

ALICE

MADNESS RETURNS™

MANUAL

TABLE OF CONTENTS

GAMEPLAY CONTROLS	3
GAME SCREEN	7
THE FIGHT IN WONDERLAND	8
ABILITIES	12
WONDERS OF WONDERLAND	14
MAIN MENU	18
GENERAL TIPS AND TRICKS	20

GAMEPLAY CONTROLS

DEFAULT CONTROLS

Move up/down/left/right	W/S/A/D
Look/Aim	Mouse
Aiming mode (available in Wonderland only) / First Person Camera mode (available in London only)	T
Shrink	CTRL
Focus on target	CAPS LOCK (press once to activate and press a second time to turn off)
Change focused target	TAB
Dodge	SHIFT
Clockwork Bomb	Q
Jump/Float	SPACEBAR (hold to float)

GAMEPLAY CONTROLS

DEFAULT CONTROLS

Use melee weapon	Left-click
Use ranged weapon	Right-click
Toggle melee weapons	R
Toggle ranged weapons	Mouse wheel
Hysteria (when health is low)	ENTER
Umbrella block	E
Point of interest (camera)/ Interact	C
Pause menu	ESC

GAMEPLAY CONTROLS

HMS GRYPHON CONTROLS

Move up/down/left/right	W/S/A/D
Fire cannon	Left-click
Fire depth charge	Right-click

TIP: TO CLEAR A SAFE PATH FOR THE SHIP, LINE UP THE *HMS GRYPHON* SO A SINGLE CANNON SHOT MAY HIT AS MANY ENEMIES AS POSSIBLE.

SHADOW PATH CONTROLS

Move left/right	A/D
Jump/Float	SPACEBAR (hold to float)
Shrink	CTRL
Interact	C

GAMEPLAY CONTROLS

GIANT ALICE CONTROLS

Move up/down/left/right	W/S/A/D
Look/Aim	Mouse
Stomp	Right-click
Swipe	Left-click

TIP: MAINTAIN MOMENTUM! STANDING STILL FOR TOO LONG MAY CAUSE ALICE TO LOSE HER HEAD.

OFF WITH HER HEAD CONTROLS

Move up/down/left/right	W/S/A/D
Look/Aim	Mouse
Charge cannons	SPACEBAR

TIP: SOME DIFFICULT-TO-REACH PLACES REQUIRE AN EXTRA BOOST FROM AN EXPLOSIVE SOURCE.

GAME SCREEN

Health meter

Focus target



Alice

THE FIGHT IN WONDERLAND

WONDERLAND WEAPONRY

Over the course of Alice's journey, you must pick up two melee weapons, two ranged weapons, and one explosive device. Press **R** to toggle between melee weapons.

➤ **Vorpal Blade**

Left-click to swing the Vorpal Blade, the swiftest of the weapons. Repeatedly swinging creates a deadly combo.

THE FIGHT IN WONDERLAND

➤ **Pepper Grinder**

Fire painful blasts of pepper on your enemies from a safe distance. Right-click and hold to fire a continuous burst; if you hold for too long, your grinder temporarily overheats and won't fire.

TIP: NOT ONLY DOES IT DESTROY ENEMIES, THE PEPPER GRINDER IS ALSO GOOD FOR ACTIVATING SWITCHES (SEE *SWITCHES* ON P. 16).

➤ **Hobby Horse**

Left-click to swing the Hobby Horse. The heaviest of the melee weapons, the Hobby Horse is effective against the toughest of enemies.

TIP: THE HOBBY HORSE IS ALSO VERY EFFECTIVE WHEN USED IN CONJUNCTION WITH THE VORPAL BLADE.

THE FIGHT IN WONDERLAND

➤ **Clockwork Bomb**

Press **Q** to drop a bomb and then wait until its timer runs out and it explodes, or press **Q** again to trigger the explosion. The Clockwork Bomb can hold down a switch or distract nearby enemies, so toss one out when fighting a crowd.

➤ **Teapot Cannon**

The steam-powered Teapot Cannon fires an explosive splash of tea with a large blast radius to damage several enemies at once. Right-click to fire (and hold for a charged blast).

THE FIGHT IN WONDERLAND

UPGRADES

Every weapon can be upgraded three times. To upgrade your weapons, you need teeth (see *Teeth* on p. 15).

FOCUS

Prepare to fight several enemies simultaneously! Focus on your chosen enemy by pressing **CAPS LOCK**. Pressing **CAPS LOCK** a second time deactivates focus on a target. Focus is essential for accurately using ranged weapons, and switching targets while focused is as easy as pressing **TAB**. Learning when to focus on a tough enemy—and when not to—is key to mastering combat.

TIP: USE FOCUS FOR HARD-TO-REACH TARGETS, SUCH AS THE BOLTERFLY HIVE, AND TO TARGET ENEMIES' WEAK SPOTS FROM AFAR.

