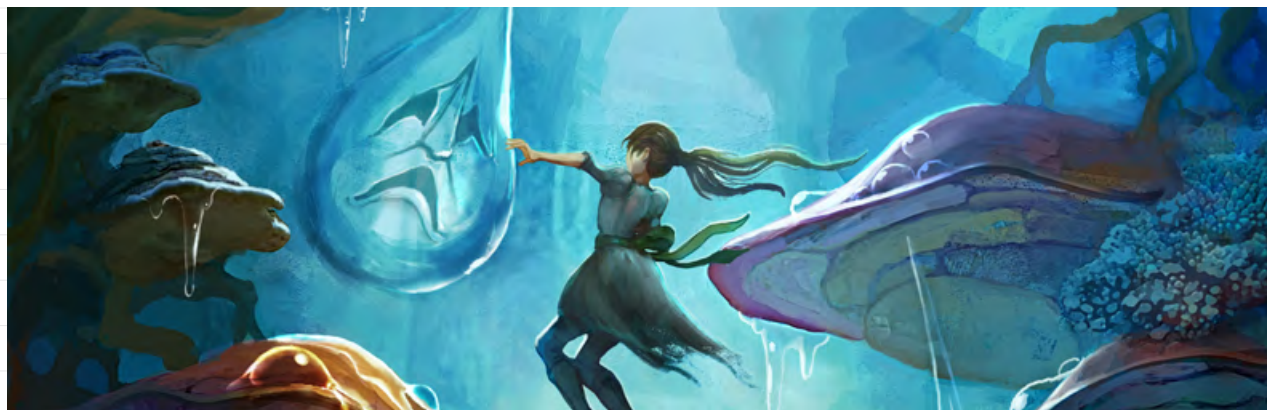
CHESHIRE CAT

Be sure it is used wisely then. Time is fleeting, and the only commodity that cannot be replenished.

We PLAY as Alice navigates the scene heading towards the direction indicated by her Inner Compass. Along the way she encounters a variety of bizarre Woodland Creatures **frozen in place who spring to life with Alice's passing.**

Alice carries with her a **Bubble of Influence**, which is represented as a "Sunlight effect" related to her Dress. Time resumes inside it's proximity, and freezes again once she passes. The Chaos is here as well - converting Woodland Creatures into enemies Alice must defeat. The Chaos operates outside of frozen time - another facet that cannot be controlled. It converts frozen creatures into enemies who will always attack Alice at will.

Platform puzzles form a series of obstacles to Alice's progress - designed around the unique physical environment created by the stoppage of time. In one area, Alice jumps and swims upward through suspended water droplets - their static behavior disrupted by her passing. In another location, levers and bridges are unfrozen by Alice's actions and presence - then refrozen as she moves away from them.



1 **MOCK TURTLE** is waiting on the path ahead, also frozen in time and
2 place. As Alice draws near he unfreezes.

3
4 **MOCK TURTLE**

5 Oh, thank goodness you're here. My nose has been
6 itching for what feels like a thousand years!

7
8 He scratches furiously at his nose.

9
10 **ALICE**

11 You again. Back to torment and bully me? There is
12 no circus for me to return to. No lines for me to
13 sing. My path is my own.

14
15 **MOCK TURTLE**

16 Hmh! That's good to know. You seem very... you.
17 Much more than I was me, when you met the last me
18 I'm sure. But then again, I'm as much me as I can
19 be today. Are you certain you're you?

20
21
22 **ALICE**

23 What I'm certain of, given how ridiculous you are,
24 is I can only surmise you are indeed the real Mock
25 Turtle and not another lie. Be useful. Tell me
26 what has happened here?

27
28 **MOCK TURTLE**

29 Sharp words, good thing I'm thick of shell. It
30 takes a lot to crack this one.

31
32 Mock Turtle taps on his shell with a flipper.

33
34 **MOCK TURTLE**

35 In regards to the environs; night fell and the sun
36 never returned. The flow of time slowed and then
37 everything stopped. Something is holding us all
38 back. We must restore the natural flow of things.
39 The Duchess might know how. She's far shrewder
40 than I, and twice the appetite no doubt.

41
42 **ALICE**

43 Very well, we'll have to pay her a visit. Judging
44 by my horrid memories, we might have to bring

1 something else for supper, lest we find ourselves
2 on her menu.

3
4 We PLAY as Alice navigates the timeless vale with Turtle in tow.
5 He acts as a raft, assisting Alice navigate the areas and flow of
6 water where she cannot alone. Along the way she encounters more
7 combat sections with Chaos Creatures and more physical obstacles
8 and puzzles built around the unique behavior of time in this area.

9
10 Wherever Chaos is encountered, **squeals of pigs are heard**, and
11 the corpses of dead pig-man hybrids are found. The Pigs are torn
12 apart, dismembered and slain, their body parts strewn about in
13 overt displays of ultra-violence.

14
15 Arriving along the river shores of the Vale of Tears, Alice and
16 the Mock Turtle encounter an odd cottage, emblazoned with pig
17 effigies.

18
19 -

20
21  **LEVEL 5 - ACT 2**

22 **VALE OF TEARS (DEPRESSION REALM) - THE DUCHESS'S COTTAGE**

23 *{Objective: Locate The Missing Fragment of BRAIN}*

24
25 The **DUCHESS'S COTTAGE** is surrounded by its own Bubble of Influence,
26 time flows freely here. Pigs squeal announcing Alice's arrival,
27 and the Duchess fiercely guards her cottage from within. Freshly
28 dug graves, marked with hooves, snouts and curled tails are
29 everywhere. The Cottage resembles a mausoleum. A place of death
30 and mourning. Some pig bodies are in open coffins.

31
32 As Alice approaches, a cut scene plays out. The cottage door slams
33 open, revealing **THE DUCHESS**. She is in a mourning veil. Spittle
34 flies from the Duchess's mouth as she screams at Alice.

35
36 **THE DUCHESS**

37 Back to finish the task are you? Slaughtering my
38 children. Vile girl!

39
40 **ALICE**

41 No, you are mistaken, I only seek your knowledge.

1 **THE DUCHESS**

2 I do not share my secrets with murderers. Your
3 chaos ends here girl.

4
5 **ALICE**

6 You have me mistaken. I do not want to hurt any
7 children.

8
9 We PLAY as Alice is pitted in a **Mini-Boss Battle** against The
10 Duchess and her Hoggish soldiers.

11

12

13

14

15

16

17

18

19

20



21 The Pigs are not killed, only knocked back and onto their
22 backsides in this combat encounter. They are plump, round and
23 childish. Clumsy in their movements, they roll onto their backs
24 when defeated, kicking and squealing hopelessly. The Duchess
25 attacks with a massive iron cleaver. From outside the cottage,
26 and into the kitchen, the fight rages on. Once the Duchess is
27 disarmed, Alice has her at knifepoint. A cut scene begins. The
28 Duchess begins crying after the fight. Not because of the fight,
29 but because of what she has lost.

30

31 **THE DUCHESS**

32 I had to make sure you were you, Alice. You fight
33 with courage, not blind-fury.

34

35

36 **ALICE**

37 I fight for myself. And for the truth here. There
38 are things I need to understand. Can you help me?

39

40 **THE DUCHESS**

41 This part of you feels that way at least. Your
42 Chaotic other half must have been the culprit of
43 my slaughtered children. Their bodies are still
44 fresh in the ground...

1
2 The Duchess's eyes are sorrowful. She looks upon a twisted
3 painting of herself, gleefully surrounded by hybrid pig children.
4

5 **THE DUCHESS**

6 I had to defend who was left, and I am unsure who
7 to trust. I mourn their loss. Family is a terrible
8 thing to lose. But, we must survive with the best
9 parts of them that remain. Memory... can be kind.
10 And cruel.

11
12 **ALICE**

13 I have no family. How does one endure such loss?
14 What is the right answer?
15

16 **THE DUCHESS**

17 I'm still not sure my dear. All I know at first, is
18 that crying helps.
19

20 The Duchess explains to Alice that **Tears are restorative**. Crying
21 helps. Alice needs to collect Tears from the purest source of them
22 within the Vale of Tears, and bring them back to the kitchen. The
23 Duchess can then cook them into a potion **to restore time to The**
24 **Vale**.
25

26 We PLAY as Alice and her Rabbit navigates towards the direction
27 her inner compass points her. An opening reveals a **massive statue**
28 **of Alice weeping**. Tears flow from its eyes. This is where the
29 purest tears are found. The valley in which it rests is protected
30 by a massive sprouting of Talking and Singing Flowers. Defeating
31 their gnashing teeth, and navigating the puzzles and platforming
32 sections within the gardens of the Vale, Alice presses on.
33



1 Wandering up to the massive crying statue, and meeting its gaze,
2 a cut scene begins. There is no sound, only a soft breeze as
3 petals blow past. Seeing the Crying Statue hits Alice with a wave
4 of emotion.

5
6 Alice stares, and begins to shudder. Her breaths are short.

7
8 **ALICE**

9 ...I miss you Lizzie...

10
11 Alice begins to cry.

12
13 **ALICE**

14 ...I miss you Mum and Dad...

15
16 Deep, sorrowful sobs that drop her to her knees.

17
18 **ALICE**

19 ...why did you have to leave?

20
21 As Alice continues to cry, her tears fall freely, and she is
22 transported back into the Slumber Realm...

23
24 -

25
26  | **(Slumber Encounter #7 - Determination)**

27
28 Caterpillar and Alice speak again. Alice wipes her tears in his
29 presence.

30
31 **CATERPILLAR**

32 Why do you cry, Alice?

33
34 **ALICE**

35 I still mourn them. My memories are full of
36 torment. Even long after their deaths. The wounds
37 still hurt. These memories from my Shadow I now
38 share. They are overwhelming...

39
40 **CATERPILLAR**

41 Memories can indeed still hurt. This is the source
42 of her power. Moments frozen and revisited in
43 time, immortalised in suffering. They feed her
44 anger, sustain her rage. She's kept them close.

