# Alice's Adventures 

## in Wonderland

 Puzzle Book

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## Alice's Adventures in Wonderland Puzzle Book Table of Contents

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*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 rabbithole! 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-Fole

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


## 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?

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?

## 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

## 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?

Answer: $\qquad$
2) Caterpillar: What has 13 hearts but no other organs?

Answer: $\qquad$ $\overline{9}-$ --$-— \frac{-}{13}-$
3) Caterpillar: What five-letter word becomes shorter when you add two letters to it?

Answer: $\qquad$
4) Caterpillar: What travels the world while staying in the corner?

Answer: $\qquad$
5) What building has the most stories?

Answer:

6) What's tall when it's young and short when it's old?

Answer: $\qquad$
7) What gets wetter as it dries?

Answer:


How do the mushrooms change Alice? They make her...

$\qquad$

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.

## Spot the Pepper



E K $\quad \mathrm{A} \quad \mathrm{T} \quad \mathrm{T} \quad \mathrm{K} \quad \mathrm{N} \quad \mathrm{J} \quad \mathrm{T} \quad \mathrm{M} \quad \mathrm{U} \quad \mathrm{E} \quad \mathrm{Q} \quad \mathrm{R}$




 $\begin{array}{llllllllllllllllllll}N & J & P & R & F & S & Y & Q & O & D & W & X & Q & E & Y & Q & H & K & A & L\end{array}$ $P \quad R \quad P \quad E \quad P \quad P \quad E \quad R \quad D \quad J \quad T \quad H \quad L \quad I \quad P \quad I \quad N \quad V \quad F \quad P$
 G $\quad P \quad P \quad W \quad P \quad O \quad S \quad H \quad M \quad V \quad A \quad E \quad N \quad B \quad Y \quad P \quad E \quad R \quad I \quad A$





 H E P V J K G O E S N A E F N V D H R R


## 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 $3 \times 3$ 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 $3 \times 3$ square!


## 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


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?


## 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 $\qquad$ $\overline{\text { verb (past tense) }}$ down the rabbit-hole into $\qquad$ . There, she adventures and met a lot of new people. After $\qquad$
had many $\qquad$ because she drank from a bottle, Alice $\qquad$ until she was surrounded by a pool verb (past tense)
of $\qquad$ . She then $\qquad$ in a caucus-race before $\qquad$ walking to
the White Rabbit's house. Inside the house, she found a $\qquad$ labeled " $\qquad$ me" and became very small. After leaving the Rabbit's house, Alice ran into the Caterpillar, who gave her $\qquad$ advice. Next, Alice came upon the Duchess' house. Inside, the adjective , the Duchess was $\qquad$ , and the
baby was $\qquad$ verb (ending in -ing) r cook was putting too much $\qquad$ in the soup! Alice quickly left the house with the baby, but it turned into a(n) $\qquad$ . After letting the $\qquad$ go, she came upon the Cheshire Cat $\qquad$ in a $\qquad$ . She asked him for directions, and then stumbled upon the Mad Hatter and March Hare having a tea party. Alice stayed at the party for awhile, but got rather $\qquad$ and left. Finally, Alice found her way into emotion the Queen's garden. There, she found $\qquad$ gardeners $\qquad$ the roses
$\qquad$ . The Queen got $\qquad$
$\qquad$ at a lot of different people in Wonderland, and ordered them all to be executed. There was even a trial about missing tarts where Alice was asked to $\qquad$ in court. Alice's adventures ended when Alice became fed up with the trial and eventually woke up.

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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.

