# Alice's Adventures in Wonderland Puzzle Book



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<sup>\*</sup>All pictures are original illustrations by John Tenniel.

# CHAPTER 1: DOWN THE RABBIT-HOLE

Alice has followed the White Rabbit down the rabbit-hole! Help her find her way to Wonderland so she can find out where the Rabbit is going.

# Chutes and Ladders with a Twist

Directions: Starting at the entrance to the rabbit-hole (100), help Alice find her way to the little locked door (1) by taking turns rolling the dice and moving down the rabbit-hole. Things in the rabbit-hole are strange, though. Some spaces will help Alice get to Wonderland faster, while others take her back up toward the real-world. The first person to make it through all the twists and turns to Wonderland wins!

Playing pieces: Play as either the White Rabbit or Alice as you make your way down the rabbit-hole! Cut out the famous John Tenniel illustrations from Chapter 1 below to use as playing pieces.



Materials: You need the two playing pieces above, dice (not included), and the playing board to help Alice start her journey.

Down the Rabbit-Hole

Starting at the entrance to the rabbit-hole, help Alice find her way to the little locked door to start her adventures in Wonderland!

100	99	98	97	96	95	94	93	92	91
				1					
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52 • •	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

# **CHAPTER 2: THE POOL OF TEARS**

Alice is so upset that she has cried herself into a pool of tears! The Mouse says that he will forgive her for talking about Dinah only if she can correctly measure out 6 ounces of water for him to drink.

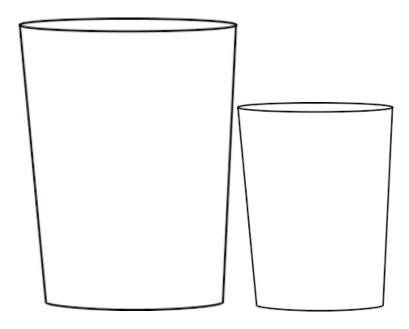
# Water, Water Everywhere, but Find Me 6 Cups to Drink

Puzzle: You have an unlimited supply of water from Alice's tears, a glass that holds 9 ounces of water, and a glass that holds 4 ounces of water. To get the Mouse to help you to the shore, you must accurately measure out 6 ounces of water into the bigger glass without estimating. How can you do this?

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#### Solution:

- 1. Fill the 9 oz. glass.
- 2. Transfer 4 oz. from that glass into the 4 oz. glass.
- 3. Empty the 4 oz. glass.
- 4. Transfer 4 more oz. from the 9 oz. glass to the 4 oz. glass.
- 5. Empty the 4 oz. glass again.
- 6. Transfer the remaining water from the 9 oz. glass into the 4 oz. glass.
- 7. Fill the 9 oz. glass again.
- 8. Empty as much as you can (3 oz.) into the 4 oz. glass.
- 9. You've done it! There are now 6 oz. in the bigger (9 oz.) glass.

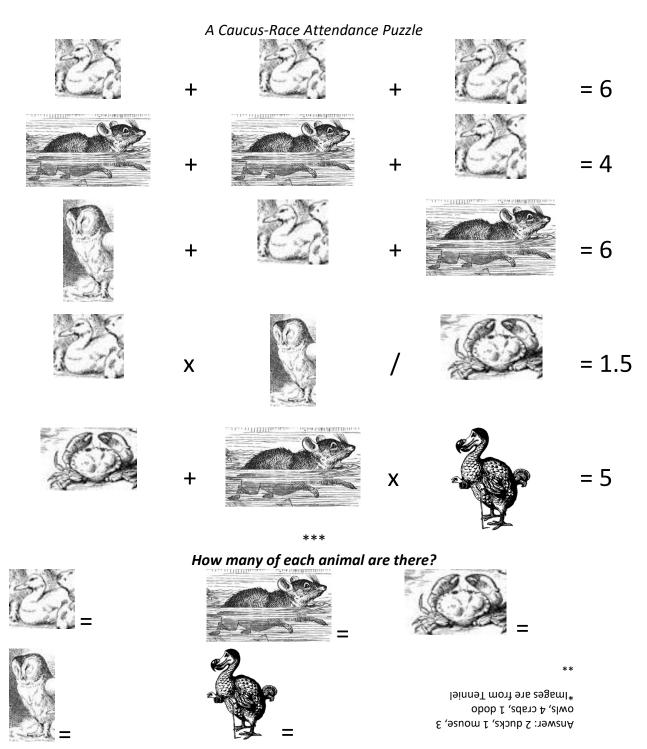


Original puzzle taken from:

http://thescienceexplorer.com/technology/can-you-solve-water-puzzle

# CHAPTER 3: A CAUCUS-RACE AND A LONG TALE

There are a lot of animals at the caucus-race. Alice wants to know how many of each animal are there, but she can't seem to get a straight answer out of anyone. The Dodo finally gives her a riddle to decode that will give her the number of each animal in attendance.