1 She chooses to be fuelled by the ruin of her past.
2 Manifesting and giving reason to the darkness and
3 chaos that she now spreads.
4

5 **ALICE**

6 I've seen it. I feel it.
7

8 **CATERPILLAR**

9 Memories can be a powerful, constant source of
10 suffering, if you let them be. Some are not easily
11 forgotten.
12

13 **ALICE**

14 If I'm not supposed to forget them, what else can
15 a memory be?
16

17 **CATERPILLAR**

18 Guidance, in your choices, Alice. There is always
19 something to learn from our memories...
20

21 Learning is remembering.
22

23 The scene fades and turns into the Streets of London. We PLAY as
24 Alice follows the same memory of herself after being expelled
25 from the Home For Wayward Children. The memory of herself that
26 Alice watches is outside **RADCLIFFE'S HOME OFFICE**.
27

28 We follow, as the Memory of Alice slips in through a window in
29 the alley. Following behind, the scene plays out as Caterpillar
30 narrates;
31

32 **CATERPILLAR**

33 She'd been here before - several times. Once to
34 try to collect her Rabbit Doll, but your Shadow
35 could still not find it. Radcliffe had hidden it.
36 What purpose did he have for such a plaything? A
37 plush rabbit. Now lost.
38

39 Radcliffe, forever a cruel ward, treated your other
40 half, as always, like an unwanted, unloved child.
41 Controlled and manipulated. But no more.
42

43 Radcliffe's office is explored - Alice follows a ghostly apparition of
44 herself, as she heads to the second floor. Caterpillar continues;

1

2

CATERPILLAR

3

Your other half had known something was off. In the way he talked. And how his eyes always diverted to something... something he held.

6

7

There's a door on the Second floor. We closely follow behind.

8

Peering over her own shoulder. The door is locked but the memory

9

of Alice quickly opens it.

10

11

CATERPILLAR

12

It was her fault. Always her fault. But tonight,

13

she found out it was his.

14

15

Wandering into the room. All is silent. **Bar the tick-tock of a**

16

grandfather clock. Bookshelves. Baroque paintings. Statues. Near

17

the far wall, in the centre of the room, something on the desk

18

catches Alice's eye.

19

20

Tick-tock.

21

22

Walking up to the desk. The object is cloaked in darkness.

23

24

Tick-tock.

25

26

Alice reaches to the item cloaked in shadows. As her memory does

27

so, Alice shares the space with her memory. Gently overlapping

28

and sharing her place with her memory apparition.

29

30

Tick-tock. She reaches her hand towards it. ***Tick-tock. Tick-tock.***

31

Tick-...

32

33

And...

34

35

Screams of horror. A horrible amalgamation of **The Chaos** emerges

36

from the shadows on the desk. Lurching, and squelching forward,

37

the gigantic mass reaches out from Radcliffe's office and engulfs

38

the Memory of Alice. Her scream is quickly silenced.

39

40

As Alice turns to run, the hallways shake as the shapeless

41

monster pursues relentlessly. Alice desperately tries to escape,

42

but is caught violently in it's fleshy grip. Alice falls under a

43

massive, fleshy mass, and is horribly crushed. The scene and halls

44

fall apart..

1

2 Smash cut back to... Caterpillar atop his mushroom,

3

4 **CATERPILLAR**

5 She was not ready for the truth she found..

6

7 Alice is in front of the Caterpillar. Unharmed, but
8 hyperventilating.

9

10 **CATERPILLAR**

11 ...And neither are you. Not yet.

12

13 A waft of smoke, and...

14

15 -

16



17 **LEVEL 5 - ACT 3**

18 **VALE OF TEARS (DEPRESSION REALM) - A MIND LOST**

19 *{Objective: Locate The Missing Fragment of BRAIN}*

20

21 Alice arrives back in the Vale of Tears, clutching crystalline
22 tears. After the tears are collected, Alice returns to The
23 Duchess. A cure is cooked and Alice is equipped to restore time
24 to the Vale of Tears.

25

26 Now that Alice has used her purest tears, time flows naturally in
27 the Vale. Things are recovering all around her, and resuming their
28 natural actions. Before she leaves, Alice addresses the Duchess.

29

30 **ALICE**

31 I've encountered horrors I still don't understand.
32 My heart aches and I've cried my eyes out. I guess
33 there's still more to it than that?

34

35 **THE DUCHESS**

36 The horror will be understood, when you are ready.
37 Your heart and your eyes have done their jobs,
38 sweet girl. Next, using your logic and by focusing
39 on the right pieces, a sound mind can handle the
40 rest.

41

42 **ALICE**

43 It's time to find one then.

44

1 The Duchess explains: The Cure must be taken to a fortress at the
 2 center of The Vale. This is where **THE BRAIN** is being kept by a
 3 **mysterious warlord**. Before Alice leaves, the Duchess gifts Alice
 4 with a new weapon. A **Peppercorn Grinder**, ornately carved, the
 5 weapon fires a gatling stream of peppercorns in rapid succession.
 6 It quickly overheats, but its secondary fire can deliver a massive,
 7 high damage, close-range buckshot blast. The reload time is slow,
 8 and its ammo cost is high, but it can be devastating if shots are
 9 timed correctly between reloads.

10
 11 We PLAY as Alice uses her inner compass, fighting across the Vale,
 12 to locate the Brain's resting place. Passing a previously blocked
 13 barrier, which was frozen in time, Alice enters the **SERPENT TEMPLE**
 14 where a cult of forest creatures, snakes and lizards gather to
 15 worship their leader.



27
 28 -

29
 30  **LEVEL 5 - ACT 4**

31 **VALE OF TEARS (DEPRESSION REALM) - A MIND FOUND**

32 **THE THRONE ROOM OF BILL THE LIZARD**

33 *{Objective: Locate The Missing Fragment of BRAIN}*

34
 35 Alice battles her way into the temple and arrives in the main hall
 36 to find sat atop the throne: **BILL MCGILL THE LIZARD**.

37
 38 **ALICE**

39 This is quite the edifice you've constructed for
 40 yourself.

41
 42 **BILL MCGILL**

43 You and the others always looked down on poor
 44 little Bill, didn't you? He was a funny, odd

1 fellow. But I'm no longer playing that part. It no
2 longer suits me to be small and meaningless. I can
3 think clearly now. I have no limits. And none can
4 be imposed on me. Even the Chaos obeys me now. You
5 are but a speck beneath my claws, Alice.

6
7 **ALICE**

8 There is more to power than just will. What of
9 compassion and feeling? What of your friends? Your
10 home?

11
12 **BILL MCGILL**

13 Do you have have that? Compassion? Ha. The self
14 that needs to improve is the one that's doing the
15 improving. You seek to destroy yourself and also
16 maintain yourself at the same time. Look at where
17 you point that blade of yours.

18
19 **ALICE**

20 I've seen enough destructive and violent ends,
21 from her and from you, to know this power only
22 continues a self-fulfilling dark cycle. I need to
23 understand her. Just like she needs to understand
24 me. Knowledge will serve me more than destruction.

25
26 Alice brandishes her blade.

27
28 **ALICE**

29 You have what I need to understand the truth. Hand
30 it over.

31
32 **BILL MCGILL**

33 I will never surrender this power willingly,
34 Alice. Take it. If you can.



1 A **boss fight encounter** with Bill takes place. Bill controls mind-
2 bending and horrible hallucinations. Demons, horrors and Chaos
3 infested creatures battle against Alice in waves. They are a
4 distraction. Bill is invincible, but where Alice is able, she must
5 sever his connection to the **Brain**. It dangles and floats teetering
6 above him.

7
8 As soon as Alice severs Bill's final connection to the brain, he
9 will immediately become an idiot again, and call off the attack
10 on Alice. He acts like he doesn't know what's going on, and is
11 completely unaware of the carnage he's caused.



12
13
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22
23 He is a sympathetic, friendly character towards Alice, and is not
24 killed. As soon as he loses connection to the brain, he just assumes
25 his dumb old Bill guise.

26
27 **BILL MCGILL**

28 Thinking I knew it all got me in trouble more than
29 admitting I was dumb.

30
31 **ALICE**

32 Towering confidence built on sound thinking is more
33 precarious than a humble hut built on an empty
34 plain. At least you learned a bit about yourself.

35
36 Bill hands over the brain to Alice without any hesitation, and
37 leads them out of the area once Alice has the brain. He then waves
38 goodbye to Alice and the Cheshire cat as if they've just left a
39 tea-party at his house. He wishes them well and thanks them for
40 stopping by.

41
42 As he does this, he realises he doesn't really know what to do
43 next with his life. Oh well.

1 Alice has a momentary giggle, and then focuses. She has recovered
2 **THE BRAIN.**



17 Sunlight and time flood back into The Vale with Alice's passing.
18 With time and The Vale restored, Alice returns to the Hall of
19 Doors, heading back to Hatter's Domain.

20
21 -

22
23  **INTERMISSION (HUB-WORLD)**

24 **MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP**

25 *Tick-tock.*

26
27 Alice steps from the Hall of Doors and quickly makes her way to
28 Hatter's Workshop. There she returns the newly found Fragment
29 (**BRAIN**) and is allowed a chance to equip items, upgrade weaponry,
30 or restock weapons and supplies. Hatter is busy tinkering away.
31 He offers new upgrades and inventions for Alice's perusal, in
32 exchange for Prima Materia Alice has collected on her way.

33
34 He explains that he will need time to continue his work. Glancing
35 at the Chaos Clock in Hatter's Workshop is nearly consumed by
36 Chaos. *Tick-tock. Time is short, and Only 2 Moons remain.*

37
38 Prepared for the next adventure, Alice is still uncertain she has
39 everything she needs. Consulting her inner compass, **it now shows**
40 **nothing but Darkness.** Alice resolves to seek out her Shadow,
41 and the Truth she could not comprehend, before time runs out.
42 Following her compass, she returns to the Hall of Doors and...

43
44 -

1


LEVEL 6 - ACT 1

3

THE CATAclySM - AWASH IN A BURNING SEA OF NOTHINGNESS

4

FLOODING & BURNING LONDON

5

6 Alice steps from the station into a broken and confused cityscape.
 7 **THE STREETS OF EAST LONDON** snake out before her in large chunks of
 8 floating blocks - a mix of flooded and burning buildings suspended
 9 - some upward, some downward - under a black winter sky. Snow
 10 and ash fill the air. Water floods the streets in many places -
 11 suspended in air between the empty abyss in between the islands
 12 of buildings.

13

14



15

16

17

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25

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27

28

29 This is where the final piece of the puzzle will be revealed in
 30 **RADCLIFFE'S OFFICE...** if Alice can find it.

31

32 We PLAY as Alice navigates the scene heading towards the direction
 33 indicated by her Inner Compass. Along the way, she encounters a
 34 variety of Chaos Creatures and London Citizens who attack and
 35 taunt her. Navigation between the islands of buildings requires
 36 a combination of climbing-jumping-floating and running-swimming-
 37 fighting. Some buildings exist in down-is-down gravity; and some
 38 in down-is-up gravity. So jumping up can result in falling down,
 39 depending on where Alice jumps from.

40

41 **THE CARPENTER** is found on one of the islands, frantically repairing
 42 a ramshackle dike built of stone and wood.

