

Operational Manual

Alice's Adventures in Wonderland





Based on software release 1.05

Date released March 2026

Release version Manual: 0.69

Caution:

If you are not comfortable working on pinball hardware and/or high voltage electronics, please get professional support for this. In general: use your common sense. Don't experiment. Don't be a nihilist. Only skilled and trained people are allowed to open this system. The manufacturer accepts no responsibility for injuries caused by unauthorized operation. Keep long hair, fingers, jewelry, etc. away from turning parts of the system.

Congratulations with your Alice's Adventures in Wonderland™ Pinball machine!

Alice's Adventures in Wonderland (also known as Alice in Wonderland) is an 1865 English novel by Lewis Carroll.

The story centers on Alice, a girl who falls asleep in a meadow and dreams that she follows the White Rabbit down a rabbit hole. She has many wondrous, often bizarre adventures with thoroughly illogical and very strange creatures. She encounters the hookah-smoking Caterpillar and the Cheshire Cat, and she attends a strange endless tea party with the Mad Hatter and many others.

Just like the black and white book from Lewis Carroll lead designer Melvin Williams took John Popadiuk jr (aka JPOP) black and white concept game and created a new chapter in the pinball history. The game went from a few pieces of paper to a true masterpiece in full color with 2024 state of the art technology. Melvin not only wanted to create the best 90s feel pinball machine but also create something that is a work of art, just like a beautiful painting for your home. Every time you look at something, you experience new thoughts and emotions.

We hope you will enjoy this game. Our mission is to bring fun to the world, and we believe we have succeeded in designing and building the best pinball machine ever, using high quality animations, music, light and SFX, immersive gameplay and love for the details.

We hope you will love it as much as we do.

Team Dutch Pinball Exclusive (DPX)

Contact Dutch Pinball

If you have any questions, you can contact us via our website www.dutchpinball.com.
For support requests you can use support@dutchpinball.com.

When reporting an issue short description in the header of the email including Alice serial (wonder) number and a detailed description in the email itself. The more info, the better.

To download new software, a service faq or report a software issue go to
https://www.dutchpinball.com/alices_adventures_in_wonderland

First setup

When setting up Alice for the first time you will have to

- **Install the topper**
- **Install the shooter**
- **Install Jabberwock tail**
- **Set leglevelers correctly**

For how to please see the Technical Support AAIW FAQ Manual downloadable at
https://www.dutchpinball.com/alices_adventures_in_wonderland_support

Also, it does contain additional information on how to take of your Alice best way possible.

Disclaimer

- Dutch Pinball B.V. is not liable for damages resulting from non-compliance with the instructions in this manual, or from modifying the machine.
- When setting up the pinball machine, the backbox must be secured with the backbox latch and the two provided wing screws.
- Repairs, maintenance, and electrical connections must only be carried out by a qualified technician.
- Never remove warning or information stickers from the machine.
- Never use the machine during a thunderstorm. In that case, immediately disconnect the plug from the power supply.
- Do not leave pieces of the packaging lying about (plastic bags, carton, etc.), keep this out of reach of children as it poses a danger to them.
- Do not insert objects into the air vents.
- Do not expose the machine to shocks and vibrations. Do not use excessive force when installing or operating the machine.
- Do not turn the machine on and off in rapid succession, this can shorten the longevity of the machine.
- Only use the machine indoors and prevent contact with water or other fluids.
- Only use the machine if you are familiar with its functions.
- Prevent exposure to fire and do not place the machine near inflammable fluids or gasses.
- The housing must remain closed during usage.
- If the machine is not in use or when it must be cleaned, you must disconnect the plug from the power supply. Always use the plug to disconnect the power cord from the power supply. Never remove the plug from the power supply by pulling the power cord.
- Make sure the machine is not exposed to extreme heat, moist or dust.
- Make sure the power cord does not get entangled and do not use the cord if it is damaged.
- Do not immediately turn on the machine after it has been exposed to large temperature fluctuations (such as after transport). Condensation can damage the device. Let the machine gradually reach room temperature before turning it on.
- For adult use only. Children can only use the machine under supervision of an adult. Never leave the working machine unsupervised.
- When replacing the fuses, only use fuses of the same type and class.
- The user is responsible for correct installation and use of the machine. Dutch Pinball B.V. is not liable for damages resulting from misuse or an incorrect installation of the machine.
- If this machine is used in a manner not described in this manual, the product can be damaged, and the warranty will be voided.
- Any other use can lead to hazards such as short circuit, burns, electrical shocks, constriction, jamming, etc.
- Do not place objects, food, or beverages on the pinball machine.
- Do not kick, push, or hit the pinball machine. Playing pinball is a lot of fun but can be frustrating and trying too.
- The pinball machine must never be tilted. There is risk of crushing and even death!
- The pinball machine can only be connected to a grounded power supply. Any other use can lead to hazards such as short circuit, burns and electrical shocks.

Safety Warning

- In general: use your common sense. Do not experiment.
- The maintenance of this machine or the replacement of parts can only be carried out by a qualified technician.
- Always use utmost care when maintaining the machine and always consult the manual for replacing or maintaining parts. The manufacturer accepts no responsibility for injuries caused by unauthorized operation.
- Use only original spare parts. Modifications may only be carried out with prior written permission of Dutch Pinball B.V. The use of unauthorized parts voids the warranty.
- Never tilt the machine! There is risk of crushing and death!
- This product is protected by copyright. Do not copy Alice, be original!
- Keep long hair, fingers, jewelry, etc. away from turning parts of the system.
- The power supply shall be installed near the equipment and shall be easily accessible. The main plug shall be connected only to a power supply provided with a protective earth contact.
- Do not allow liquid to get into the machine.
- Always unplug the machine before you open the playfield because of the high voltage and/or damage that you can cause to the system.
- Do not install or store in rooms subject to extremes of temperature and/ or humidity. The system should always be transported with the backbox DOWN.
- A small percentage of the population can be prone to seizures when exposed to certain images, such as flashing lights or patterns. Also, persons without any medical history of epilepsy can have an underlying condition which can cause an epileptic seizure when exposed to flashing lights.
- Also, people with epilepsy and/or balance disorders should stay away from this game.
- Do not play this game too long. It might cause pain in your arms, hands, fingers but also in your legs. In fact, in your whole body including your eyes and other senses. Also, people with heart or brain problems should not play this game. Dutch Pinball will and cannot be held liable for any harm or damage. Play or look at this game at your own risk.
- For adult use only. Children can only use the machine under supervision of an adult.
- People under 21 years old are not allowed to play this system without explicit permission and guidance of one of their parents.
- The manufacturer accepts no responsibility for any harm done to children, adults and/or seniors nor to any pets or objects in the house or from outer space.

