*EA*sy Install Guide – Your Guide to Trouble Free Gaming!

Electronic Help file

Your game includes an electronic help file to help solve any problems you might have running your game. You ask the questions – it provides the answers. The help file can be accessed from the Windows Start Bar in the same group as your game. The help file also includes 'InfoPro' – a diagnostic tool that helps you, or Sold Out Software Technical Support staff diagnose the problem you're having. Refer to the *Still stuck? Give us a call* section on p. 22 for more information.

Glossary of Terms

If you do not understand any of the terms listed in this document you will find a glossary in the menu bar of the Electronic Help file to help you.

CONTENTS

System Requirements

Minimum Configuration

- Windows® 95, Windows 98 or Windows ME (Windows 2000 and Windows NT are not supported)
- 400 MHz AMD® K6-2™, Intel® Pentium® II processor
- 64 MB RAM
- 4x CD-ROM/DVD-ROM
- 600 MB free hard disc space, plus space for saved games (additional space required for Windows swap-file and DirectX installation)
- 16 MB OpenGL capable video card with DirectX 7 compatible driver
- DirectX 7 compatible sound card
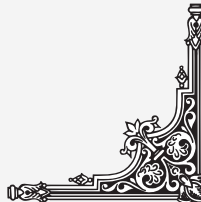- Keyboard
- Mouse

Recommended Configuration

- 500 MHz or faster AMD Athlon™ or Intel Pentium III processor
- 128 MB RAM
- 8x or faster CD-ROM/DVD-ROM drive using 32-bit Windows driver
- 620 MB free hard disc space, plus space for saved games (additional space required for Windows swap-file and DirectX installation)
- 32 MB or greater OpenGL capable video card with DirectX 7 compatible driver

Clean Up Your System before Running the Game

Before you install any software, it is critical that your hard drive be in proper working order. We recommend that you perform regular "house keeping" by running ScanDisk and Disk Defragmenter.

- **ScanDisk** searches your hard drive for any lost data.
- **Disk Defragmenter** ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

1. To run ScanDisk, click on the START button from the Taskbar.
2. From the Start menu, select RUN.
3. In the *Run* dialog box, type **scandisk** and click OK.
4. Once the program starts, ensure that you have selected THOROUGH in *the Type of test* section. The process will take a while to complete but the results are well worth the time invested. Make sure there is a check mark in the AUTOMATICALLY FIX ERRORS box and select the hard drive you are installing the game to (e.g., C:).
5. Once everything is set up correctly, click START to have the program scan the drive and correct any errors.
6. Next, run Disk Defragmenter. Click START from the Taskbar.
7. From the Start menu, select RUN.
8. In the *Run* dialog box, type **defrag** and click OK.
9. As with ScanDisk, select the drive you are installing the game to and click OK**.** This process will also take some time, but is again worth the effort to ensure a trouble free installation of your game.
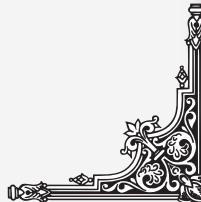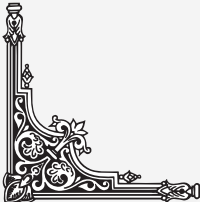
What is DirectX™?

Read this section completely before playing *American McGee's Alice* or installing DirectX.

DirectX is part of Windows® 95 and 98. It allows Windows to access certain parts of your PC at high speed, to allow you to run today's games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies. *American McGee's Alice* requires DirectX 7.0a, which is included on the game disc for you to install if necessary.

In order to operate correctly, DirectX may need to update the software drivers for your video card, sound card, or 3D accelerator. Using drivers that do not have DirectX 7.0a support may result in display or audio problems in *American McGee's Alice*.

During the installation of DirectX 7.0a, your video card, sound card and 3D accelerator card drivers will be checked for compatibility. If possible, the DirectX 7.0a installer will update any incompatible drivers automatically. However, if you have a very new piece of hardware in your system, or a lesser-known model, you may need to contact the manufacturer of the component for the latest software drivers with DirectX 7.0a support.

Important Note: During the installation of DirectX 7.0a, the Setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the Setup program warns you accordingly. We recommend you abide by these warnings.

How do I install DirectX 7.0a?

When you install *American McGee's Alice*, your system will be scanned for DirectX. If the correct version is not detected, you will be prompted to install DirectX 7.0a from the *American McGee's Alice* CD. We recommend you follow the advice given by the *Setup* program.