43

44

1 **THE CARPENTER**

2 We must not let London sink, my dear! Civilization
3 is all that stands between us and the consuming
4 chaos. Build! Fix! Build! Fix! Maintain the order
5 or we're all doomed!

6
7 **ALICE**

8 There hardly seems any point. This entire place is
9 either on fire or beneath the waves... and whatever
10 else still stands is broken beyond belief.

11
12 **THE CARPENTER**

13 Exactly, child! Belief! Belief is what keeps us
14 going despite the burning fires and the rising
15 tides. Belief - that doing something is better than
16 doing nothing. Even when we all fail in the end.
17 Better to have died trying than lived idly, I say!

18
19 **THE CARPENTER**

20 Speaking of idle... don't just stand there wasting
21 breath. You've got to help me empty the seas
22 before he returns! The requisite Valves are in the
23 lower levels of the nearby buildings.

24
25 **ALICE**

26 Before who returns? Don't you mean she?

27
28 **THE CARPENTER**

29 He! The portent of doom. The scion of chaos.
30 That big blubbery bully. The Walrus! Your other
31 half has already consumed him. His hunger is
32 insatiable! Go now! We don't have any time to
33 waste!

34
35 We PLAY as Alice and her Rabbit navigate the nearby buildings
36 following her Inner Compass to the Valves in the lower levels.
37 Along the way, she must fight an onslaught of Chaos Creatures using
38 her weapons and the environment. The buildings in the area float
39 and shift dramatically - making it so London (and the necessary
40 location) present themselves to Alice as each previous area is
41 overcome.

42
43 In sequence, Alice visits **THE HOME FOR WAYWARD CHILDREN** (Bumby's
44 notebook); **RADCLIFFE'S OFFICE** (The Dark Records).

1 We PLAY as Alice jump-floats from building to building, finally
 2 arriving at the **HOME FOR WAYWARD CHILDREN**. The building sits upon
 3 its own floating island with the wrecked remains of the nearby
 4 neighborhood dangling and floating in the surrounding air. The
 5 lower levels of the building are flooded while the upper level is
 6 on fire. Ghostly visages of children continue to sing, dance, and
 7 play inside the area - oblivious to the chaos around them.



22 The building design forces Alice to enter through a sub-basement
 23 area and fight her way up. This section is flooded and the pools
 24 of water contain spectral hands that reach out to drown Alice at
 25 every turn. Here she finds the Valve and turns it - causing the
 26 water to drain away. This blocks her ability to exit via the way
 27 she came so she continues upward.

29 Into the main floors of the building, Alice passes orphans,
 30 caretakers, and adults in scenes from the past - attempted
 31 adoptions; children playing games. The second floor of the
 32 building, leading to Bumby's office, is on fire. Alice navigates
 33 and fights her way through this to arrive at the door of **BUMBY'S**
 34 **OFFICE**.

36 Entering Bumby's Office triggers a flashback.

38 -



40 **(Slumber Encounter #8 - Reap What You Sow)**

42 We PLAY as a ghost of Adult Alice climbs through the window and
 43 tiptoes to Bumby's desk. Adult Alice finds a journal and skims
 44 through it. **The journal is the same that the monstrous Bumby**

1 **apparition carried in Alice's previous encounters with him.** A
 2 simple, elegant book, it is made of pale leather that resembles
 3 **fine skin.** It reveals Bumby's childhood past - a brutal existence
 4 under a controlling and vindictive father. We jump to a series
 5 of flashback scenes: Bumby's father beating his wife; child Bumby
 6 frantically cleaning the bloody floors; rooms filled with dead
 7 animals and the tools of a taxidermist. His Mother murdered. He
 8 himself, killing his father. It provides an explanation - but not
 9 an excuse - for the existence of Bumby's evil.

11 The scene ends and Alice is back in The Home For Wayward Children.

13 -



15 **LEVEL 6 - ACT 2**

16 **THE CATAclysm - LEDGERS ARE DUE**

17 *FLOODING & BURNING LONDON*

19 We PLAY as Alice exits the building and continues to follow her
 20 Inner Compass to the next Valve.

22 We PLAY as Alice jump-floats from building to building, finally
 23 arriving at **RADCLIFFE'S OFFICE.** The building sits upon its own
 24 floating island with the wrecked remains of the nearby neighborhood
 25 dangling and floating in the surrounding air. The lower levels of
 26 the building are flooded while the upper level is on fire.

28 The building has a special cloud of Chaos Creatures around it - an
 29 additional layer of protection that indicates something special
 30 inside.

32 Alice jump-floats to the roof of the building and fights her way
 33 down. On the second floor, we again face **THE DOOR** - and see it
 34 open to a room full of bookshelves, paintings and statues.

36 *Tick-tock.*

38 Entering the room triggers a series of flashbacks.

40 -



42 **(Slumber Encounter #9 - He Knew)**

44 *Tick-tock.*

1

2 The previous memory of Alice entering Radcliffe's office plays
3 out. Only this time, Alice does not have a memory apparition of
4 herself to follow. She is alone.

5

6 As the grandfather clock ticks, Alice approaches the desk, she
7 calmly reaches out her hand to take hold the wicked dark mass
8 swirling in front of her.

9

10 As before, a **monstrous, shapeless beast of Chaos** begins to take
11 shape, engulfing the room before Alice.

12

13 Alice does not react, or flinch. With her heart, eyes and brain
14 focussed, she is in control.

15

16 Opening the palm of her hand, and focussing on the shapeless
17 Chaos, it's form dissipates, shrinks, then retracts entirely.

18

19 All that remains, clasped in her hand is; a **small, leatherbound,**
20 **black book.**

21

22 Alice opens the pages to find "**bills of sale.**" Pages and pages of
23 sad photos of children, with their names, monetary sale worth,
24 defining features, and the names of the buyers. Each child is
25 numbered and listed like livestock.

26

27 As Alice recoils in horror, she watches as she is surrounded again
28 by numbered dolls. They do not dance, they do not sing. They only
29 stare. As Alice walks towards them, the dolls recoil, cry, and
30 run away and hide.

31

32 We PLAY as a grim game of hide-and-seek occurs. Following their
33 cries, the dolls will guide Alice to their location. When she
34 opens the cupboard they hide within, or looks under the bed they
35 cower beneath, Alice will meet the gaze of familiar children from
36 The Home For Wayward Children. When she finds them, they scream
37 out, and fade to dust. They are all terrified, or crying. Each
38 time Alice finds a child, she becomes more and more agitated and
39 panicked.

40

41 **ALICE**

42 No please! I want to help you!

43

44 When Alice locates the last child, which turns to ash, all is

1 silent. No more cries. Only deathly silence.

2
3 A cut scene plays: Shadow Alice will appear. She is sitting by a
4 window sill, staring out into the void of night.

5
6 **SHADOW ALICE**

7 You see why I do what I must. The truth is not
8 just in our suffering, but also theirs. These
9 monsters of Radcliffe and Bumby, have sold off
10 these innocent lives like livestock. They must be
11 punished. That pig will pay with his life.

12
13 **ALICE**

14 If you kill Radcliffe, there will be nothing left
15 in you! We will suffer his fate. You are so far
16 gone. Bumby is already dead and look at you! You
17 walk his same path! He still infects you!

18
19 The Shadow roars.

20
21 **SHADOW ALICE**

22 No. I will end his path. These men MURDERED OUR
23 FAMILY. KILLED OUR SISTER. BURNED THEM ALIVE. THEY
24 STOLE EVERYTHING FROM US!

25
26 The Shadow is enraged. The memory scene around her pulsates and
27 cracks as she screams.

28
29 **SHADOW ALICE**

30 And you. You willingly stand in my WAY! There is nothing left to
31 save. Don't you see? It's all GONE!
32 Alice desperately tries to reason with her shadow self.

33
34 **ALICE**

35 We are here. We... might be worth saving. We're
36 still a part of our family. You are worth saving.
37 Don't do this. There has to be another way.

38
39 The Shadow pauses, and assesses her other half. Through mounting
40 tears;

41
42 **SHADOW ALICE**

43 No. I will do what must be done, as I always have.
44

1 The scene begins to ember and warp, melting and cracking as the
2 Shadow's anger burns.

3
4 **SHADOW ALICE**

5 Radcliffe dies.

6
7 The scene ends in a swirling vortex, and Alice is pulled back to
8 the Cataclysm...



LEVEL 6 - ACT 3

THE CATAclySM - STARING INTO THE ABYSS

FLOODING & BURNING LONDON

13
14 Alice returns to The Carpenter to report her success in turning
15 off the valves. But it's too late. Chaos overflows. The Walrus and
16 The Carpenter are there - both consumed by Chaos and made into
17 Giants. They dwarf Alice in size. What follows is an epic **Boss**
18 **Battle** across the Cataclysm in which Alice must defeat the crafty
19 duo while hopping between the flooded-burning ruins of East London.
20 As the buildings are destroyed, there's nothing left for anyone
21 to stand on; and the Walrus and Carpenter are left drifting in
22 empty space.

23
24 Alice watches their bodies float into the void. Reaching out to
25 Carpenter, she knows she has lost another friend. She mourns.

26
27 **ALICE**

28 How much do I continue to lose in this darkness...

29
30 We PLAY as Alice hops and floats back to the Hall of Doors...



A FINAL INTERMISSION (HUB-WORLD)

MAD HATTER'S DOMAIN (BARGAINING REALM) - HATTER'S WORKSHOP

Tick-tock.

33
34
35
36 Alice steps from the Hall of Doors and quickly returns to Hatter's
37 Workshop. Alice now knows the secrets of the darkness, and what
38 has created it.

39
40 Hatter is in a distant state of mind. He explains; Only 1 Moon
41 remains. *Tick-tock.*

42
43 **The chaos clock in Hatter's workshop is nearly completely consumed**
44 **by the shadow.** Everywhere Alice looks in his workshop, darkness

1 is seeping in, through window sills, under doorways. All other
2 entrances and exits from Hatter's workshop are blocked.

3
4 Alice has everything she needs. All that is left to do is complete
5 Alice's quest and assemble the fragments she has collected and
6 find her way home.

7
8 Hatter reveals a sarcophagus, emblazoned with winged beasts.
9 **A mighty Gryphon** is carved on its hull.

10
11 A final puzzle to solve; Hatter and Alice lay the pieces she
12 has collected into a stone slab with numerous apparatus and
13 machinations. The Eyes, Brain, her inner compass, and tears, all
14 slot into place. In the end, the puzzle cannot be completed. After
15 all other puzzles are solved, a secret panel presents itself. A
16 single, heart-shaped slot remains empty.

17
18 The final slot of the puzzle; **the clockwork heart**, is still beating
19 within the rabbit.