Warranty and Return policy

Warranty terms

- The electronic system, the mechanical parts, and the software of this Dutch Pinball B.V. pinball machine are designed to work with original accessories and machines of Dutch Pinball B.V. Any alteration, reparation or modification with parts not produced by Dutch Pinball, the warranty will be voided. Also, any alteration, reparation or modification by a non-authorized person will void the warranty.
- A warranty period of 1 calendar month applies to most parts, unless specified otherwise in the description.
- The warranty does not apply to wearing parts, such as rubbers, silicone rings, stickers, and the glass plate. The sole liability of Dutch Pinball B.V. concerns the replacement or repair of parts which have been returned during the applicable warranty period.
- Open the packaging and inspect the pinball machine immediately upon receipt. If the packaging shows obvious signs of transport damage, do not accept the package, or only under strict reservation.
- When returning the pinball machine, use the original packaging. The shipping costs are at the expense of the buyer.
- Unless specifically agreed otherwise, no other warranties, either explicit or assumed, apply to the pinball machine.
- The maintenance of the pinball machine or the replacement of parts can only be carried out by a qualified technician.
- This document and the information contained therein may not be reproduced or used, partially or in its entirety, without express written permission of Dutch Pinball B.V. The products in this manual, the company name and the designs are protected by design registrations, trademarks, and copyright. In case of infringement or imitation, legal action will be taken. Dutch Pinball maintains the right to change specifications without prior notice.
- Damage to the sculpts not reported immediately upon receipt of the game is not under warranty.

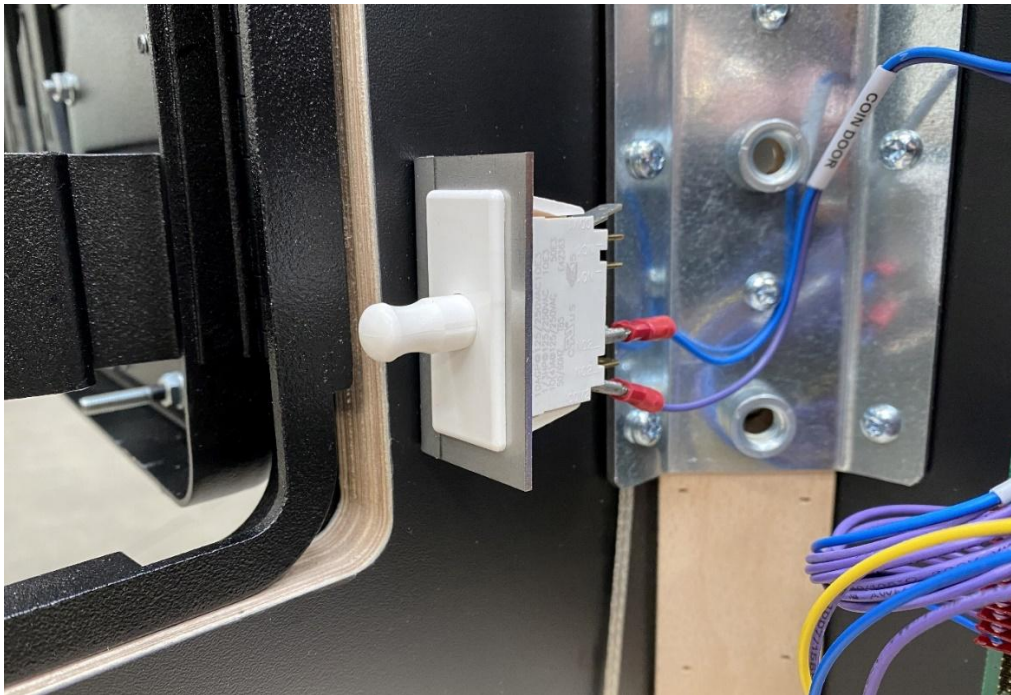
Return policy

- Only new, unused, and unmodified parts and accessories can be returned or exchanged. The parts or accessories must have been purchased with Dutch Pinball B.V. or one of its authorized distributors. Parts or accessories which have been used or show wear and tear will not be accepted.
- All return requests must be submitted within 30 days after purchase. This can be done by sending an email to support@dutchpinball.com. You will then receive instructions for further processing.
- All shipping and additional costs are at the expense of the buyer.
- If the complete machine must be returned, use the original packaging. Parts must be properly packed. Dutch Pinball B.V. is not liable for any transport damage or loss of shipments during transport.
- A purchase receipt must be submitted.
- If it is determined that a restitution will take place, it will be done with the same payment method as the original payment.
- Exchange options depend on availability.
- Dutch Pinball B.V. reserves the right to reject the request to restitution or exchange.
- Dutch Pinball B.V. reserves the right to change the provisions of this policy at any moment.

IMPORTANT NOTICE

Before you start enjoying the machine, you should be aware that Alice comes with a protection mechanism which takes off the High-voltage (48 VDC) from the playfield when the coin door is opened. This will, for instance, disable the coils. This is to ensure your safety. See also remark next page.

The switch responsible for this protection can be found on a bracket at the left side of the coin door. If you want to disable this protection during testing, you must pull the pin on this switch till you feel it click. The protection circuit is now disabled! It is important be aware of this when you touch parts at the bottom of the playfield. If you close the coin door, the protection is re-instated for the next time.

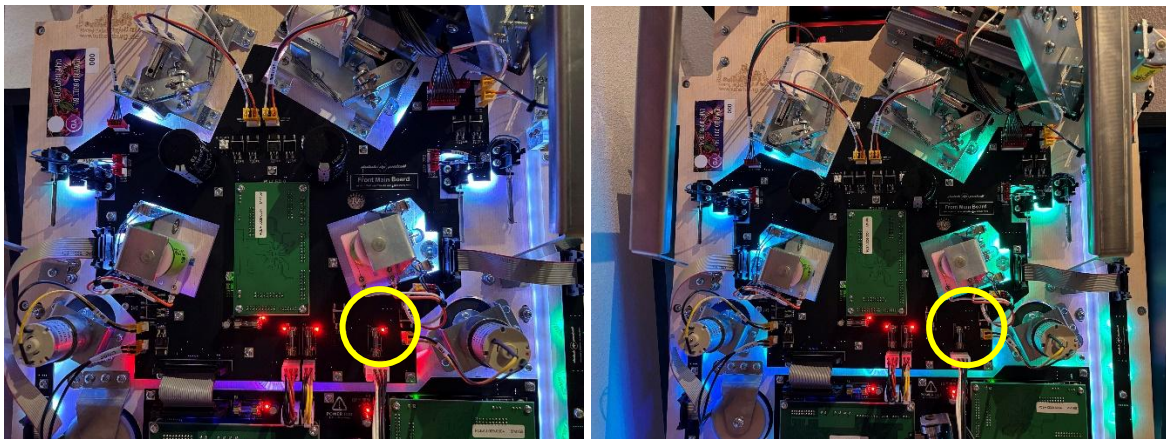


IMPORTANT NOTICE continued

To get the best pinball experience Alice is equipped with 4 Elco's of each 10.000 uF making it a total of 40.000 uF. This makes sure the flippers, magnets and all other coils have the 'snappy' feeling we all like.