# CHAPTER 4: THE RABBIT SENDS IN A LITTLE BILL

Alice is stuck in the White Rabbit's house and he's extremely upset about it. The White Rabbit calls Bill the Lizard to help get Alice out of his house. The only problem is that Bill can't figure out whose house is whose. Using the following clues that Bill can remember about everyone's houses, help him find his way to the White Rabbit's house.

#### White Rabbit's House Puzzle

- 1. The Red Queen lives in the red house.
- 2. The White Rabbit is walking through the greenhouse.
- 3. The Mad Hatter drinks tea.
- 4. The green house is just to the left of the white house.
- 5. The owner of the green house drinks coffee.
- 6. The person who eats tarts is walking through the garden.
- 7. The owner of the yellow house eats mushrooms.
- 8. The person/creature in the center house drinks wine.
- 9. The Caterpillar lives in the first house.
- 10. The scone eater has a neighbor who is walking through the forest.
- 11. The person/creature who eats carrots drinks milk.
- 12. The person/creature who is walking past the long table lives next to the mushroom eater.
- 13. The Duchess eats soup.
- 14. The Caterpillar lives next to the blue house.
- 15. The scone eater has a neighbor who drinks water.



Which house belongs to the White Rabbit, and what is the order of the houses?

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Solution:

RED: Red Queen, wine, tarts, garden GREEN: Duchess, coffee, soup, shack

WHITE: White Rabbit, milk, carrot, greenhouse

BLUE: Mad Hatter, tea, scone, long table

YELLOW: Caterpillar, water, mushroom, forest

#### Original puzzle taken from:

Einstein's puzzle (https://www.amiq.com/consulting/2015/11/27/einstens-five-house-riddle-e-language-solution/)

#### **CHAPTER 5: ADVICE FROM A CATERPILLAR**

When Alice stumbles upon the Caterpillar, he can't stop talking in riddles. Solve the following riddles and plug in the corresponding letters to discover the effects that the mushrooms will have on Alice.

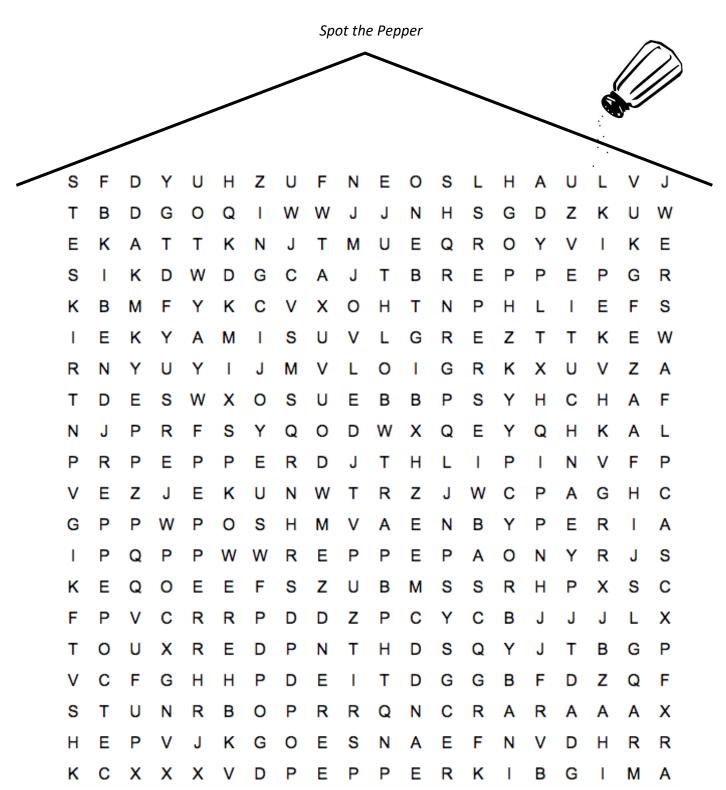
Riddles from a Caterpillar 1) Caterpillar: What kind of room has no doors or windows? 2) Caterpillar: What has 13 hearts but no other organs? 3) Caterpillar: What five-letter word becomes shorter when you add two letters to it? 4) Caterpillar: What travels the world while staying in the corner? 5) What building has the most stories? 6) What's tall when it's young and short when it's old? 7) What gets wetter as it dries? How do the mushrooms change Alice? They make her... Solution: (1) a mushroom (2) a deck of cards (3) short (4) a stamp (5) a library (6) a candle (7) a towel How do the mushrooms change Alice? They make her... TALLER AND SHORTER.