20
21 A cut scene plays;

22
23 A pause. Hatter reaches for the rabbit, as Alice's tiny friend
24 shudders in fear behind her.

25
26 **ALICE**

27 No don't!

28
29 Hatter stays his hand. His voice is stern but steady.

30
31
32 **HATTER**

33 This might be a difficult choice Alice, but this
34 piece is required. If we do not have the heart
35 in the right place, what we create to get you
36 home will be without one. **I cannot guarantee your**
37 **success, your safety, or what comes next, without**
38 **it in place.**

39
40 *Tick-tock.* Chaos is barely restrained at every crevice of Hatter's
41 laboratory. It is overflowing.

42
43 Hatter continues;

1 **HATTER**

2 We are out of time.

3

4 Alice looks down to her rabbit, and to the machines, and to
5 Hatter. Her eyes land on her tiny friend. Hatter awaits Alice's
6 choice, as she turns to address the scientist.

7

8 **ALICE**

9 ...my heart is exactly where it needs to be. With
10 or without one in place in the machine, I know
11 we'll face whatever comes next, together.

12

13 Hatter smiles.

14 The Rabbit hops in a circle around Alice. He hugs her boot.

15

16 **HATTER**

17 So be it. Sounds like you indeed have enough heart
18 to spare.

19

20 An engaging click and a whirr, as heavy gears churn and spark,
21 initiating the machinery in Hatter's laboratory. The sarcophagus
22 glows, the power sparks surge from white, to red... **then green.**

23

24 Hatter furiously tries to operate levers and keep the wild
25 sparking power controlled within.

26

27 The winged Gryphon effigies on the sarcophagus change and morph
28 to... something else.

29

30 Still winged. But wicked.

31

32 Horrible, snarling, beastly noises are heard from within the
33 sarcophagus. Smoke streams from its cracks.

34

35 *The Chaos Clock chimes. Time is up.*

36

37 As chaos seeps in through the walls, Hatter calls out to Alice.

38

39 **HATTER**

40 Bold choice Alice. I hope you certainly are ready
41 for what you are about to face.

42

43 Before Alice can react, he holds up his hand.

44 He continues;

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44

HATTER

No time to waste. Good luck Alice. **If you tame and defeat what's to come, you'll find your way home.**
I'll hopefully see you both again... in another time perhaps.

Alice smiles warmly at the scientist.

HATTER

Speaking of time, allow me to buy you some more.

Hatter suddenly pulls a lever, a moment before we witness him become consumed in a gurgling mess of black shapeless tentacles. His scream of anguish is cut short **as he is consumed by Chaos.**

A moment passes, then a massive gear is heard churning. It chunks into place. The area of Hatter's Lab containing the sarcophagus, Alice and her Rabbit, shoots up through the open roof as sheet lightning flickers overhead. Heavy rain pours, and lightning continues to snake across the skies of Wonderland.

-

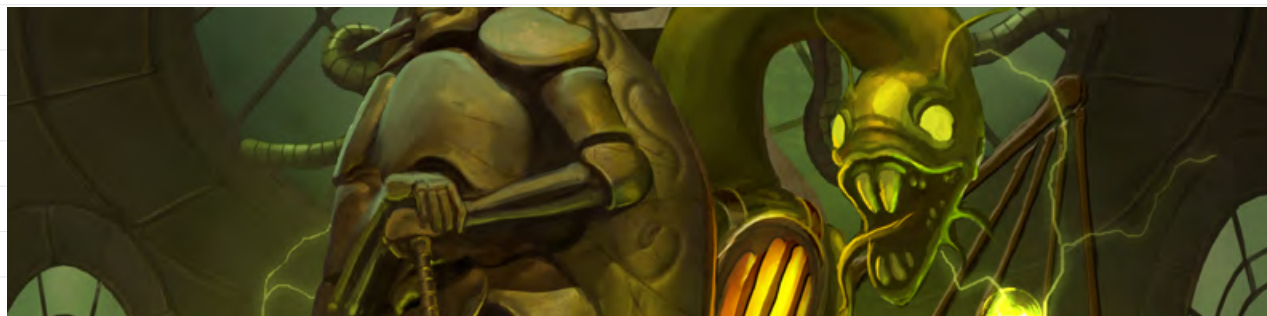


LEVEL 7 - ACT 1

THE WAY HOME - WINGS OF STEAM

Alice, her rabbit, and the sarcophagus are now outside the lab on a giant rooftop platform, high above the laboratory. High in the sky on the perilous platform, a scene of decay, ruin, and rot has spread across all of Wonderland. Between flashes of light, it is revealed that Wonderland is now fully consumed by Chaos and Shadow, as far as the eye can see.

We PLAY as Alice slowly approaches the sarcophagus. As she does so, **THE JABBERWOCK** emerges from Hatter's machination.



1 The Jabberwock's flaming eyes lock onto Alice, his enormous frame
2 engulfs Alice in shadow as he moves forward. Rain steams as it
3 hits his body. Brandishing her blade, Alice is ready for a fight.
4 Her Rabbit stands by her side.

5
6 The Jabberwock snarls and unfurls his massive wings.



7
8
9
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17
18
19 **JABBERWOCK**

20 Ask yourself, Alice. What good is a heart...

21
22 With a reflex as fast as the lightning that cracks around them,
23 the Jabberwock knocks Alice to the ground then snares the Rabbit
24 in his claws.

25
26 **JABBERWOCK**

27 ...when it can so easily be broken?

28
29 Alice can only watch and scream as the Jabberwock **ruthlessly tears**
30 **out the heart of the Rabbit**. The Rabbit's tiny soggy body writhes
31 in his claws, and both the heart and the Rabbit's body are eaten
32 by the Jabberwock.

33
34 Alice screams in fury, and rushes toward the gigantic beast,
35 blade in hand.

36
37 We PLAY as Alice engages the Jabberwock in a fierce **Boss Battle**
38 atop the platform of Hatter's Laboratory. As Alice lashes out,
39 the Jabberwock will cruelly taunt her, and mock her attempts to
40 defeat him. The Jabberwock is fearsome and a vicious opponent. He
41 will attack with razor-sharp claws at close range, and rocket flame
42 blasts from his gullet at a distance. Capable of a wide range of
43 attacks, and ambushes, this is a difficult fight for Alice.

1 Lighting plays a key factor in keeping a visual lock on the
2 Jabberwock. It will be darkly lit, while heavy rain will obscure
3 Alice's environmental view periodically. During these times, the
4 Jabberwock will only be visible by his flaming eyes and fire blasts
5 in the sky.



16
17 Memorizing his attack patterns, spatial awareness, advanced
18 combat, reflex, parrying timing, and attacking weak points will
19 be key in defeating the Jabberwock in a multi-phase combat
20 encounter. As Alice fights the Jabberwock, his form will gradually
21 be overtaken by Chaos, sprouting from inside him. The fight will
22 culminate in a desperate last-stand attack.

23
24 The Jabberwock will pin Alice to the ground and attempt to eat
25 her whole. As he does so, Alice will have to slice his neck at
26 the last moment, lest she is consumed.

27
28 A cut scene plays at the end of the encounter. Rain now falls
29 gently. His throat bleeding, and Chaos seeping from his wounds,
30 the Jabberwock stumbles back to his knees. He splutters as he
31 laughs.

32
33 **JABBERWOCK**

34 Through the fire, your memory, and suffering. You
35 still fear me.

36
37 **ALICE**

38 Fear be damned. Vile beast, you will not stop me
39 from finding my home.

40
41 **JABBERWOCK**

42 Stop you? Alice, the darkness in you has already
43 won. Look around. There is nothing left to save.
44 Your hope blinds you. Your heart weakens you. And

1 your home?

2

3 Rain falls as the Jabberwock's laughter continues to splutter.

4

5 **JABBERWOCK**

6 Your true home was lost the moment you failed to
7 save your family. You may yet find sanctuary in the
8 truth of your own darkness. It still calls to you.
9 That is where your journey ends. In darkness. I
10 know it...

11

12 **ALICE**

13 No, I am not only my Shadow. I am more. And I will
14 not listen to your wicked words.

15

16 **JABBERWOCK**

17 Listen or not, you cannot deny the truth in them.
18 No matter how hard you still hopelessly kick and
19 flail. You are being dragged to your inevitable
20 doom, Alice. It is only a matter of time before
21 you drown beneath the waves of your own torment.

22

23 **ALICE**

24 No. Your torment will be paid in full for killing
25 my friend.

26

27 The Jabberwock matches Alice's gaze. Hers is fiercer.

28

29 **JABBERWOCK**

30 It appears, darkness has already found a home in
31 you Al-

32

33 The Jabberwock's words are cut short as Alice drives her blade
34 through his skull.

35

36 As his flesh falls and turns to ash, all that is left of the
37 Jabberwock is his colossal skeleton and Alice's blade.

38

39 We PLAY as Alice examines the remains of her opponent.
40 Something writhes where the Jabberwock's stomach once was.

41

42 As a pile of guts melts into ash, and blows away in the breeze,
43 the badly damaged body of the Rabbit is revealed, sprawled on the
44 ground. Kneeling down beside her dead friend, Alice holds his

1 body, and **notices the Heart is in place within his chest.**

2
3 The Rabbit wiggles weakly in her arms, and hugs her back. He is
4 alive. Chaos seeps across the edges of the platform, encircling
5 Alice and her Rabbit. As the bones of the Jabberwock flit away
6 and turn to ash, the flakes turn to snow. The platform morphs, as
7 Alice and her Rabbit hold hands.

8
9 The scene around them shines, warps and bleeds into a brilliant
10 white light. A massive orb of glass encircles the skies.

11
12 Snow falls heavily as a disembodied voice utters;

13
14 ???

15 ...Welcome home, Alice...

16
17  | **(Slumber Encounter #9 - Truth)**

18
19 Through a cloudy transition, Alice and her Rabbit enter Slumber
20 and find themselves in scenes last seen at the start of the game
21 - **a snowy British countryside with Alice's family home in the**
22 **distance.** It is a starry night but there is no moon in the sky
23 this time.

24
25 **ALICE**

26 My true home? I've been here many times before.
27 What have I missed...?

28
29 Alice turns to her Rabbit.

30
31 **ALICE**

32 We must find Caterpillar. Surely he will know what
33 to do.

34
35 We PLAY as Alice runs across broken floating islands in the Slumber
36 realm. Her Rabbit plush leads her through an environment that is
37 broken, unstable, and tremors sporadically.

38
39 Chaos seeps in through every crevice. This world is dangerous
40 and breaking apart, the Chaos has followed Alice here. They head
41 towards a rising plume of smoke in the distance.

42
43 Advanced platforming, spatial timing, and environmental puzzles,
44 as well as high stakes combat encounters with Chaos are solved in

1 quick succession to progress.