This large capacity however also means that even after opening the coindoor, which disables the 48VDC circuit for safety reasons, the 48VDC would remain present for quite some time if no other precautions were taken. What happens now is that when the coindoor is opened a magnet is automatically activated to drain these 4 Elco's asap. This should now only take a few seconds maximum.

We recommend however to check this process prior to working on Alice. Check is easy, just see if the red led next to a 48VDC fuse is lit Yes/No. If yes, 48VDC is still present, please wait a few extra seconds. These fuses can be found on several spots in Alice, most easy one to spot is on the Front Main Board (FMB) as shown in the Yellow circle in below picture.



Also, because of the high capacity be extra careful when you are working with a live 48VDC circuit. **Do NOT short it to ground (direct or indirect via a coil) as the massive spike from the 4 charged Elco's could cause damage to electronic components!!**

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GAME CONTROL LOCATIONS

Cabinet Switches

The On-Off switch is located at the bottom of the backbox at the right side.



To start a game, use the Start button located at the left side on the front of the cabinet. The plunger to launch the ball is located at the right.

If you hold the Start button for a few seconds when a game is started, it gives you the opportunity to cancel a game. In a multiplayer game, you can also press and hold the Start button to remove a player.



Coin Door buttons

Normal function

If you open the coindoor a message will appear on the display alerting you have opened the coindoor and explain what the functions of the coindoor buttons are. Also, it will inform you that the High Voltage is disabled



With the coin door buttons (located at the inner side of the coin door to the left), you can make all game adjustments you desire as well as carry out tests if needed. Some menu's you need to use the flipperbuttons to change the value.

In normal use, the two inner buttons function as volume up (+) or down (-). The most left button functions as Escape and the most right as Enter button.



Menu function

Push the Enter button to open the Main menu. In the Main menu, you have submenus which will lead you to subsections with a variety of possibilities:



- Test menu. You can carry out any test you desire to check if something is working properly.
- Rules menu. You can adjust settings or customize gameplay to your needs.
- Adjustment menu. For general game settings (like how many balls).
- Led menu. Set brightness levels of the leds.
- Sound menu. Set volume of the different categories of sound.
- Audits menu. Here you can for instance see how many games were started, total game time, etc.
- Utilities menu. For Factory reset, audits reset, etc.
- Pricing menu. This is meant for when you put Alice on coin-op play.
- Software menu. Here you can find software related options, such as version check & select, and update.
- Topper menu. Here you can flash the PCB in the topper with latest version firmware

You can use the + - keys to select the item of your choice and when pressing the Enter key, this choice will be activated. The Escape key will return you to your previous choice or close the test menu. Some menu's have multiple pages. Just scroll to the bottom of the page after which it will go automatically to the next page.

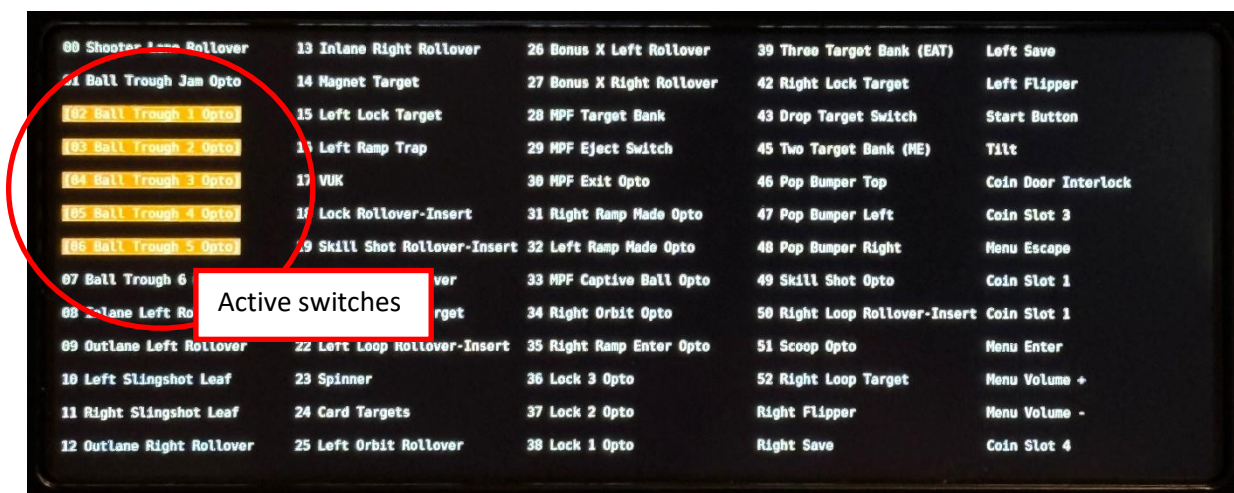
Test menu

In this menu you can test functionality of your Alice. When selecting this the following submenu will open:



Switch test

If you activate this test, it will display all switches which are active at that moment.



If you have doubts about a certain switch, you can check the correct working here. Push the switch, or even better, roll a ball over it, and see if this switch pops up (gets illuminated) on the display here. Also, a sound can be heard when a switch is activated, and you can also see if there are no switches active when they should not be. When a switch is lit up in Red it means that the switch hasn't been activated in some time and likely needs attention.

The displayed screen is a typical example without a game started. With all balls in the Trough, you will see Trough 1 to 5 illuminated. Shooter lane will only be active when a ball is present in the shooter lane (which means of course that Trough 5 will not be active anymore).

Upon booting the software will check for any unexpected closed/stuck switches. If one is found the following display is shown



Go into switch-test and look for any closed switches which shouldn't be closed compared to the earlier screen.

