



# Alice's Adventures in Wonderland Rulesheet

Based on software 1.00

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## Alice's Journey Through Wonderland 🎮 🖱️

### 🌟 Skillshot – Down the Rabbit Hole!

The **skillshot** is a two-stage adventure:

- **Soft Plunge** – Choose your fate by locking in a score that appears on the enchanted screen. Then, take the **plunge down the rabbit hole** to collect your reward. But beware! Striking a pop bumper or rollover will send you tumbling into chaos, failing your skillshot.
- **Super Skillshot** – Only the cleverest explorers will find the hidden path. Plunge straight into the **VUK within 5 seconds** to earn **1 million points** and unlock a **5-second journey on the mini playfield**. Every target you hit adds another **million points** to your skillshot!

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### 🌟 The Ultimate Quest – Unlocking WONDERS

To truly conquer Wonderland, you must **collect all WONDERS letters**. Each **completed mode** rewards a letter, but beware—some are cunningly hidden throughout Wonderland!

- **Shoot the Ramp** 📈 – Qualifies a mode.
- **Shoot the Scoop** 🎯 – Begins a mode.
- **Rollover Under the Clock** ⌚ – Grants **5 extra seconds** in any active mode, up to a maximum of **60 seconds**.

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### 🎭 Change the modes inserts by Pop Bumper Hits!

### 🕒 White Rabbit

- Chase the ever-elusive **White Rabbit** by following his flashing shots! Hurry, **don't be late!**

### 🌀 Caterpillar's Riddles

- The Caterpillar has questions—**shoot the blinking shots** to prove if you are truly **Alice**.

 Mad Hatter's Tea Party

- Time is but a trickster's game! Shoot the **clock rollover to turn back time to 6** because it's **always tea time!**
- A **2-ball multiball** will start. A one time Add-a-ball is done if Clock rollover is shot
- Smash the **pop bumpers** to **break the teacups and throw some cake!**
- Gather enough hits to unlock **Jackpot Madness!** 🍰 🍰 and hear the now famous words: **JACKPOT ALICE JACKPOT!!**

 Knave of Hearts

- Shoot the **left orbit** to enter the **Queen's Throne Room.**
- You've been **caught** and must **defend yourself** in a courtroom showdown!
- **Magnetic Flippers Activated** – Only precision will free you! Bashing the buttons will NOT grant you any favors and you will see that the shots will be more difficult. **Hit 3 targets and set yourself free!**

 Army of Cards

- The battle is upon you! **Time to dethrone the Master Guard.**
- Shoot **7 times** beneath the mini playfield to cut down the Queen's **army of playing cards.**

 The Queen of Hearts Wizard Mode

To face the Queen herself, you must:

- **Collect all 7 WONDERS letters**
- **Play and hopefully defeat the Jabberwocky Multiball**
- **Play all 6 main Modes** (don't have to be completed)
- **Find the 4 suits of Wonderland**

**Final Showdown:**

- Defeat **21 guards** (1 on the lower playfield and 20 on the mini playfield!)
- Time is fleeting, but **Paint the Roses Red** can tip the scales in your favor...

## Painting the Roses Red

- Shoot the **U-turn on the left** when not in a mode.
- After **3 shots**, you'll enter the **Throne Room**—but the Queen is **nowhere to be found!**
- During your **10-second mini playfield battle**, each guard hit **reduces your final Wizard Mode guard count** (down to a minimum of 4 remaining!). Also, don't forget to check out what's hidden behind the captive ball's there.

## Side Quests & Mini Challenges

### Jabberwocky Multiball

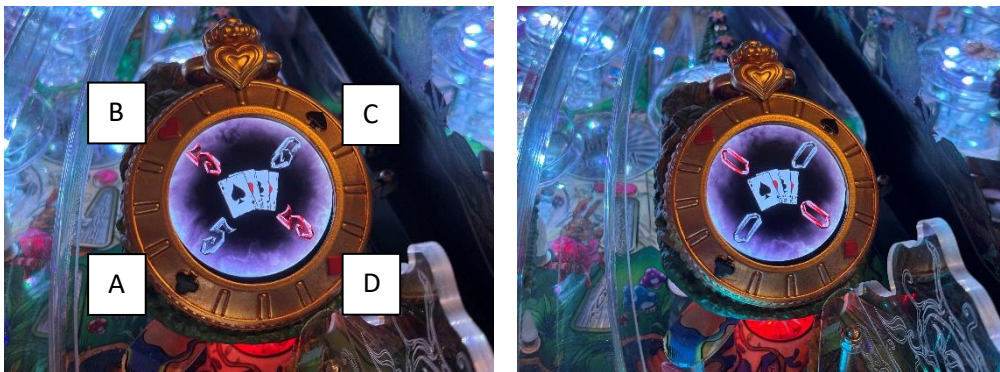
- Hit **left and right ramp targets** to activate **lock mode**.
- Shoot the **right orbit** to capture a ball in **Jabberwock's Lair**.
- **Lock 3 balls** to start the **frenzied multiball!**
- **Jackpot shots light up**—collect them all for the **Super Jackpot**.
- Miss the **Super Jackpot**? No worries—your progress **carries over** to the next multiball!
- **This mode rewards a WONDERS letter!**

### Find the 4 Suits of Wonderland

(When not in a mode, complete these shots to form a deck of 21 and earn a Wonder Letter!  
Or, if all letters are already collected, get a big jackpot!)