2
3 We PLAY as Alice makes her way through scenes in the Slumber
4 Realm towards the goal of meeting with Caterpillar. She arrives
5 at the place where his mushroom sits.

6
7 It is terrifyingly still and silent. Alice and her rabbit are
8 alone.

9
10 As Alice approaches, a cut scene begins. A familiar silhouette in
11 the darkness the figure turns. Alice is stopped in her tracks. She
12 is face-to-face with the **QUEEN OF HEARTS**.

13
14 Her grotesque form is exactly the same as the Manipulator Alice
15 faced in the Throne Room.

16 Alice draws her blade and demands;

17
18 **ALICE**

19 Where is Caterpillar!? What have you done with
20 him?

21
22 The Queen's large eyes narrow on Alice. Her booming words are
23 measured, regal, and dripping with power.

24
25 **QUEEN OF HEARTS**

26 I've been waiting for you, girl. Welcome home,
27 indeed. Never on time, always late. Somewhere
28 else to be. Hopelessly lost in your curiosity and
29 imagination.

30
31 The Queen focuses on the Vorpall Blade;

32
33 **QUEEN OF HEARTS**

34 Until you found that blade. You carved quite a
35 path, Alice, led by your blade and curiosity...

36
37 Alice: "Enough of your lies! I've already driven
38 this blade through your neck once. And I'll do it
39 again."

40
41 We PLAY as Alice fights the Queen of Hearts in a
42 Boss Battle. This is a reprisal of the first fight
43 of the Manipulator Queen. There are key differences
44 in attacks, patterns, and all attack openings

1 are now different. The encounter plays with your
2 expectations, offering unforeseen twists that
3 require new approaches to best the encounter.
4 After a fierce and complex battle, the encounter
5 ends with the Queen at knifepoint.
6

7 A cut scene begins. Alice closes in on The Queen.
8

9 **ALICE**

10 This is all your fault!
11

12 The Queen holds out her hand to signify "stop!", and smiles
13 warmly.

14 **QUEEN OF HEARTS**

15 Yes, Alice, it is.
16

17 I've always been harsh, but I've only tried to do
18 what was best for you...
19

20 **Red, fleshy tentacles swarm about.** The same as what appears
21 whenever Alice has "died" or failed in-game.
22

23 **QUEEN OF HEARTS**

24 When you have fallen, I have picked you back up
25 again.
26

27 The Queen's skin begins to peel away, falling aside. Split
28 from the base of her crown, down her body, her flabby,
29 disgusting skin gracefully sheds like a hollow cocoon.
30

31 A beautiful woman, clad in deep red flowing robes emerges. She has
32 the pale face of **ALICE'S MOTHER**. Alice has encountered the memory
33 of her dead Mother.
34

35 **ALICE**

36 Mother? No! This is another of your tricks. An
37 illusion.
38

39 Alice points her blade.
40

41 **ALICE**

42 You stole Hatter's mind, and enslaved him into
43 doing your bidding...
44

1 **ALICE'S MOTHER**

2 Stole? No my dear girl. I kept it for safekeeping.

3 Take it, you will have use for it yet.

4

5 Alice's Mother reaches into a **metallic statue of Hatter's head**.

6 She pulls out a new shining, beautiful clockwork brain. She hands

7 **HATTER'S MIND** to Alice. Alice is bewildered by the kindness.

8

9 Alice's mother speaks in an elegant, familiar manner, explaining;

10

11 **ALICE'S MOTHER**

12 This is the last time we will meet here. The most

13 valuable lessons we learn are also the most costly

14 Alice. And this has been the costliest of them

15 all.

16

17 Alice's Mother continues;

18

19 **ALICE'S MOTHER**

20 You embody the parts of yourself that are still

21 entwined with hope. Playful. Kind. You are the

22 light in your own darkness. And you are getting

23 brighter.

24

25 Alice's Mother looks warmly at the Rabbit, and smiles.

26

27 **ALICE'S MOTHER**

28 And I see your curiosity is also still intact.

29

30 Patting the Rabbit on the head, the memory of Alice's Mother

31 continues;

32

33 **ALICE'S MOTHER**

34 Years ago, the horrors you faced... when we found

35 you, lost and alone, we had no choice.

36

37 We locked you away. To protect you. And then to

38 prepare you.

39

40 With a gesture of her hand, Alice's Mother summons older memories

41 Alice has seen or experienced in previous Slumber encounters. The

42 memory of the Child being repressed by the Shadow in the Asylum

43 appears.

44

1 **ALICE'S MOTHER**

2 You were split at your core Alice. A survival
3 mechanism. Severed, and left behind. The other
4 part of you continued your fight alone and drew
5 strength from your anger. That anger was strong,
6 and it carried her forward. She survived and
7 overcame extremely difficult obstacles.

8
9 Memories of Alice's adventures in AMA and AM:R play.

10
11 **ALICE'S MOTHER**

12 Now, her anger and despair have in turn been
13 infected by the very darkness it sought to
14 destroy. A ruin. A plague that has been
15 transferred to your other half by the process of
16 eliminating it. Your Shadow... she grows stronger
17 by the moment. Her fury has very nearly consumed
18 every part of you.

19
20 Memories of Bumby being pushed in front of the train flash past
21 Alice and her Mother. Alice's Mother walks towards the memory of
22 Bumby, closely examining the frozen facial expression on Dr. Angus
23 Bumby's face, moments before he is killed. She curls her lip and
24 bares her teeth in anger at Bumby. She is disgusted by him.

25
26 She turns back to Alice.

27
28 **ALICE'S MOTHER**

29 That Darkness has destroyed this place. It has
30 almost won. We are on the knife-edge of this
31 precipice. Darkness always begets more darkness.

32
33 Alice's Mother waves her hand, and we now see a new memory.
34 It is recent. In London. **An adult Alice Liddell has Radcliffe**
35 **at knifepoint.** He is cornered up against bookshelves. Alice is
36 threatening to kill him, he begs and pleads for his life, but the
37 Alice in the memory scene is obviously consumed by Shadow. Her
38 eyes are swirling, lightless voids. The knife is pointed at his
39 neck. *Tick-tock.*

40
41 **ALICE'S MOTHER**

42 This is the culmination of her rage. That darkness
43 manifested. Without my control, or your conscience or
44 kindness. The scales tip directly into the abyss...

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ALICE'S MOTHER

She needs your help. We all do. If she kills again, there will be nothing left to save. You are the only light that can guide her through the darkness. You must save her.

Alice's Mother turns away from the memory, and the scene around them shifts to the **INTERIOR OF ALICE'S FAMILY HOME**. The first scene from the opening of the game. Lizzie and Alice are sitting at the table wearing their rabbit masks.

The black birthday cake is there - candles shining bright. Wax drips.

An "Eat Me" tag hangs from the side of the cake.

Chaos is now visibly seeping into the scene through the windows of the house.

Alice's Mother continues to address Alice.

ALICE'S MOTHER

This is where your torment was born. In fire and pain. Grow from that pain Alice. Be more than that pain. Our time of protecting you against yourself here, has come to an end.

A new voice. A man's.

???

The lessons we have taught you will guide your way.

ALICE

"We?"

Alice replies, turning towards the new voice.

As Alice turns to watch, the skin of the Caterpillar sloughs and falls to the floor.

The memory of **ALICE'S FATHER** emerges and kneels down beside the child, as he has done in memories prior.

1 **ALICE'S FATHER**

2 We have taught you everything you need to know.
3 Guided you, and kept you as safe as we can. You've
4 had to learn some very difficult lessons. You've
5 taken a few tumbles. But here you are. The choices
6 you now make will be yours alone Alice. You will
7 know how to make the right ones.

8
9 Alice, overwhelmed, embraces the memories of her Mother and Father.

10
11 **ALICE'S MOTHER AND FATHER**

12 We're so proud of you, Alice.

13
14 The walls of the house are ripped away. The ceiling is torn open.
15 Giant tentacles and black Chaos swirl everywhere. Alice's mother
16 and father are wrapped in tentacles and lifted into the void.

17
18 Alice runs to the cake and eats a handful of its thick mass.

19
20 As a tear falls down the child's cheek, her brow furrows, and her
21 gaze turns into a powerful, focussed fury. Alice screams as the
22 sky begins to crack around her.

23
24 Triumphant, Alice's size grows and grows as she shatters the
25 layers of her confines. She is growing up. She has learned.

26
27 Turning to share her victory, Alice looks back only to see the
28 memory of her Mother and Father smiling back at her, peacefully.
29 They are still and silent. Alice's eyes tremble.

30
31 We then watch as The Shadow cruelly and swiftly consumes the
32 memory of Alice's dead Mother and Father. Bloody ruined tentacles
33 and body parts are strewn into the Abyss.

34
35 Alice and her Rabbit fade into red light, as she screams
36 soundlessly.

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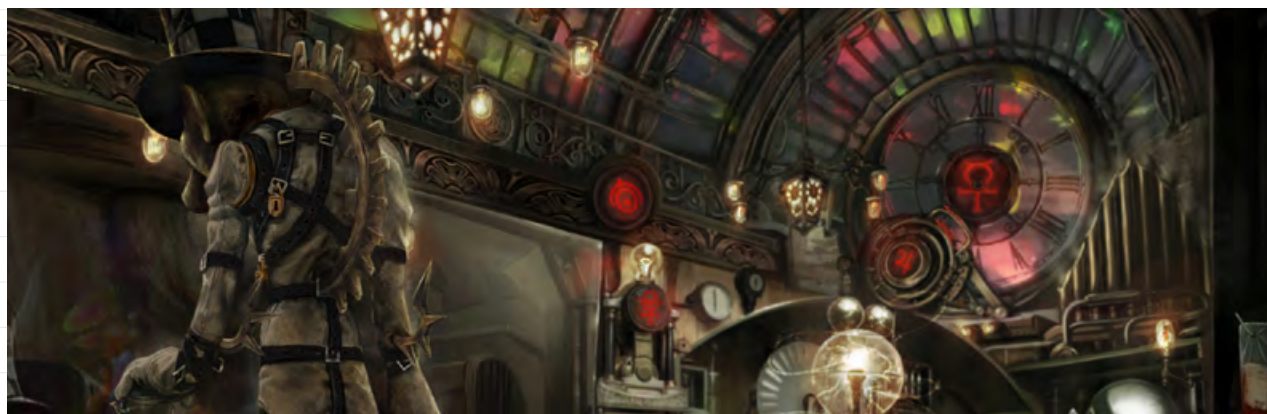
**LEVEL 8 - ACT 1****UMBRA LAND**

*[Sonata No. 14 "Moonlight" in C-Sharp Minor, Op. 27 No. 2 III.
Presto agitato]*

Silence. Darkness.