00 Shooter Lane Rollover	13 Inlane Right Rollover	26 Bonus X Left Rollover	39 Three Target Bank (EAT)	Left Save
01 Ball Trough Jam Opto	14 Magnet Target	27 Bonus X Right Rollover	42 Right Lock Target	Left Flipper
02 Ball Trough 1 Opto	15 Left Lock Target	28 MPF Target Bank	43 Drop Target Switch	Start Button
03 Ball Trough 2 Opto	16 Left Ramp Trap	29 MPF Eject Switch	45 Two Target Bank (ME)	Tilt
04 Ball Trough 3 Opto	17 VUK	30 MPF Exit Opto	46 Pop Bumper Top	Coin Door Interlock
05 Ball Trough 4 Opto	18 Lock Rollover-Insert	31 Right Ramp Made Opto	47 Pop Bumper Left	Coin Slot 3
06 Ball Trough 5 Opto	19 Skill Shot Rollover-Insert	32 Left Ramp Made Opto	48 Pop Bumper Right	Menu Escape
07 Ball Trough 6 Opto	20 Left Loop Rollover	33 MPF Captive Ball Opto	49 Skill Shot Opto	Coin Slot 1
08 Inlane Left Rollover	21 Captive Ball Target	34 Right Orbit Opto	50 Right Loop Rollover-Insert	Coin Slot 1
09 Outlane Left Rollover	22 Left Loop Rollover-Insert	35 Right Ramp Enter Opto	51 Scoop Opto	Menu Enter
10 Left Slingshot Leaf	23 Spinner	36 Lock 3 Opto	52 Right Loop Target	Menu Volume +
11 Right Slingshot Leaf	24 Card Targets	37 Lock 2 Opto	Right Flipper	Menu Volume -
12 Outlane Right Rollover	25 Left Orbit Rollover	38 Lock 1 Opto	Right Save	Coin Slot 4

In this example the Outlane Right Rollover was closed upon booting and needed some attention.

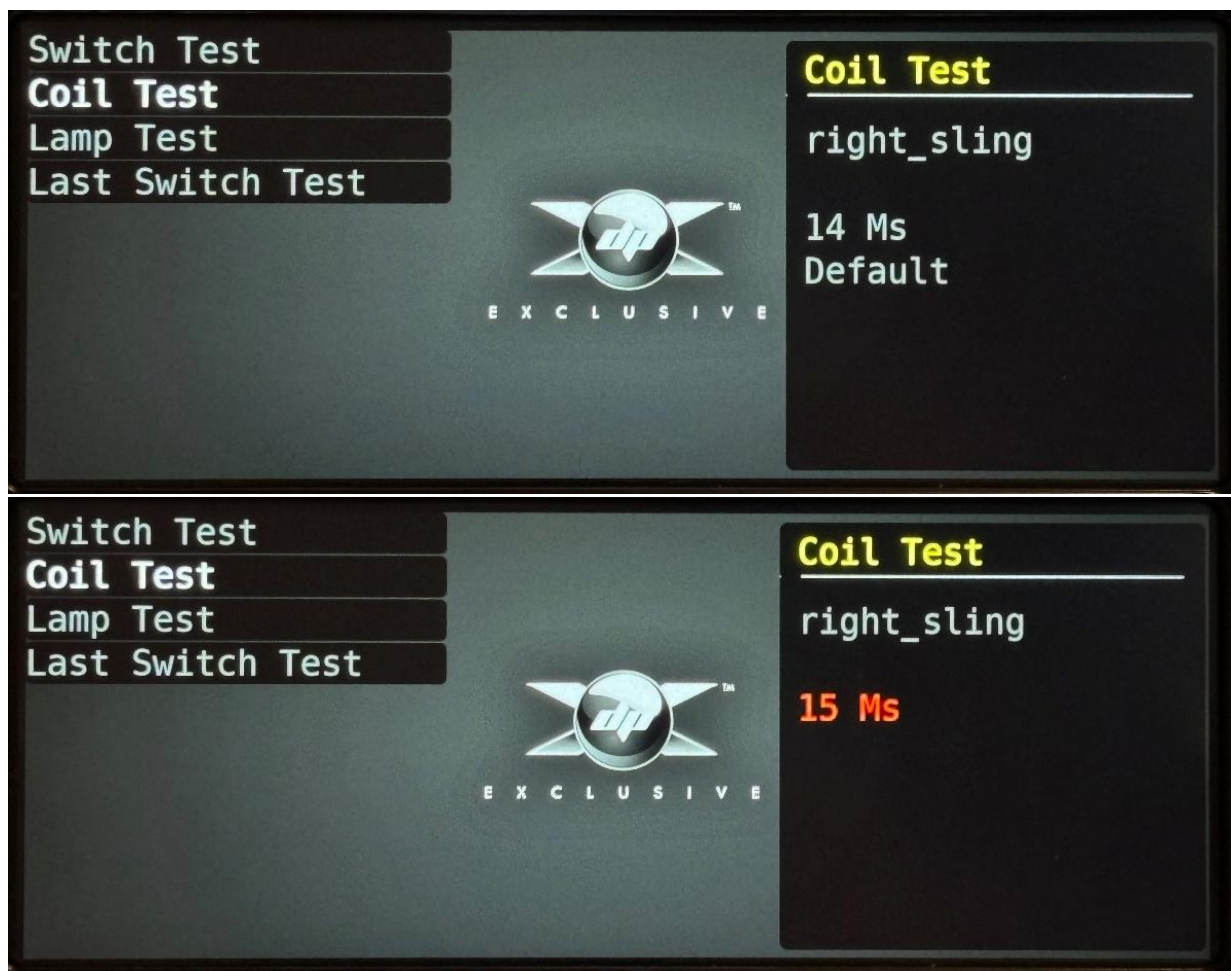
Coil test

Here, you can test and set the strength of each coil independently.

Select the coil you want to change with the + - buttons and increase power (longer time) or decrease power (shorter time) with the flipperbuttons to get the desired strength.

Typically, these values do not have to be adjusted. When you feel the need to adjust them, make sure you are not increasing the strength to overcome a mechanical issue. The solution is then to fix the mechanical issue, not to increase the strength.

The Right Sling (set at 14 ms in this example) is the one needing adjustment in this example. You decrease the value by pushing the left flipperbutton and increase it with the right flipperbutton. Once you put in a value different as the Factory default setting it will color Red.



