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Introduction

After a 10-year absence, Alice has once again tumbled down the rabbit hole into the zany, labyrinthine world of Underland, where nothing is as it seems. Only this time, she has found it ravaged by the Red Queen and her beastly guardian, the Jabberwocky.

Playing as five key members of the Underland Underground Resistance – the March Hare, the Mad Hatter, the White Rabbit, the Cheshire Cat and the Dormouse – it is up to you to help Alice save Underland from its dark fate by finding the famous Vorpal Sword and defeating the forces of evil.

Basic Controls

Actions	Control
Hit / Action	B Button
Call Alice	+ Button
Pause / Menu	1 Button
Map	2 Button
Manual Camera Control	+Control Pad
Alice Thread	- Button
Activate Ability	Z Button
Swap Character	C Button
Move	Control Stick
Jump / Dodge	A Button

Main Menu

In the Main Menu, you will find three options:

New Game – Start a new single-player or 2-player game.

Load Game – Load a saved game. The game will start at the previously saved spot.

Options – Adjust sound levels, switch language and turn subtitles on or off.

Saving the game: To save your game progress, approach a Saving Scroll and press the **B Button**. When prompted, select one of the five available save slots.

Navigating Underland

The Map – The map will help you find your way. To access it, press the **2 Button**. To zoom in, press the **B Button**. Holding the **A Button** will allow you to drag the map and re-position your view of it.

Doors – In the maze-like world of Underland, even doors are not what they seem. Some lead nowhere. Others lead back to the same spot. Still others can take you to new places in the game, such as the Round Hall, from where you can access different game sections.

Alice's Height – Shrink Alice with potion or grow Alice with cake to help her get past enemies and through special Alice doors.

Hazards – Beware! Underland is full of natural hazards, such as quick sand, that can severely harm your character.

Underland Characters

Play as members of the Underland Underground Revolution, a secret group dedicated to overthrowing the tyrannical Red Queen and her guardian, the Jabberwocky.

The White Rabbit – Alter time or slow your enemies. Point your **Wii Remote** at objects in the game. If they glow blue when you point at them, press and hold the **Z Button**, then rotate the **Wii Remote** clockwise or counterclockwise.

The March Hare – Use your mind to throw objects and enemies. If an object glows purple after pointing at it, press and hold the **Z Button**, then move the **Wii Remote** in the direction of the arrow on screen.

The Mad Hatter – The Mad Hatter can create optical illusions by lining up objects that glow orange when you point at them. Stand on a Mad Hatter Podium, which should have a glowing pillar of light coming out of it. Use the **Z Button** and **Wii Remote** pointer to change the camera's perspective and shift the image. The ability can also be used to shatter enemy's armor.

The Cheshire Cat – Turn yourself invisible by shaking the **Wii Remote**. Or, make invisible objects visible, and vice versa. To do so, press and hold the **Z Button** and shake the **Wii Remote** if an object glows green after pointing at it.

The Dormouse – Attack your enemies with deft swordsmanship and lightning-quick speed.

Underland Villains

Keep these enemies from dragging Alice into their red vortices.

Infantrymen – Don't underestimate these pike-carrying brawlers.

Crossbowmen – Watch out for their wicked distance attacks.

Fortress – They may hide behind enormous shields, but they're not cowards.

Sniffer – Don't let their special glove find Alice.

Tank – What they lack in speed, they make up for in strength.

Bosses – You'll need all your abilities and wits to defeat these powerful Underworld foes.

Hint: Fight quickly. You only have seconds before Alice disappears into the vortex.

Missions

Strange Garden – Learn the basic controls as you journey your way to the Mushroom Forest.

Mushroom Forest – Overcome the challenge of Alice doors.

Bandersnatch – Defeat the Red Queen's guardian and discover Alice's true destiny from Absolem.

Tulgey Wood – Find your way out of the battle-ravaged forest.

The Cabin – Escape this maze-like cabin.

Hightopps Land – Use all your abilities to cross this hostile and desolate land.

Red Desert – Beware of the natural elements that seek to hinder you.

Outside Salazen Grum – Penetrate the castle of Salazen Grum.

Salazen Grum – Find the Vorpall Sword.

Escape from Salazen Grum – Conquer Stayne and escape from the castle.

Flight to Marmoreal – Make your way to Marmoreal.

Marmoreal – Meet with the White Queen to prepare yourself for the final battle.

Quest for the Armor – Retrieve the lost armor.

The Final Battle– Defeat the Jabberwocky.

Collectibles and Upgrades

These collectibles will help you succeed in Underland:

Hearts – Hearts restore one (1) full life point to your heart meter.

Chess Pieces – These collectibles work in combination with Impossible Ideas to help you unlock and purchase upgrades.

Impossible Ideas – Find these along with Chess Pieces to purchase specific upgrades from the shop.

Health

You have four (4) life points, each represented with a heart on your heart meter. Upgrade to eight (8) life points by finding the life gauge upgrade!

Receiving damage from an enemy or a hazard reduces your life points.

Losing all of your life points temporarily stuns your character, but does not end the game.

The game only ends when enemies capture Alice and drag her into a vortex.

Cooperative Gameplay

Disney Alice in Wonderland can be played in one- or two-player mode. To switch modes during the game, press the **1 Button**. After enabling the 2-player mode, the second player can control another character. Both players have their own life points.

For the latest news on the game, go to **AliceVideoGame.com**.

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