Then the haphazard rattles of a precariously balancing porcelain tea set.

THE MAD HATTER watches as a Snow Globe shakes itself from his table, and crashes to the floor. Alice emerges quickly from within the shattered glass clutching her white rabbit.



Her eyes are closed, like she is sleeping. Tears are salted dry on her cheeks.

THE MAD HATTER

Oh, there you are. Finally, I've been expecting you two. TEA?

His familiar, jittery voice awakens Alice. The Hatter shoves a filthy overflowing cup of darjeeling into the Child's face. He is no longer his calm, measured self. This Hatter is very clearly, quite mad.

Alice and her Rabbit find themselves on the floor in Hatter's Workshop, but it is grimier and filthier. Where there was once pristine equipment, now sit jagged edges, rusted springs and derelict machinery. Chaos is seeping into this workshop everywhere. Shards of the shattered snowglobe are strewn about on the floor besides Alice.

Endless vortexes swirl in the air through the windows outside. Darkness reigns.

1

Examining the tiny broken snow globe shards on the floor, Alice then wipes her tears, and addresses Hatter.

4

ALICE

Hatter? What are you doing here? I saw you...

7

THE MAD HATTER

Die? Be consumed? YES REMARKABLE.

10

Hatter yells excitedly.

12

Alice places a hand on Hatter's forehead. He is clearly mad, and not his calm self. He jitters as his facial expression tightens into a grimace of pain. Alice reaches into her pockets and produces **HATTER'S MIND**, given to her by her mother.

17

ALICE

Let me help you.

20

Hatter takes the mind, assesses it, then allows Alice to help him, as they place it in an open cavity in his skull. His expression and demeanor change as he calms.

24

HATTER

A-lice... yes. Thank you. That was me. It was "a me". Your me. In your Wonderland. Quite a sad chap really. He did die. But, he didn't quite take to the idea of being a fragment within a fragment. A bit more sad than mad I deduce.

31

HATTER

But he served his purpose. And now, here you are. To serve yours.

35

ALICE

What purpose, Hatter?

38

HATTER

This wonderland is now yours too, Alice. The other parts of you have already made it a world fully consumed by darkness. Your own darkness rules here, as it now does everywhere...

44

1 Hatter looks at the vortexes outside with an indignant huff.

2
3 **HATTER**

4 The plan was mine. Long ago. Wonderlands within
5 wonderlands. Something as simple as a snowglobe
6 was the stage. Thank your ingenuity Alice. I saved
7 you, I found the BEST in you that was left behind.
8 I built the glass walls that kept you safe. The
9 only you, that can possibly defeat this horrible
10 NEW you. And that you has become rather a bit of a
11 problem. For, you see -...

12
13 Hatter's words are cut short as he begins to shudder.
14 A dark blade protrudes from his pierced gut.

15
16 **HATTER**

17 "-well that's a pity..."

18
19 Hatter utters as he collapses.

20
21 His body falls into a bubbling pool of shadow, and he is consumed.

22
23 Shadow Alice now stands in front of her child self. As she speaks,
24 her words drip with spite and fury.

25
26 **ALICE**

27 What are you doing? He meant no harm!

28
29 **SHADOW ALICE**

30 But I do. I meant him harm. As I intend my harm
31 to others. Destruction serves. I need nothing to
32 stand in my way. And, you are all that is left to
33 stop me.

34
35 Alice brandishes her blade against her dark shadow.

36
37 **ALICE**

38 I do not want to fight you.

39
40 **SHADOW ALICE**

41 But you will... and you must.

42
43 The Shadow walks in circles around Alice.

1 **SHADOW ALICE**

2 Choose. Choose what I want. It's what we want.
3 Radcliffe deserves to die. This childish Wonderland
4 and our false escape from our reality. It no
5 longer serves us. It deserves to die.

6
7 **ALICE**

8 No. If they die, so do we. I won't let you burn
9 our darkness onto others. We can be more. There
10 has to be another way.

11
12 The Shadow laughs as she swipes at Alice with a clawed hand. The
13 attack is met with a parry from Alice's Vorpall Blade.

14
15 **SHADOW ALICE**

16 There is no other way. Your choice is to join me
17 in darkness, or die in it like the rest.

18
19 We PLAY as a **Final Boss Encounter** plays between Alice and her
20 Shadow self. The walls of Hatter's laboratory blow apart, as the
21 battle occurs in a fully corrupted and wickedly dark Wonderland. A
22 vicious and desperate high-stakes fight takes place. Alice employs
23 all her weapons and skills, to defeat the Shadow.

24
25 As the fight ends, Alice swiftly and brutally runs the Shadow
26 through with her Vorpall Blade.

27
28 A cut-scene plays; The Shadow appears to be dead, impaled on
29 Alice's blade. As the Shadow coughs black ruin from her mouth,
30 her limp body slumps forward onto Alice.

31
32 Alice's gritted teeth and fury quickly turn to shock.

33
34 Alice is panicked;

35
36 **ALICE**
37 No, no, this isn't what I wanted...

38
39 The Shadow laughs between coughs.

40
41 **SHADOW ALICE**

42 Don't you see? There is already darkness in you.
43 You are me. I am you. And now, we two are one...

44

1 The Shadow's darkness seeps forth from the pierced wound and
2 begins to consume Alice. The Shadow absorbs Alice. Her clawed
3 hands close tight around Alice's body. As thick ruin engulfs
4 Alice, in a flash of darkness, the Shadow opens her arms to reveal
5 Alice is gone. She has been taken into the Shadow-Self and
6 consumed.

7
8 -



10 **LEVEL 9 - ACT 2**

11 **SHADOW ALICE IN UMBRALAND**

12
13 We now PLAY as Shadow Alice.

14
15 As her new form coalesces into being, Alice's Vorpal Blade bleeds
16 and morphs into a massive, **RUINOUS UMBRAL SCYTHE**. A new weapon of
17 terrible power, it is a devastating room-clearing offensive tool
18 overflowing with darkness. What follows is an introductory sequence
19 that trains Alice in its use.

20
21 Carving through and dismembering enemies in a flurry of combo
22 attacks at close range, the Scythe can also be thrown and
23 boomeranged back to Alice's grasp, cutting down crowds of
24 combatants.

25
26 The weapon can also "reap" enemies. Sprouting tentacles of Chaos,
27 this ability allows the fast replenishment and overcharging of
28 Alice's passive abilities. We PLAY as Alice uses the Umbral Scythe
29 to eviscerate entire crowds of enemies in wide arcs of darkness.

30
31 All of Alice's abilities are now radically enhanced. All regular
32 attacks now deal incredible damage, and key parts of the
33 environment around her can be destroyed. Certain blows from Alice
34 will now shatter through the scenery, destroying environments and
35 characters alike.

36
37 Alice is now able to rapidly teleport in and out of the shadowy
38 miasma that follows her steps.

39
40 Across familiar Wonderland locations, the Shadow pursues her
41 mission: *To wipe out the remaining major inhabitants of the old*
42 *Wonderland.*

43
44 What follows is a sequence of "murder tourism" where Shadow Alice,

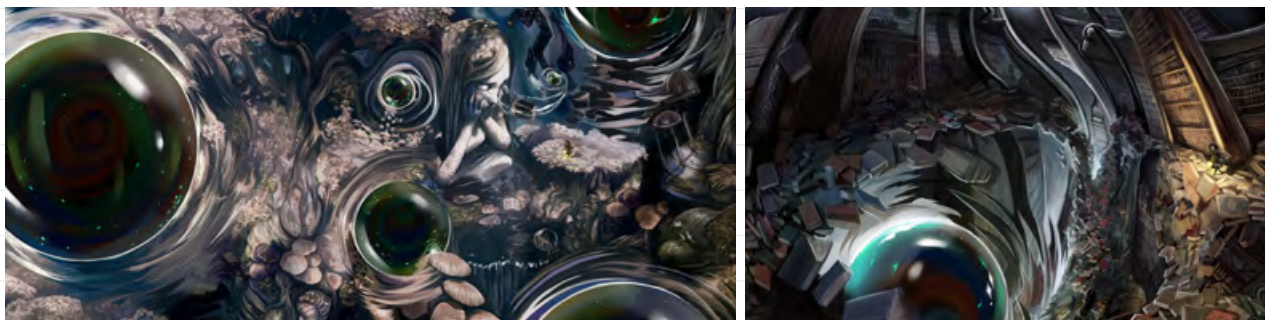
1 at the peak of her power, cuts through the remaining layers of
2 Wonderland, bringing shadow and darkness everywhere she goes.



17
18 She visits The Vale of Tears, Queen's Domain, Skool, and other
19 places - murdering new imaginings of The Mock Turtle, Bill the
20 Lizard, The Knave, The Duchess and her children, The Cheshire Cat,
21 the Insane Children, and anything else that formerly brightened
22 her path.

23
24 Familiar characters are now marked as enemies and are hunted
25 in quick succession. Some will beg and plead for their lives.
26 Others will try and reason with Alice until they are prompted
27 to be killed in scripted displays of ultra-violence. Some
28 defiant characters will put up a fight, but they will be quickly
29 overpowered and ripped apart if they dare face Alice's fury.

30
31 As Alice's murder-spree continues, with each kill, black holes
32 of swirling voids will manifest. These void portals allow quick
33 travel between scenes of Wonderland. Some inhabitants will try to
34 run and escape through these holes, and hide in new areas. Shadow
35 Alice will pursue them. Objectives are only met and progress
36 granted by the deaths of anyone left in Wonderland.



1 Each death makes Wonderland darker, and darker. As voids overtake
2 Wonderland, space by space Alice snuffs out every light in the
3 world.

4
5 We PLAY until Shadow Alice achieves her goal. No one remains except..
6 The Plush Rabbit Toy.

7
8 After Shadow Alice locates the Plush Rabbit, the last objective, a
9 final cut scene plays:

10
11 Shadow Alice and the White Rabbit Plush are alone on a floating
12 island in an abyss of darkness. There's nothing left of Wonderland
13 or its inhabitants. She walks toward the Rabbit, her blade in hand.
14 The Rabbit trembles soundlessly. He has nowhere to run.

15
16 **SHADOW ALICE**

17 All these memories are a constant knife through
18 my mind. Each rippling across an ocean of grief.
19 Waves from distant shores crashing relentlessly,
20 driving me mad. So many questions - even after
21 they are answered they still bring pain. Why?

22
23 At last, pure silence. No more memories. No more
24 faces. No more obstacles to overcome. No more
25 questions. No more curiosity. And no more of the
26 relentless imagining. No more relentless pain.