Lamp test

In this menu you can test each led individually. If you push the START button in this test all Leds will light up. If you now push a flipperbutton you can select a different color. In this way you can check quickly if all leds do what they should do



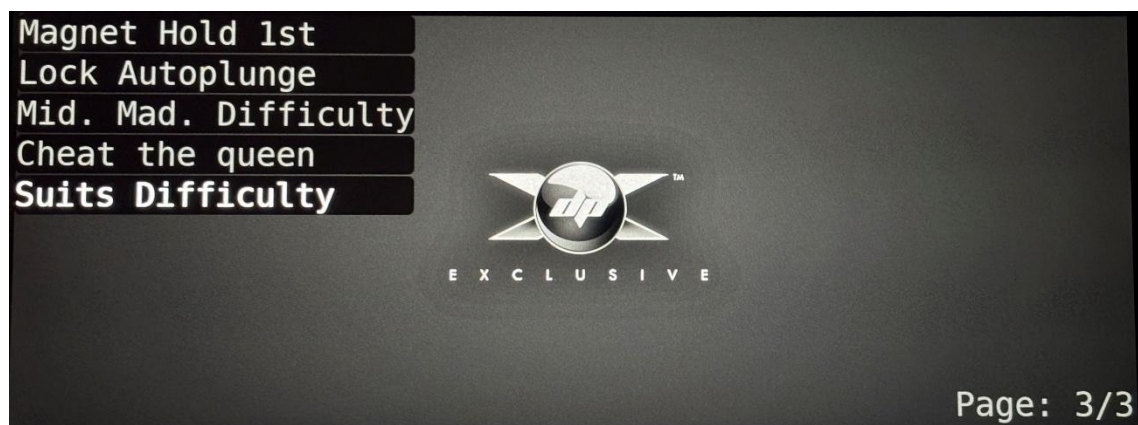
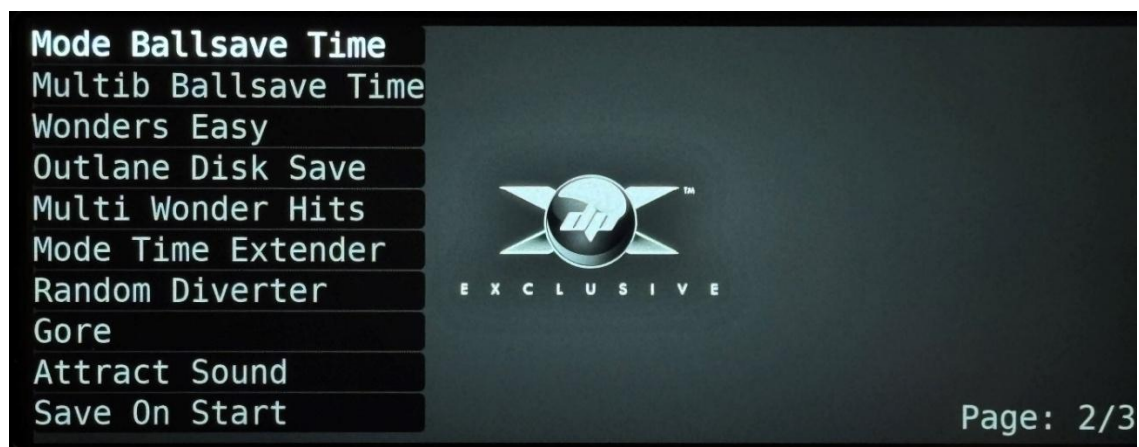
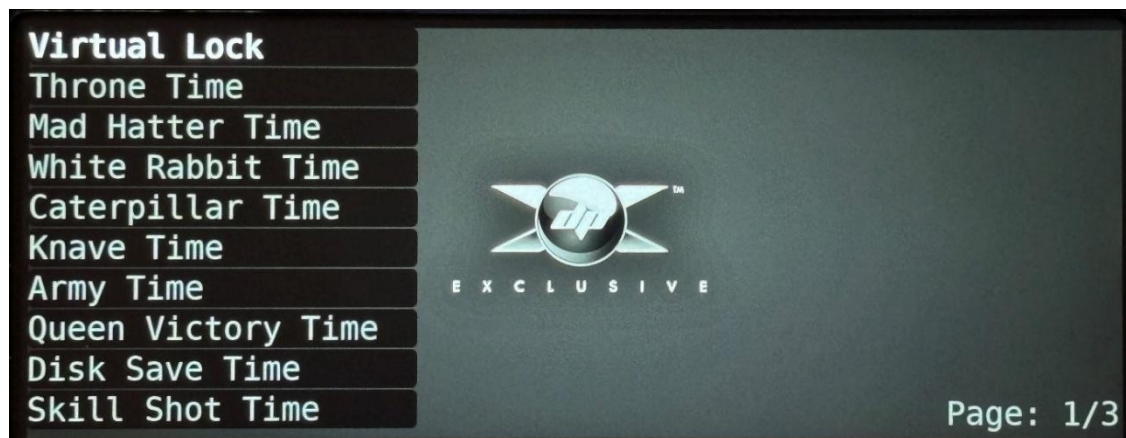
Last Switch Test

In this menu the last active switch will be shown. Advice is here to have the interlock switch at the coindoor not activated otherwise this will constantly show on this test and make an audible sound



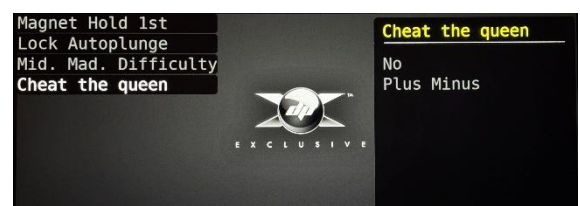
Rules menu

In this menu you can all game settings to your liking and make it more difficult or easier to play.



Want to play the final wizard?

Cheat the Queen makes it possible to play the final wizard without having reached all it's goals. If you put it on Yes shooting the ball in the scoop will start the Final wizard. After having played it setting will be automatically set to No.