Riddles taken from:

http://brainden.com/logic-riddles.htm and https://www.rd.com/jokes/riddles/

# **CHAPTER 6: PIG AND PEPPER**

The cook is using too much pepper in the kitchen! Can you help Alice find all of the pepper in the house? The word pepper appears 10 times below.



# **CHAPTER 7: A MAD TEA-PARTY**

The Mad Hatter is really excited to celebrate his un-birthday with a tea party, but needs Alice's help to finish setting the table. Each number corresponds with a different part of the table setting (1=placemat, 2=teacup, 3=plate, 4=tea, etc.). Help Alice set the table by giving everyone 1 of each of the 9 items, but make sure there are no repeats!

# Mad Sudoku Tea-Party

Directions: Fill out the Sudoku table so that each row, column, and 3x3 square contain the numbers 1-9, but make sure that the same number does not appear more than once in the same row, column, or 3x3 square!

	8				3			
		9			4			
4	7		9			3	1	
6		5	2		7		8	
9				5				4
	4		6		1	5		2
	5	4			2		9	6
			4			2		
			1				5	

\_ . . . .

Solution:								
5	8	1	7	2	3	6	4	9
3	6	9	5	1	4	8	2	7
4	7	2	9	8	6	3	1	5
6	1	5	2	4	7	9	8	3
9	2	7	3	5	8	1	6	4
8	4	3	6	9	1	5	7	2
1	5	4	8	3	2	7	9	6
7	9	8	4	6	5	2	3	1
2	3	6	1	7	9	4	5	8

# **CHAPTER 8: THE QUEEN'S CROQUET GROUND**

Who's Who- Playing Card Edition

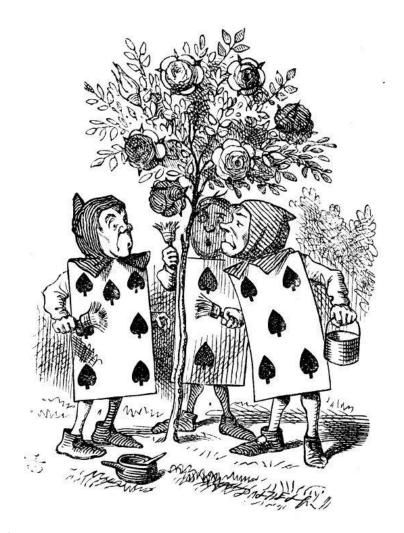
Alice walked into the Queen's garden to find three cards (Five, Seven, and Two). One of them is a gardener, one is a knight, and one is a painter for the Queen of Hearts. The gardener always tells the truth, the painter always lies, and the knight can either lie or tell the truth.

Five says: "Two is a knight."
Seven says: "Five is a gardener."
Two says: "I am the painter."

# Who is the gardener, who is the knight, and who is the painter?

Solution:

Five is a gardener, Seven is the painter, and Two is a knight.



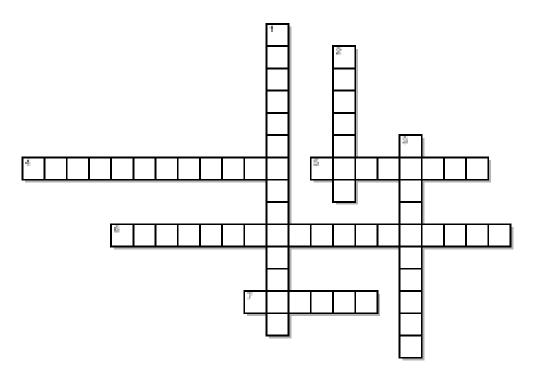
Original puzzle taken from:

Knights and Knaves Puzzle- https://www.mathsisfun.com/puzzles/knights-and-knaves-solution.html

# CHAPTER 9: THE MOCK TURTLE'S STORY

Alice is very interested in hearing the Mock Turtle's story. Can you find some of the main points from his story in the word search below?

# A Mock Turtle Crossword



# Across

- 4. The opposite of beautifying
- 5. He taught us
- 6. Reading and writing
- 7. They lessen from day to day

# Down

- 1. Based off the Liddell children's art teacher John Ruskin
- 2. Took Alice to visit his friend
- 3. Tells his story



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# Solution:

Across- (4) uglification (5) tortoise (6) reeling and writhing (7) lesson

Down- (1) drawling master (2) gryphon (3) mock turtle

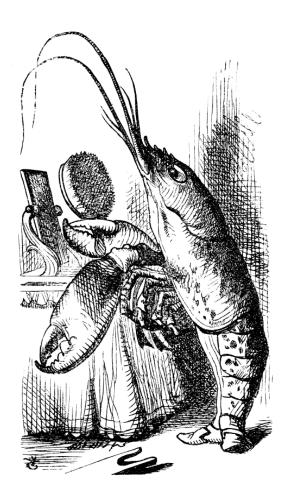
# CHAPTER 10: THE LOBSTER-QUADRILLE

The Mock Turtle tells Alice how to dance the Lobster-Quadrille. Help Alice solve the following riddle so both Lobsters can get across the sea-shore to their dance partners!