If you want to install DirectX 7.0a **after** installing *American McGee's Alice*:

1. Click START on your Windows taskbar, highlight FIND and click FILES OR FOLDERS.

2. In the NAMED box, type **dxsetup**

3. Ensure the LOOK IN box is set to the drive letter of your CD-ROM (e.g. D:) drive, then click FIND NOW.

4. When the file appears, double click on the **dxsetup** icon in the *Name* column.

5. When the *DXSetup* window appears, click **Reinstall DirectX** to complete the process.

Check your system!

To check if your computer fully supports DirectX 7.0a, run the DirectX Diagnostics Tool after installing DirectX7.0a.

1. Click START on your Windows taskbar. Then click RUN**.**

2. From the *Run* dialog box, type **dxdiag** then click OK.

The DirectX Diagnostics Tool gives you information on your video card, sound card and 3D accelerator card drivers.

- To check your video card drivers, click on the DISPLAY tab or the DISPLAY 1 tab if you have one.
- To check your sound card drivers, click on the SOUND tab.
- Some 3D accelerators have their own tab, called DISPLAY 2, so you may need to check this also.

On each of these screens, the *Drivers* section tells you if Microsoft has certified your driver as supporting DirectX 7.0a.

- If your driver is reported as 'Certified: Yes' your device has DirectX 7.0a support and should work properly with *American McGee's Alice*.
- If your driver is reported as 'Certified: No' your device does not have DirectX 7.0a support and you may experience problems running *American McGee's Alice*. Please consult the notes section at the bottom of the DirectX Diagnostic Tool window.
- Windows 98 users may also consult the TROUBLESHOOT button, accessed from the MORE HELP tab. Normally, updated drivers that support DirectX7.0a will be available from the manufacturer of the device in question, which will allow you to play *American McGee's Alice* without any problems. In this case, we suggest you contact the manufacturer of the device, and request the latest DirectX 7.0a compatible drivers. These are normally available free of charge from the manufacturer's web-site, or via their technical support help-line.

DirectX Notes

American McGee's Alice™ uses the DirectX 7 API (the latest iteration of DirectX at the time of release) and includes DirectX 7 files which you can install.

Installing the Game

To install *American McGee's Alice*:

1. Start the Windows operating system.

2. Insert the *American McGee's Alice* **Disc 1** into your CD drive. The Game Setup screen appears.

Note: If the Game Setup screen does not appear automatically, click the *START* button on your Windows taskbar, then click *RUN*…. At the Run dialog box, type D:\Setup.Now.exe, then click OK. The Game Setup screen appears. (Substitute the appropriate drive if other than "D:".)

3. To begin installing, click INSTALL GAME. The Welcome screen appears.
4. Click NEXT. When prompted, enter the registration number, then proceed to the Choose Destination Locations screen.
• The default install directory is **C:\Program Files\EA GAMES\American McGee's Alice**. To choose a different destination directory, click BROWSE…, select the desired directory, then click NEXT. The Setup Type screen appears.
5. Select TYPICAL or LOW MEMORY (64 MB RAM). Click NEXT. The Select Program Folder screen appears.
6. Choose the destination folder in which you want *American McGee's Alice* to appear in the START menu, then click NEXT. After you decide whether or not to add a shortcut to your desktop, *American McGee's Alice* is copied to your hard drive.
• This process takes a few minutes—it's a good time to read the Casebook that accompanies the game and get familiar with the *Alice* story or review the gameplay section of this manual to get familiar with how to play in Wonderland.
7. When prompted for Disc 2, insert *American McGee's AliceAlice* **Disc 2**, then click OK. The install process completes.
8. When the installation process has ended, the Completion screen appears, click FINISH. You're ready to enter Wonderland (see *Starting the Game* on p. 9).

8

Uninstalling/re-installing the Game

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

To uninstall *American McGee's Alice*:
1. Start the Windows operating system.
2. Insert *American McGee's Alice* **Disc 1** in your CD drive. The Setup screen appears.

Note: If the Setup screen does not automatically appear, click the *START* button on your Windows taskbar, then click *RUN*…. At the Run dialog box, type D:\autoplay, then click *OK*. The Setup screen appears. (Substitute the appropriate drive if other than "D:".)
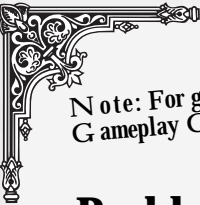
3. Click UNINSTALL ALICE to uninstall the game.

To re-install *American McGee's Alice*:
• After uninstalling the game, follow the steps listed in *Installing the Game* on p.7 to re-install *American McGee's Alice*.