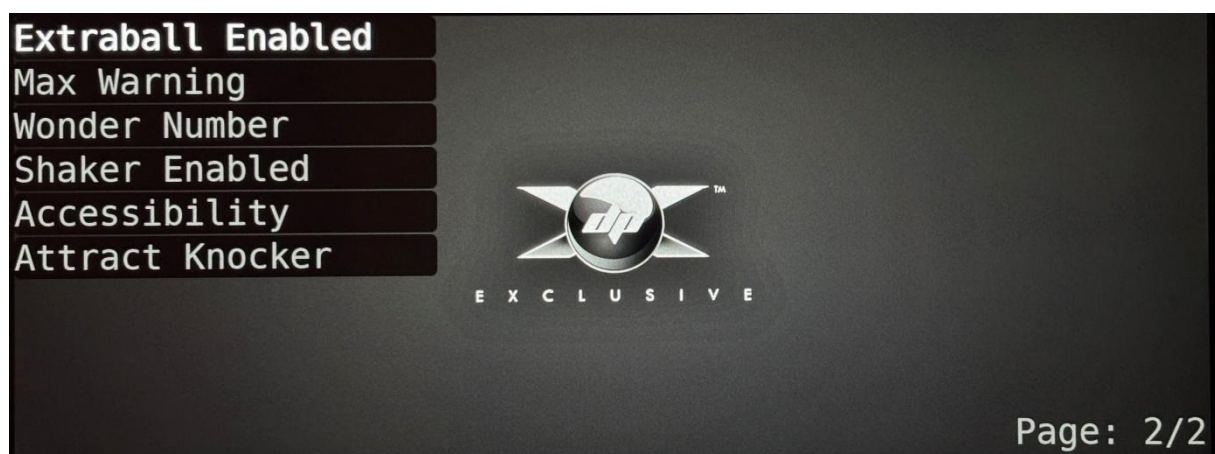
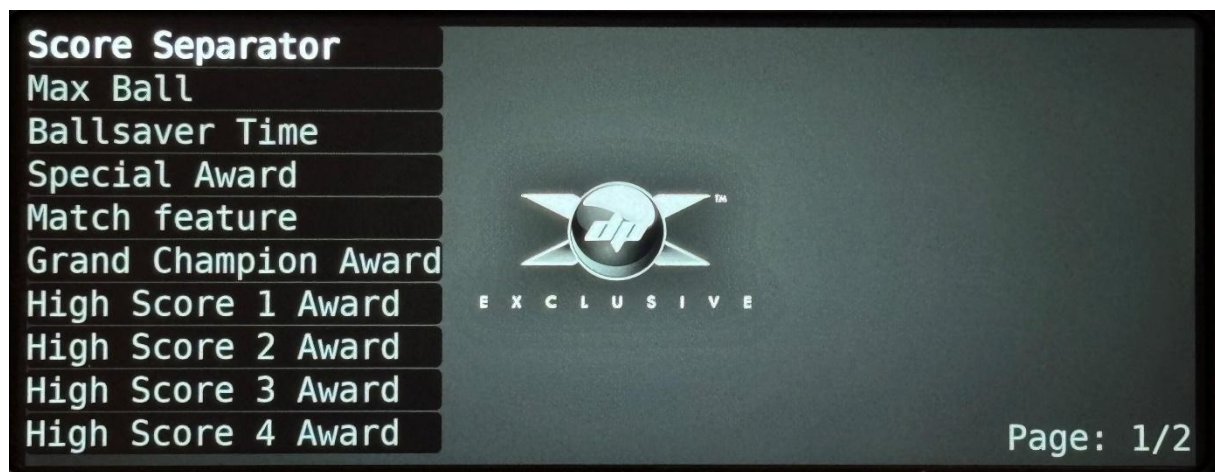
This option may only be used **twice per hour** due to the long play duration on the MPF and magnet core heating/cooling cycle.

Using it more than twice per hour will create a log entry on the hard drive. **Any resulting damage to magnets or the playfield due to overheating is at the user's own risk.** This option is just present to give everybody the possibility to experience this mode. In real gameplay it is impossible to play this mode more than twice per hour so possible overheating is no issue.

Adjustment menu

In this menu a number of general game adjustments can be made like ballsave time, how many balls can be played per game, etc.

Also, a knocker-based attract mode callout has been added here. This feature can be toggled ON/OFF (default: ON).



Wonder Number

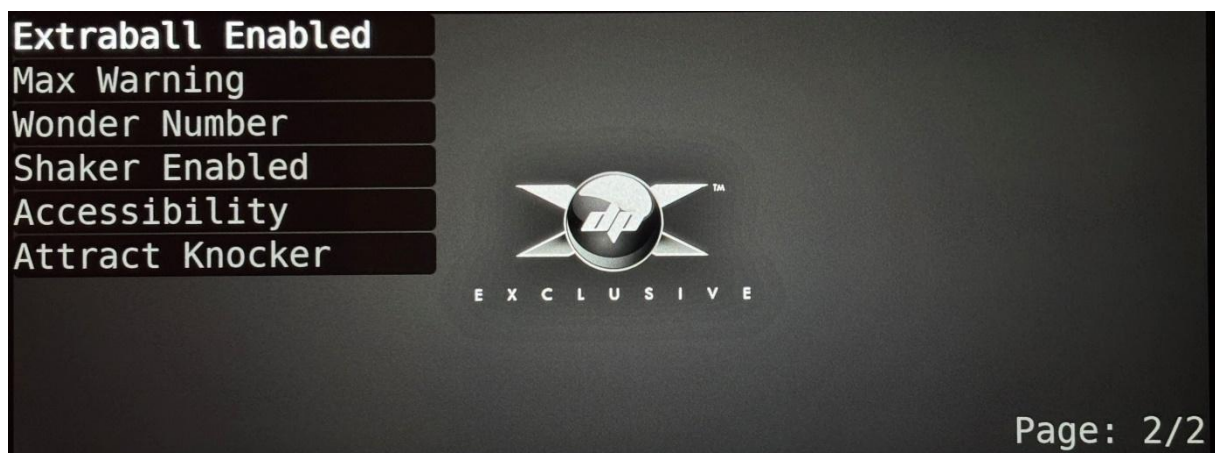
Also, Each Alice has an unique number assigned to it. This is visible for instance on the apron cards which came with your Alice and is also the serialnumber of your Alice.

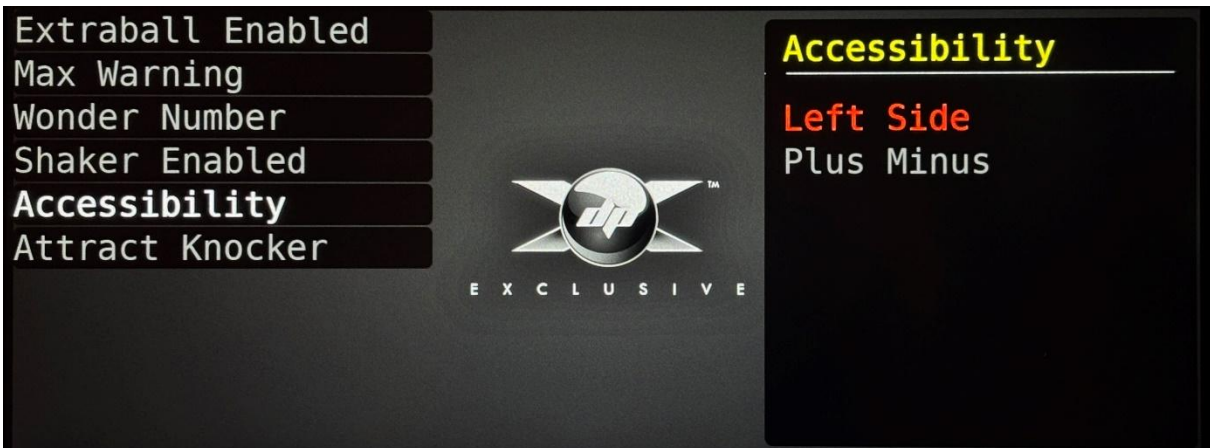
Its however also possible to have this number shown on the Watch display. This number is usually already set in the factory but here you can also do it yourself. This setting is on page 2/2. If you put the number on 0 there will be no number shown during Attract mode.