# Two Lobsters Cross the Sea-Shore Riddle

Two lobsters want to cross the sea-shore. The only way to get to the other side is by boat, but that boat can only take one lobster at a time. The boat cannot return on its own and there are no ropes to pull it back. Somehow, both lobsters manage to cross the sea-shore to get to their partners using the boat.

# How did the lobsters cross the sea-shore?



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#### Solution:

They don't start on the same side. The boys start on opposite sides of the sea-shore.

# Original riddle taken from:

Two Boys Cross a River Puzzle- https://www.mathsisfun.com/puzzles/two-boys-cross-a-river-solution.html

# CHAPTER 11: WHO STOLE THE TARTS? & CHAPTER 12: ALICE'S EVIDENCE

Alice's story ends with her waking up in her sister's lap. Help Alice tell the story of her adventures in Wonderland to her sister by filling in the blanks with the appropriate types of words.

# The Mad Retelling of Alice

Alice	(	down the	rabbit-hole into	)	. There, she
Aliceadverb	verb (past tense)			place	
had many	adventur	es and me	et a lot of new p	eople. After	
adjec	tive				verb (ending in -ing)
because she drank	from a bottle, Alice	verb (past	until sh	e was surro	unded by a pool
of Sh	e thenverb (past tens	in a c	aucus-race befo	oreadve	walking to
the White Rabbit's	nouse. Inside the ho	ouse, she	found a	labe	led "verb
me" and became ve	ery small. After leav	ing the Ra	abbit's house, A	lice ran into	the Caterpillar, who
gave heradje	advice. N	ext, Alice	came upon the	Duchess' ho	use. Inside, the
baby wasverb (end	, the Du	chess was	verb (ending in	, and t	the
cook was putting to	o much		in the soup! Alic	e quickly lef	t the house with
the baby, but it turi		imal	. After letting th	same anim	
upon the Cheshire (	verb (ending in –ing)	in a	noun	She asked h	im for directions,
and then stumbled	upon the Mad Hatt	er and Ma	arch Hare havin	g a tea party	. Alice stayed at the
party for awhile, bu		emotion	and left. Fin	ally, Alice fo	und her way into
the Queen's garder	. There, she found	number	gardeners	rb (ending in –ing)	the roses
•	The Queen got			at	a lot of different
color		adverb	Ve		
people in Wonderla	nd, and ordered th	em all to I	be executed. Th	ere was eve	n a trial about
missing tarts where	Alice was asked to	ver	in cour	t. Alice's adv	entures ended
when Alice hecame	fed up with the tria	al and eve	ntually woke ur	).	

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Dr. Bloom

HN 300-01

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# Alice's Adventures in Wonderland Project Reflection

When we first received information for this project, I had no idea what I wanted to do. It's such an open-ended assignment filled with endless possibilities. As we moved through the semesters, I realized just how many different types of logic puzzles are out there. We did so many in class that I had never heard of before. I loved being exposed to all of the different puzzles, even if I wasn't very good at finding the solutions right away. All of the riddles and puzzles we do in class are something I look forward to in class every week, so I started trying to think of possible project ideas that would relate to these puzzles.

The idea came to me one week after class when I was showing one of my roommates, Gwen, our latest puzzle. She loves figuring them out with me as a study break, so I always enjoy coming home and sharing the latest games with her. One night while we were working on puzzles, I started thinking about how easy it would be if I had a book of puzzles assembled to pull out and do with her. This was the inspiration for my project: The Alice's Adventures in Wonderland Puzzle Book.

I had a lot of fun making this puzzle book. It required a lot of research about the different types of puzzles available. Beyond that, though, I also had to find puzzles, games, or riddles that I could manipulate to relate to different aspects of Alice. This was one of the most difficult, yet most entertaining, parts of the project. I loved designing each page with my puzzles and different illustrations by John Tenniel. Each puzzle relates to a different chapter of Alice and whatever

adventures Alice was undergoing at the time. I combined chapters 11 and 12 because "Alice's Evidence" was a continuation of the trial from "Who Stole the Tarts?" I felt that using a Mad Libs I created myself was a good way to combine aspects from all of the chapters to tie together the puzzle book. Overall, I'm very happy with this puzzle book because it is something I can give to my friends as a fun activity while teaching them about Alice's Adventures in Wonderland.