- **5x U-Turn Left side (Paint the Roses red shot) (A)**
- **5x Left Orbit (B)**
- **6x Right Ramp (C)**
- **5x Right Orbit (D)**

Progress is shown on the Mini Display



When all 4 Suits are collected a Hurry-mode will be started for which you need to shoot the left ramp via the right orbit to score a Jackpot

### Quick Croquet Multiball

- Hit the **captive ball 5 times** (when not in a mode) to **trigger a 2-ball multiball!**
- Hit it again to light **ramps and collect jackpots.**
- Complete **5 jackpot shots** to win a **WONDER letter!**

### Midnight Madness

- When not in a Mode, shoot the **clock rollover 12 times** to turn back time to **midnight!**
- Loop the **main ramp** to build up **X scoring multipliers.**
- Possible **hidden letter or jackpot reward!**

### Cheshire Cat Mystery

- When not in a mode spell **CAT** to unlock **Mystery Mode.**
- Shoot the **scoop** to receive a **reward!**
- Press **Left** to collect OR **Right** to reveal a **secret reward...**
- But be wary! You might get a **Cat in a Bag** (and **nothing at all!**) 

### Eat Me – Grow Alice Grow!

- Spell **EATME** by hitting **side target banks.**
- When completed, **shoot the left orbit** to collect a **2x, 3x, or 4x multiplier.**

## Outlane Save Feature – The Swirling Wonderland!

- Every game starts with **2 saves**, visible by color:
  - **Red** = 5 seconds
  - **Yellow** = 10 seconds
  - **Green (Max)** = 15 seconds
- Press **top flipper buttons (left or right)** to **spin the Wonderland Disc** for 5 seconds at a time.
- Use wisely! **Both saves at once cost 10 seconds.**
- To recharge: **Shoot the Save Target** near the captive ball to drain power from Wonderland.
- Shoot the **Right Orbit/Ramp** to collect **extra time (up to 15 seconds max).**

### Bonus X – The Looking Glass Trick

- Shoot the **two inlanes** at the back of the playfield to **earn Bonus X.**
- Use the **mirror and flippers** to steer the ball where needed!

 Sneaky Wonderland Escape!

- If the ball **sneaks into the VUK**, you'll gain access to the **mini playfield**.
  - Defeat a **guard** to lower Wizard Mode's difficulty!
  - Can also be **randomly activated for extra scoring!**
- 

 Not All Who Wander Are Lost

- Explore Wonderland to **uncover hidden secrets, treasures, and high scores!**

☀️ **Will you be Alice, or just another lost soul in Wonderland?** ☀️

## Wonderland Strategy Guide — How to Defeat the Queen

There is much more to do than only the 6 Main modes!

### Primary Objective

To reach the final battle and defeat the Queen, you must complete the following:

#### Required Tasks

1. **Collect all 7 WONDERS letters**
2. **Start (and ideally defeat) Jabberwocky Multiball**
3. **Start all main modes** (completion not required)
4. **Collect all four Suits of Wonderland**

There are many paths to accomplish these tasks, and the game offers multiple side-modes and optional features that add strategic variety and enhance replayability.

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## Ways to Earn WONDERS Letters

### 1. Main Story Modes

There are **six main modes**, each capable of awarding a **WONDERS letter**. Shoot the ramp to lit the scoop and shoot the scoop to start the main mode. Popbumper select which mode.

### 2. Croquet Multiball (Main Playfield Captive Ball)

Hitting the **captive ball** on the main playfield can start **Croquet Multiball**, a **2-ball multiball** in which you can earn a **WONDERS letter**.

### 3. Midnight Madness (The Watch)

Advancing the watch to **Midnight** starts **Midnight Madness**, which awards a **WONDERS letter**.

### 4. Mini Playfield – Paint the Roses Red

Using the left mini-loop, you can start **Paint the Roses Red**.

- Hitting the **mini playfield captive ball** during this mode awards a **WONDERS letter**.

### 5. Mini Playfield – Sneak-In

During **Sneak-In**, hitting the **captive ball** on the mini playfield also awards a **WONDERS letter**.

## 6. Collecting the Four Suits

Gathering all **four Suits of Wonderland** starts a **Suits Hurry-Up** (which utilizes the left ramp) and awards a **WONDERS letter**.

## 7. Jabberwocky Multiball

Starting **Jabberwocky Multiball** always awards a **WONDERS letter** — **not only the first time**, but also on **every subsequent start**.

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## Additional Notes & Hidden Features

### Knave of Hearts

- A **hidden Extra Ball** can be earned by hitting the **captive ball** on the mini playfield during this mode.

### Mad Hatter Mission

- Includes a **Multiball** phase.
- Offers an **Add-a-Ball** feature for extended play and increased scoring.

### Mystery Mode

- One of the Mystery awards is a WONDERS letter. So, spell CAT, shoot the scoop, choose Mystery and Wonders may happen.

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## Scoring Tip – Maximize Your Points

Before starting any mode, **activate the Playfield Multiplier** via hitting the EATME targets + left orbit shot. This dramatically increases scoring potential and is crucial for high-score runs.

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**Good luck—collect the Wonders, gather the Suits, conquer the Jabberwocky, and defeat the Queen! And, don't forget to enjoy the Wonders on your way.**