Accessibility

Accessibility is a new one-handed play mode is now available! Choose between OFF, left-side or right-side flipper buttons in the menu for a more accessible experience. This feature makes Alice more accessible for people with limited use of one arm. Please do note that the Safe/Swirl motors will not work anymore when this is activated.





Led Menu

Here you can adjust the strength of the Leds to your liking. The Leds are divided in 3 categories which can each be adjust independent from each other.



Sound Menu

Here you can adjust the volume of each type of sound to your liking. The sounds are divided in 4 categories which can each be adjust independent from each other.



Audits menu

In this menu, you can see for example how many times Alice is played, how many times a certain coil was activated, etc.



Utilities menu

In this menu, you can see set all setting back to how they were set at the factory, clear Audits and reset Highscore.

If you do a reset your Wonder number will be erased as well. For how-to install again see section starting page 18



Pricing Menu

Also, the menu of your Alice offers some functionality regarding using it on coin-op.

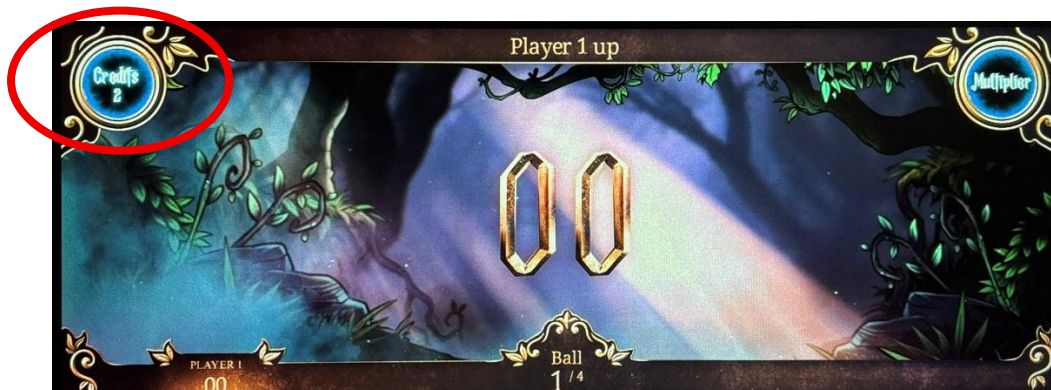
Go into the Menu and select Pricing

In this menu, you can set everything which has something to do with how much it will cost to play a game (or set Free play) and to set the percentage of Free plays awarded to players for matching the last 2 digits of their score to the random number drawn after the game ends.

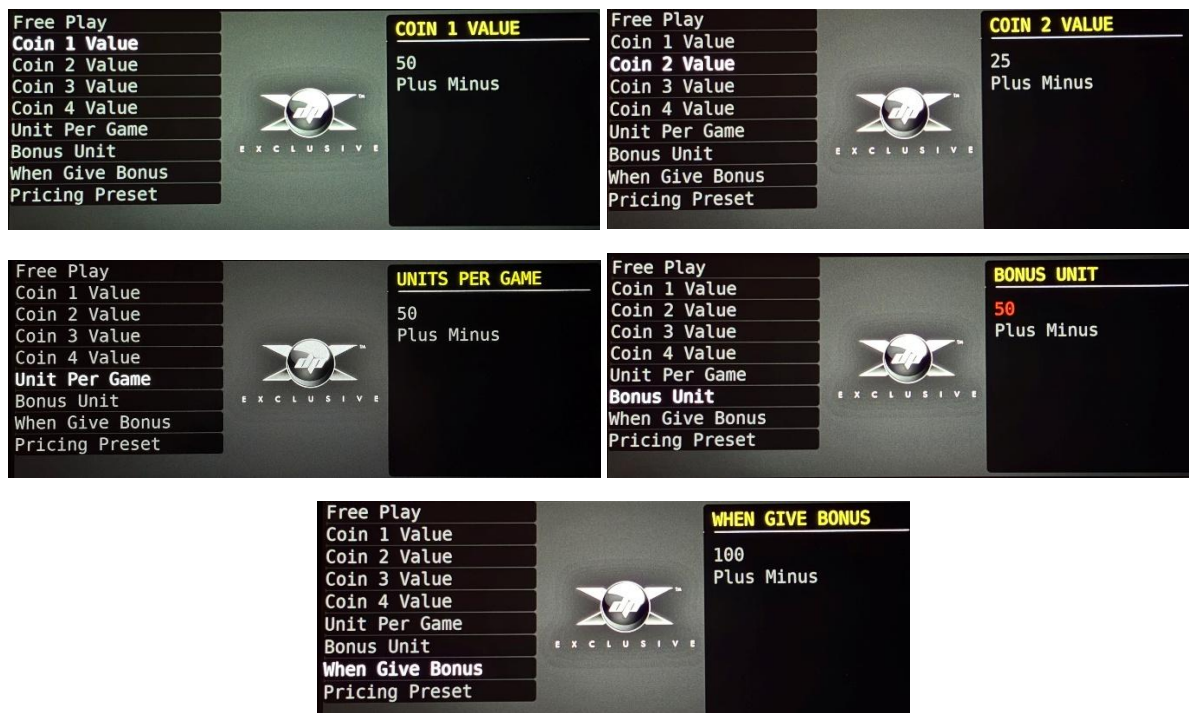


As follows:

- Free Play. Select Yes to set the game in Free Play mode. Select No to make it coin operated.
- Coin 1-2-3-4 Value. Here you can set how many units are needed for a game. Alice has 2 coin slots. Coinslot 1 is the most right one, Coinslot 2 is the most left one.
- Unit Per Game. Number of Units needed for one Game.
- Bonus unit. Is how much units do you get as a bonus.
- When Give Bonus. Here you can set with how many units customer gets an extra game. As an example, 1 Dollar = 1 Game ; 2 Dollars = 3 Games
- Pricing Preset. Presets depending on country. Typically, this is set on Custom.