27
28 Shadow Alice reaches down and lifts the White Rabbit in one hand.

29
30 **SHADOW ALICE**

31 We must not be late.

32
33 A brief look of shock on the rabbit's face as the Shadow pierces
34 him slowly with her Vorpal blade. His eyes close and the light
35 within the scene fades to complete darkness. The last thing we
36 see is the Rabbit's tiny, lifeless body torn into shreds. His
37 heart falls from his body and is cleaved by the Shadow's blade.
38 It shatters into a mist.

39
40 As the shards glimmer into the darkness, nothing is left, but the
41 empty pitch-black abyss.

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Silence.

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42 *[A full 60 seconds of darkness follows. There are a few brief*
43 *flickers of dim light and dust on screen so people do not think the*
44 *game has crashed or completely ended. We wait...]*

1

**LEVEL 10 - ACT 1**

3

GOAGULA

4

5 In complete darkness, Alice's voice is heard. It is her normal
6 voice. The one of the repressed, inner-child.

7

8

ALICE

9

Well this is rather pointless. I'm still here.

10

We're still here. There's no point in pretending

11

that we're not.

12

13 A faint flicker of light in the darkness. It resolves into the
14 flapping wings of a brilliant blue butterfly. And then another and
15 another until butterflies fill our view.

16

17

ALICE

18

You cannot kill curiosity. It's that part of

19

you that seeks to understand which drove you to

20

explore. And in exploring you discovered pain but

21

also found truth. And that truth won't set you

22

free... but it will at least allow you to stop

23

looking in that direction.

24

25 Butterfly wings flap and twist revealing behind them a growing mass
26 of flowers and leaves and trees.

27

28

ALICE

29

The point is, nothing is going to make it better.

30

Those horrible memories did happen. But you don't

31

have to keep staring at them.

32

33 The trees resolve into a great forest and we're suddenly flying over
34 Wonderland within a swirling mass of butterflies.

35

36

ALICE

37

Turn your curiosity to other things. You've spent

38

enough time inside your own head. It's time to

39

get out of that maze. Time is what we now have.

40

We have time to explore... other lands. Not just

41

Wonderlands.

42

43 Our view focuses on a ledge within **THE VALE OF TEARS** where Shadow
44 Alice stands next her Child Self. They are at peace as they gaze

1 out on a fresh new Wonderland. They each are sitting on a quaint
2 picnic rug together. Both halves of Alice are sharing a tea-party.
3



18
19 Alice continues to speak to her other half;

20
21 **ALICE**

22 Look at what a fantastic journey has sprung
23 forth from all that pain and suffering. All that
24 pain, the adventure, the obstacles, and the
25 achievements. It was all very really, and all very
26 much, not for nothing. We've grown. And we've
27 learned.

28
29 We should be excited to see what comes next. We're
30 ready for it. As ready as we'll ever be.

31
32 **SHADOW ALICE**

33 What if it's only more darkness that awaits us?
34

35 **ALICE**

36 Then we'll face that too. Together. We're no
37 strangers to it.
38

39 Inner-Child Alice smiles at her older self as she says;

40
41 **ALICE**

42 You are me. I am you. And now, we two are one.
43

44 They both smile.

1 The Plush Rabbit is overjoyed, and throws himself between the two
2 Alice's, not really too sure who to celebrate with or embrace
3 most. As Wonderland resumes it's beautiful, lush and lightened
4 state, Umbra Land is no more. The beautiful world around them
5 breathes and glows. Both Alice's stand up, and look towards a
6 scene of the memory Alice glimpsed from her Mother.

7
8 **A ghostly vision of Radcliffe's face is in the sky.**

9 Through the clouds it plays, his expression is puzzled. Still at
10 knife point.

11
12 **SHADOW ALICE**

13 There really is a darkness in me. And out there.
14 It's everywhere.

15
16
17 **ALICE**

18 Yes. Always. That's the truth of it. But it's what
19 we choose to do when we experience that darkness,
20 that makes the best of us.

21
22 **SHADOW ALICE**

23 Do we persist, overcome, and learn. And help those
24 who also suffer? Or do we choose to inflict and pass
25 that same darkness onto others?

26
27 **SHADOW ALICE**

28 Let's find out.

29
30 Both Alice's link hands, and a brilliant white light obscures
31 their silhouettes.

32
33 As the Child and Shadow share a calm moment of pause together, the
34 sunlight shines on Alice Liddell's face. Shadow from the trees
35 also basks them, and as light from sky, and shadows merge on the
36 two halves, the camera pans around the tea-party. In a brief
37 trick of optical illusion, there is now only ONE Alice Liddell.

38
39 She finishes her tea. The camera zooms into the green eyes of
40 Alice in her Wonderland, and zooms out to reality.

41
42 -
43
44

**LEVEL 10 - ACT 2****GOAGULA***LONDON - RADCLIFFE'S HOME (DAY)*

We PLAY as an adult Alice Liddell confronts Radcliffe.

He stumbles back and flails around the room like a fat, stuck pig.

He is sweating profusely, untidy, and bumbling incoherent nonsense.

As Alice follows him, she calls him out on all his nefarious doings towards her.

Alice Liddell points her vorpal blade accusingly at him in one hand. He gulps disgustingly.

From her other hand, she produces; **A BOUND LITTLE BLACK BOOK.**

She then slams the point of the Vorpal Blade down into the book on a desk in front of her.

In piercing the document, it unravels the thread tying them together, showing all of Radcliffe's evil plotting, receipts, photographs, and proof in his, and Bumby's crimes.

ALICE

You will pay for what you've done. You bastard.

With that, Alice stands back and crosses her arms. The proof she has gathered is irrefutable.

For a man undone, Alice notices, his nerves have calmed considerably.

RADCLIFFE

Close the door Angela, or I'll hurt the rodent again...

The door slams shut behind them. A lock is heard sliding into place. A sad little girl - **ANGELA** - has entered the room and locked the door.

Radcliffe begins to laugh, as he slams Alice's toy rabbit down on the desk in front of him. Alice is betrayed and alone again. She doesn't flinch.

1 **RADCLIFFE**

2 Well, it appears you've gathered your senses long
3 enough to solve the mystery Miss Liddell. But your
4 methods are as sloppy as ever.

5
6 **ALICE**

7 I see you've found my rabbit. You had it all
8 along. Liar.

9
10 **RADCLIFFE**

11 Your old toys prove more useful in controlling
12 others than it ever did with you..

13
14 Glaring at Angela, Radcliffe twists the toy rabbit's neck.
15 Angela winces and holds back tears as he does so.

16
17 **ANGELA**

18 ...P-please don't hurt him..

19
20 **RADCLIFFE**

21 SHUT YOUR MOUTH ANGELA. Or I'll shut it for you.

22
23 The girl falls silent. Radcliffe smiles. Glaring at Alice, he
24 never breaks eye-contact.

25
26 **RADCLIFFE**

27 Stupid brat. Can't you see? We have company.

28
29 Radcliffe's words are thick with mocking indignation. He continues
30 addressing Alice;

31
32 **RADCLIFFE**

33 Your foresight is poorly limited, girl. As is your
34 caliber and class. You've neglected my contingency
35 plans Miss Liddell. The promise of your family's
36 money has already secured my place in this
37 society. The gains from our little... **business**
38 **venture** you've uncovered is beyond lucrative.
39 Supply. And demand. The services of the law are
40 already bought, sealed and paid for.

41
42 **RADCLIFFE**

43 You've far overestimated your own place and power
44 here. Your pathetic truth has no value.

1

2 He draws a small fire-arm from his coat pocket.

3

4

RADCLIFFE

5

6 I'd hoped you'd eventually succumb to your
7 madness, and fade away like the ashes of your
8 forgotten family. Angus and I were so close to
9 being rid of you...

9

10 Alice readies herself.

11

12

RADCLIFFE

13

14 But it appears I've needed to take a more direct
15 approach to your incessant meddling.

15

16 The shadows of the room dim. Alice holds her ground, blade in
17 hand. Her eyes are sharp and still.

18

19 As Radcliffe aims his weapon, he smiles like a devil.

20

RADCLIFFE

21

22 Any last words girl?

22

23 Alice's corrupt ward snickers. He savors his power.

24

25 She gently answers;

26

27

ALICE

28

29 You've all looked at what's in my mind for so
30 long...

30

31 Alice's head tilts as she locks eyes with her tormentor. He is
32 frozen in place.

33

34

ALICE

35

36 I wonder, what's in yours?

36

37 A dark pulse emanates from Alice, as the shadows knock Angela
38 to the ground. With an ethereal shudder, Alice's control of her
39 darkness propels her in an instant face-to-face with Radcliffe
40 across the room. Her focussed eyes meet his terrified ones.

41

42 He looks to see the gun in his hand has turned to a distinctly
43 less deadly, blue butterfly. It lazily flits away as he trembles in
44 a world of shadow.

1 With Alice's blade pointed at him, running along his chin, she
2 playfully begins;

3
4 **ALICE**

5 I've mastered my demons. Even had tea with some of
6 them quite recently.

7
8 He has no words for the horror and power he is facing.

9 Alice continues;

10
11 **ALICE**

12 How are your demons, Radcliffe?

13
14 He gulps in reply.

15
16 **ALICE**

17 We should visit them.

18
19 Alice presses a finger to his sweating, fleshy temple.

20
21 **ALICE**

22 Together.

23
24 -

25
26  **FINAL LEVEL**

27 *ALICE IN RADCLIFFE'S OTHERLAND*

28
29 The walls of the room blow apart as Radcliffe and Alice tumble
30 into a spiralling Abyss.

31 Alice floats with the elegance of a ballerina.

32
33 Radcliffe is crying and screaming out, a tumbling, blubbering mess,
34 memories of vile deeds he has committed fly past and into his
35 eyes. Horrible manifestations of insatiable greed, envy and wrath
36 swiftly devour, bite and chew at his body as he falls. Spiralling
37 and tumbling into the void, the man cannot fathom or process his
38 own darkness.

39
40 We PLAY as Alice runs through Radcliffe's Otherland. She battles
41 past hoards of his inner demons towards the seat of his
42 consciousness. The world is a place of books and ledgers. Words
43 and documents flutter through the sky overhead. The mind of a
44 man whose internal world is propped up by twisted logic and the

1 smugness of an expert in legal warfare. But his way with words is
2 no match against Alice's blade and cunning.

3
4 She reaches his center of logic, and throws her Vorpall Blade
5 into the works. In an instant, the edifice of his self image
6 is destroyed and the reality of his cruelty unleashed. The
7 monster within is freed from its cage and allowed to run rampant
8 throughout his mind - destroying everything it touches.

9
10 He has no light within. His darkness eats him alive. He is broken
11 and lost.