ABILITIES

JUMP AND FLOAT

Press **SPACEBAR** to jump. While Alice is in mid-air, gain extra height by pressing **SPACEBAR** again. If you press and hold **SPACEBAR** while Alice is in mid-air, she twirls and slowly floats downward.

TIP: WHEN ALICE IS FLOATING, RELEASE **SPACEBAR** AND QUICKLY PRESS **SPACEBAR** AGAIN TO GET AN ADDITIONAL BOOST. THE ADDITIONAL BOOST CAN BE REPEATED THREE TIMES.

DODGE

Escape enemy attacks and evade fast-moving obstacles by tapping **SHIFT** and press **W/S/A/D** to dodge in that direction. No focus is required!

TIP: REACH PLATFORMS A LITTLE EASIER BY DODGING AFTER A STRING OF JUMPS.

ABILITIES

SHRINK

By shrinking, Alice finds new clues and paths throughout Wonderland. If you get lost, shrink by pressing the left **CTRL** key and take a look around.

TIP: STUCK? LOOK FOR THE GRAFFITI CREATED BY THE INSANE CHILDREN. SANE HINTS ARE ON THE WALLS...

UMBRELLA BLOCK AND DEFLECT

Alice's umbrella is one of her primary means of defense. With the ability to block and deflect attacks, Alice's umbrella provides an invaluable tool for safe passage through Wonderland.

Press **E** to open the umbrella.

WONDERS OF WONDERLAND

Powerful and magical phenomena are scattered throughout Wonderland in obvious (and a few not-so-obvious) locations. Keep an eye peeled to find them in hidden spots and containers (and destroy the containers to reveal their contents).

MEMORIES

During your journey, look for memories. They help Alice piece together her past.

ROSES

Alice's health is represented by a bouquet of roses, so pick them up to replenish her health. Roses are found on defeated enemies.

WONDERS OF WONDERLAND

TEETH

Teeth are dropped when enemies are defeated throughout Wonderland, so pick them up and use them to upgrade your weapons.

BOTTLES

Wonderland is filled with hidden bottles. Finding bottles in a chapter unlocks bonus art, which may be viewed in the Extra Content menu.

TIP: FIND THESE RELICS FOR SPECIAL REWARDS BASED ON THE LOCALES AND CHARACTERS OF WONDERLAND.

SNOUTS

Shoot the elusive snouts with the Pepper Grinder in order to gain access to hidden areas. They are hidden all over Wonderland, so look high and low to find them.

WONDERS OF WONDERLAND

SWITCHES

Red clocks are present throughout Alice's adventures in Wonderland. Shoot them with your ranged weapons to activate many different items to help Alice along her way.

SHRINK FLOWERS

Shrink flowers offer clues for where to find secrets and hidden platforms, and they often give a reward when Alice shrinks inside them. It's almost as if they know the way...

WONDERS OF WONDERLAND

CHESHIRE CAT

Press **C** when you see the Cheshire Cat icon for him to appear. At specific locations, he offers guidance and/or assistance.

RADULA ROOMS

Radula rooms consist of Cheshire riddles, combat, and puzzles. They also contain pots of rose paint. Collect four pots to paint a new rose and increase Alice's health to the maximum level.

TIP: SOMETIMES TAKING THE PATH LESS TRAVELED IS THE KEY TO SUCCESS. EXPLORE ALTERNATE ROUTES TO DISCOVER THESE HIDDEN RADULA ROOMS, WHICH HOLD SPECIAL SURPRISES FOR ALICE.

AIR VENTS

Wonderland is filled with air vents. Jump into one and gain a boost in Alice's jumping ability.

MAIN MENU

Most of the main menu options are self-explanatory. Those needing more explanation are listed below.

CONFIGURATION

View the controls, adjust audio and video options, change in-game settings, and manage your save games.

VISUALS

For the best visual experience during your odyssey through Wonderland, adjust the gamma slider so the spade is barely visible.

AIM ASSIST

To change aiming configuration, select **INVERT VERTICAL LOOK** when starting a new game.

MAIN MENU

PROGRESS DRAWER

The Progress Drawer makes it easy to keep track of your progress. View the chapters you have completed, overall completion, memories recovered, snouts peppered, bottles collected, weapons found, and Radula rooms completed.

EQUIP

Visit the Equip screen to change Alice's dresses.

GENERAL TIPS AND TRICKS

- Charge the Teapot Cannon to scald multiple enemies with an explosive splash of boiling hot tea.
- A well-timed block with the umbrella gives enemies a real taste of their own medicine.
- Alice does significantly more damage in Hysteria mode. Try different weapon combos to make the most of the short duration.
- Those snouts are sometimes hidden in the most curious of places...

—END—