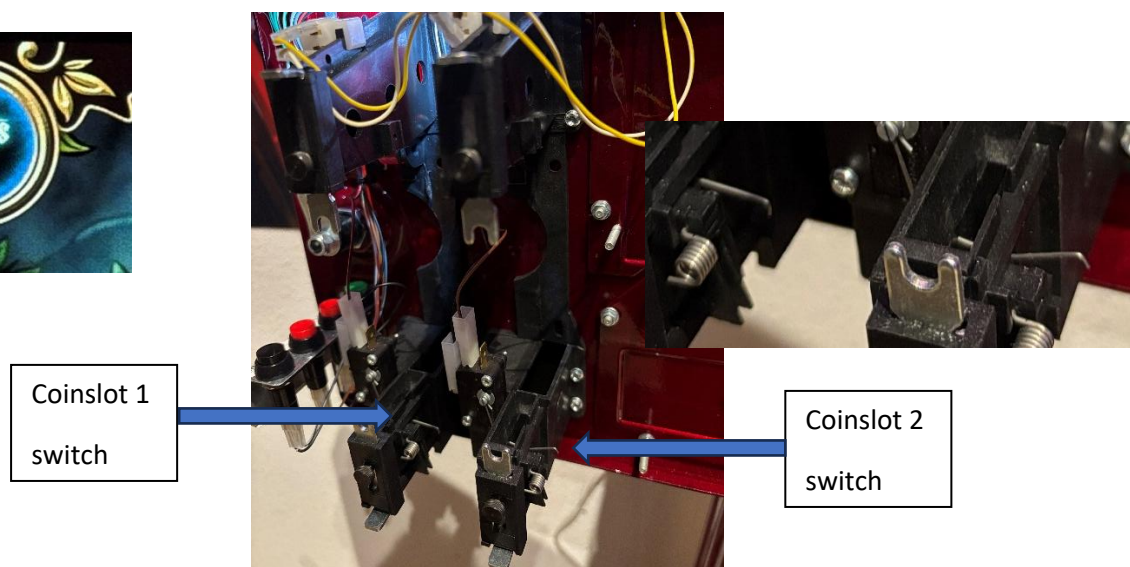
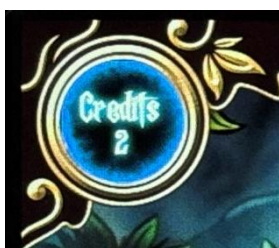


Example Coin-op use



In this example:

- Units per game needed: 50
- Coin 1 value is 50 so if the switch in Coinslot 1 is activated this gives you 50 units = 1 game.
- Coin 2 value is 25 so if the switch in Coinslot 2 is activated this gives you 25 units = 1/2 game. Thus, 2 times a coindrop in Coinslot 2 are needed for 1 game
- When give bonus? In this example when 100 units is reached. So, 2 coindrops in Coinslot 1 makes 100 units and gives you thus a bonus
- How much bonus is mentioned in Bonus Unit. In this case the bonus = 50 units which makes in this example 1 extra game. So, 2 coindrops in Coinslot 1 = 3 games



Software Menu



Delta update instructions:

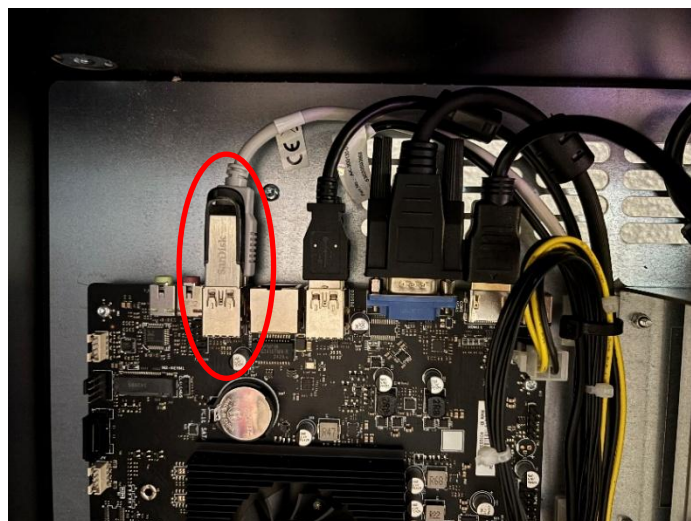
- The here described method is only applicable for so-called Delta updates (which are Zip-files). If you download an image (IMG-file) it is a full image install. For detailed instruction how-to please see the "[Technical Support AAIW FAQ Manual](#)", section: Restore SSD using USB image auto installer
- Download the .zip file of update X.XX (without renaming the file and without extracting the zip - some browsers (like Safari) have a setting to do this automatically, so disable that if needed). When using a MAC using Chrome is recommended.

*We have also noted that when an older USB2.0 stick is used, the update is **much faster** when USB stick is **exFAT** formatted (and not the usual FAT)*

Software is downloadable from

https://www.dutchpinball.com/alices_adventures_in_wonderland_software

- Copy the .zip file to the root of a USB stick (meaning **not** in a subfolder).
- Insert the USB stick in a free USB-port



- Enter the Service Menu and go down to "Software".
- Now you should see update X.XX listed.
- Push the Start button and update will start
- The game will restart using version X.XX.

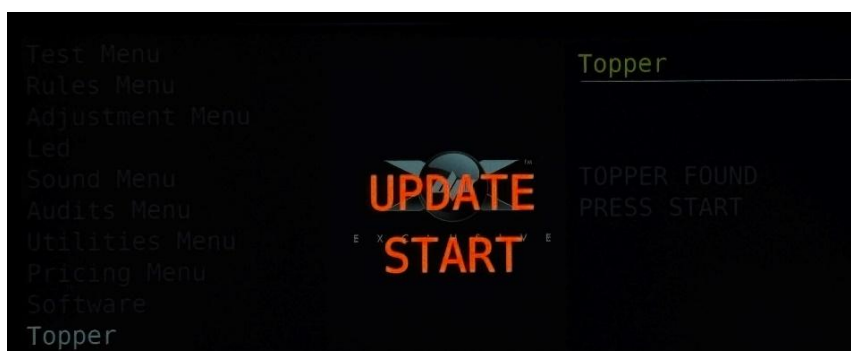
Topper Menu

Here you can flash the PCB in the topper with latest version firmware. Procedure is as follows:

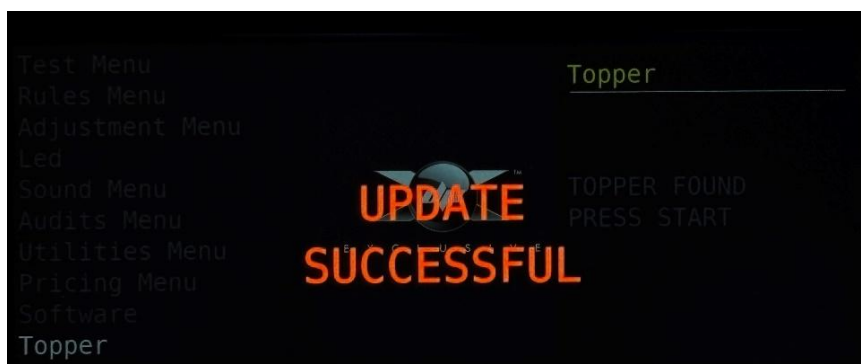
Select Topper



Press Start. Following screen will appear.



Wait (should take less than 1 minute) till below screen appears which tells you Update has been done successful



DONE