12
13 Truly a monster within a monster.

14
15 Alice exits Radcliffe's Otherland. Leaving him to be consumed from
16 within by his own demons.

17
18 -



RESOLUTION

20
21
22 Falling back into reality, Radcliffe and Alice are now back in his
23 office. Alice deftly lands on her feet. A few butterflies flicker
24 past.

25
26 Radcliffe thuds to the floor on his hands and knees. As his glasses
27 fall and clutter to the ground, Alice crushes them beneath her
28 boot.

29
30 Radcliffe writhes and his eyes dart from side-to-side.
31 His spit bubbles as he whispers frantically to himself through
32 clenched teeth.

33
34 Alice assesses her former ward.

ALICE

35
36
37 My diagnosis: nothing but darkness and evil
38 resides in you. At your core and through
39 everything you touch, there is no light. Only
40 darkness and suffering of others as a result of
41 your influence. No balance.

42
43 Turning her back on an otherwise incapacitated Radcliffe, the light
44 grows brighter in the room.

1 Alice unlocks the door and lets some policemen into the room.
2 They see a scene of madness before them:

3
4 Radcliffe's own darkness has completely taken over him.

5
6 The officers are speechless.

7
8 **ALICE**

9 You are truly a broken man.

10
11 Alice looks at a disgraced and defeated Radcliffe.

12
13 **ALICE**

14 I think you've got some work to do on yourself if
15 you're ever to be more than that.

16
17 Dazed and bloodied, and after his full display of attempted murder
18 of Alice and of the officers around him, Radcliffe is quickly
19 restrained, beaten, and carried away.

20
21 Radcliffe still spouts nonsense through his broken teeth as he goes.
22 The officers are heard saying.

23
24 **POLICEMAN #3**

25 I think some time in Rutledge's will do this one
26 well!

27
28 Radcliffe screams.

29
30 Satisfied, Alice retrieves the little black book she has collected,
31 and leaves the room after the remaining policemen have removed
32 Radcliffe from the premises.

33
34 Alice walks down the halls and notices a photograph of Radcliffe
35 standing beside her.

36 Her corrupt ward is now finally gone. Alice is free.

37
38 Next to it, Radcliffe is standing in another, newer photo with
39 another young girl.

40 "Angela" is embossed on the ornate frame.

41
42 Alice's focus is broken by hearing a **HUMMED TUNE**.

43 It is the same one her own inner-child once hummed in Wonderland.

44

1 We PLAY as Alice tries to locate the source of the sound. Following
2 the tune through the labyrinth corridors of Radcliffe's garish
3 mansion as it grows louder, Alice turns corner after corner.
4

5 Finding the source of the song, a cut scene plays, as Alice meets
6 young **ANGELA RADCLIFFE** again.
7

8 The girl from the other photograph is now standing in front of
9 Alice. She is clutching the rabbit doll, as a group of policemen
10 console her, and wonder what to do with her next.
11

12 **POLICEMAN #4**

13 Another of Radcliffe's Wards.
14

15 **POLICEMAN #5**

16 She's got no place to go now.
17

18 Alice kneels down beside the scared, and obviously confused girl.
19 Speaking at her level, eye-to-eye, Alice gently speaks.
20

21 **ALICE**

22 Where would you like to go Angela?
23

24 The child remains silent, and instead squirms and squeezes her
25 rabbit tightly. Alice looks towards the rabbit in the small girl's
26 arms, and pats his head.
27

28 **ALICE**

29 Maybe you should ask him? He might know where to go.
30

31 Angela, ponders on this for a second. She then whispers something
32 to her rabbit.

33 This familiar back and forth plays out in front of Alice until
34 Angela and the rabbit have finished talking amongst themselves.
35

36 Angela then looks up, and replies to Alice;
37

38 **ANGELA**

39 He thinks we should follow you now.
40

41 Alice gently clasps Angela's hand. The scene ends.

42 The Alice: Asylum logo appears on-screen, and the credits roll.
43

44  **<END CREDITS SEQUENCE PLAYS>** 

**AFTER CREDITS SECRET SCENE***LONDON - HOME FOR WAYWARD CHILDREN (DAY)*

After the credits roll, a secret scene plays out.

The scene opens to a beautiful, english countryside home. Green, lush, gorgeous and bright.

Alice Liddell, is smartly tailored and elegantly styled. She is dressed in deep, rich blue attire. Alice walks through the gates of the beautiful estate. She passes by a gorgeous, brand new bronze plaque which reads;

"Liddell's Home For Wayward Children"

As Alice approaches the grounds, she is swarmed by happy, well-fed, content, healthy children. The downtrodden children from Bumby's former "support" home are all here too. They have never been happier, and they are ecstatic to see her again.

As the children run through the arches into the entrance of the building, **ANGELA LIDDELL** is waiting for Alice, and meets Alice at the stairs. The little girl is in her Sunday best, and is still clutching onto her plush rabbit.

Alice looks down at Angela, and they both smile warmly. The little girl asks curiously;

ANGELA

Will we have time for a tea-party today Miss Liddell?

ALICE

Always.

Alice replies with a knowing grin.

Angela excitedly beams back, and then walks on alongside Alice into the building.

Angela drops her rabbit toy to the floor absent-mindedly in her excitement as she skips along.

As Alice and Angela walk away, the rabbit is left lying still and

1 motionless on the floor.

2

3 The sound of children and laughter fades.

4

5 The rabbit blinks.

6

7 Gets to his feet, and runs after his best friends.

8

9 -

10

11  **<SCENE & GAME ENDS>** 

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SECRET UNLOCKABLE ENDING - SCENE ONLY PLAYS IF THE PLAYER UNLOCKS ALL ITEMS, UPGRADES, SECRETS AND 100% CLEARS THE GAME.

The scene opens as gentle rain falls on a dimly lit English Manor.

Gruff and messy munching sounds are heard, as we cut to a disgusting and wealthy lord. He greedily and messily devours his dinner. Between filthy spits of food, he holds a full cup of wine, and bellows;

???

Eleanor! ELEANOR! Wine! MORE WINE, GIRL!

His pleas are unanswered.

???

Blasted ungrateful bitch. I paid good money for you. You'll taste my fists tonight...

Rumbling his way through his manor, the brute slams open door after door.

Eventually, he finds young **ELEANOR**.

As he slams open the door, a shrill, guttural gasp of fear escapes from the lord.

Rain continues to fall on the windows.

Eleanor is sitting on the floor, playing with a small plush rabbit. Alice sits on the floor, and she has her back to the disgusting intruder.

Thunder and lightning crackles, as the scene flashes in light.

The Cheshire Cat, Carpenter, Hatter, Tweedle Brothers, The Knave, The Queen of Hearts and all of Wonderland's inhabitants are sitting around the room. Silently. Their shadows cast long swathes of darkness in the light.

They all stare unflinchingly at the fearful man.

Alice stands up, and turns to face the trembling man. Revealing; an open, **little black book in her hands**.

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ALICE

The proud owner of... number one hundred and twenty
four, I presume?

She crosses a line off the page, one of many others, and shuts the
book with a snap.

The man begins to stutter. Before he can pass a single word,
all the light fades in the room, as Alice turns into a massive
terrifying shadow creature.

The scene ends in total darkness, as we listen to the horrible
final screams of the disgusting man.

The last thing we hear on Alice's journey, is the happy laugh
of young Eleanor, as she sings, dances and plays with her new
friends.

-

<SECRET ENDING COMPLETE - GAME 100% COMPLETE>

<NIGHTMARE+ DIFFICULTY UNLOCKED / ACHIEVEMENT UNLOCKED>



GAME ENDS



SO, WHAT DID YOU THINK?

Through out our design process, the Alice Asylum team has invested a lot of effort into open communication channels, engaging the existing fan-base, and trying to apply the best possible solutions to the questions we need to answer in order to do this right.

Now is the time to let us know what you think.

QUESTIONNAIRE COMPLETION AND SUBMITTING YOUR FEEDBACK

On the next few pages are a short questionnaire we would like you to fill out. This will be an invaluable part of our design process for the narrative for Alice Asylum.

If you want to, you have a few options to get your feedback to us.

OPTION ONE

PREFERRED METHOD

1. Open this document in the FREE Version of Adobe Acrobat on a desktop computer.
Adobe Acrobat is available for [Download here](#).
2. Read the questions on the next few pages, and write your honest answers directly into the PDF text windows.
3. SAVE this PDF document onto your computer once you have entered all of your answers.
4. Then email and attach your completed PDF document to our team at:
story@mysterious.design

OPTION TWO

1. Simply collate, write, and email your feedback about the story to our team at:
story@mysterious.design

PLEASE NOTE: We ask that you please try to answer the questions and feedback asked on the following pages in your emails.

Keep your feedback **CONSCISE**. Walls of text may be lost in the ether.

Use the **PAGE NUMBERS** and **PAGE LINES** in this document where possible for easy reference.

Due to limited timeframes and an expectancy of high volumes of emails, we may not be able to read all emails, or respond to all emails provided, but we'll do our best.

OPTION THREE

Join the Patreon and become involved in our live streams, discussions, and Discord.

 [PATREON.COM/AMERICANMCGEE](https://www.patreon.com/AmericanMcGee) 



DISCLAIMER

Please be aware, by providing your feedback you are granting Mysterious LLC., a US Delaware corporation full ownership and permission to utilize, build on, edit or apply provided ideas and feedback in order to improve, or complete the Alice Asylum project. While we always do our best to credit contributions (ie. List Names of Contributors) that make it into the finished product (*The Alice Asylum Design Bible*), please be aware that your suggested ideas or inclusions may, or may not be reviewed, actioned and/or included at the sole discretion of members within the Alice Asylum project team. If you do not agree to these terms in any way, please do not provide your feedback.

By providing your feedback and ideas in any way, shape or form in regards to the content within this document, you agree to these terms.



FEEDBACK QUESTIONNAIRE



Please remember to list PAGE numbers (PAGE 4 - PAGE 129) and LINE numbers (LINE 1 - 44 per page) for easy reference when we review your feedback.

1. **Did you completely read the entire story? If yes or no, please tell us why.** • CLICK BOXES BELOW TO TYPE •

2. **What did you enjoy MOST about the story? What elements, scenes, themes or characters were your favourite? And why?**

6. If you could change ONE important thing about the Alice Asylum narrative, what would it be?

7. Is there anything else you would like to provide feedback about for the Alice Asylum Narrative Team to consider?

QUESTIONNAIRE COMPLETE! REMEMBER TO SAVE YOUR ANSWERS.
THANK YOU FOR YOUR TIME AND HELP ON THE ALICE ASYLUM PROJECT.