Starting the Game

To start *American McGee's Alice*:
1. Start the Windows operating system.
2. Insert *American McGee's Alice* **Disc 2** in your CD drive.
3. Click the START button on your Windows taskbar, then select **Programs>EA GAMES>American McGee's Alice>American McGee's Alice**. After the EA GAMES screen displays, the Main menu appears. (see *Main Menu* on p. 18)

9

Problems with Your Software?

If you are having a problem installing or using your software, we want to help.
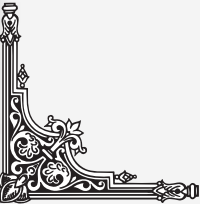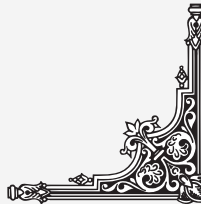
- Please make sure you have thoroughly read the *System Requirements* and *Installing the Game* sections. It is essential that your system meets the Minimum Configuration requirements for the game.

If you followed the directions and are still having trouble installing or operating the software, below are some troubleshooting tips that might help solve the problem.

CD Problems

A 4x-speed or faster CD-ROM drive is required to run *American McGee's Alice*.

Receive "File not found" error message when installing or running the game

- Make sure the appropriate CD is in the CD drive. A CD must be in the drive to install or run the game.
- Make sure the CD is not scratched or damaged.

CD-ROM Performance Problems

- Make sure you are using a 32-bit native Windows driver to control your CD-ROM drive. To verify that you are using 32-bit CD-ROM drivers:
- Click **Start>Settings>Control Panel**.
- From the Control Panel, double-click SYSTEM. The System Properties appear.
- Click the PERFORMANCE tab.
- If the Performance Status states that your system is configured for optimal performance, you are using 32-bit Windows native drivers and do not need to update them. If not, you may need to update your CD-ROM drivers.
- Do not use a DOS-based 16-bit driver to control your CD-ROM (loaded in CONFIG.SYS) as it may significantly reduce performance.
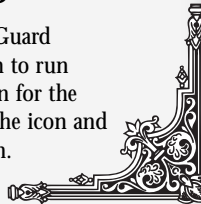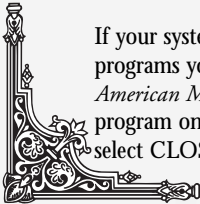
General Crashes/Lockups

In some cases, programs that are running on your system can monopolise resources that the game needs in order to install, load and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks", that are always running on your system.

Important Note: While shutting down background tasks will optimise your system for running *American McGee's Alice,* these background tasks' features will be unavailable once shut down. Remember to re-enable background tasks after playing *American McGee's Alice* by restarting your computer.

Anti-virus/Crash Guard Programs

If your system is running Anti-Virus or Crash Guard programs you will need to close or disable them to run *American McGee's Alice.* To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.

General Background Tasks

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks. To view and close these background tasks:

1. Hold down the **CTRL** and **ALT** keys, then tap the **Delete** key.
2. The Close Program window appears. Inside this window is a list of all background tasks running on your system.
- It is important that you **do not close** the background tasks named **Explorer** or **Systray**. All other background tasks may be ended.
3. To end a background task, click on its name in the list, then click the END TASK button.
4. The Close Program window closes and the task is ended.

Repeat until only **Explorer** and **Systray** remain.

It is important to remember that the next time you restart your computer, all of the background tasks that you ended will reactivate.

Video Problems

American McGee's Alice requires an Open GL-supported video card capable of 640X480 resolution with 16-bit high-color (16 MB or more video memory).

Note: If your Windows display driver does not support DirectDraw, you may experience difficulties installing or running American McGee's Alice.

General Video Card Information

- During DirectX installation, the DirectX setup program attempts to install a display driver for your video card that supports DirectDraw. If your video card driver does not have DirectDraw support, the DirectX setup program attempts to replace your existing video card driver. In some cases, this may disable Manufacturer-specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- If your video card driver already has DirectDraw support, but is not yet Certified by Microsoft, you are prompted to replace your current driver. In most cases, you should **not** replace your existing driver as it may disable Manufacturer-specific utilities for your video card. If you have video-related problems using the uncertified DirectDraw drivers from your manufacturer, you may solve these problems by reinstalling DirectX and replacing your current video driver with a DirectX 7 video driver.

3D Accelerator Tips

If you experience problems with the detection of your supported 3D accelerator card, please refer to the documentation provided with your 3D accelerator card.

OpenGL and GLSetup Notes

American McGee's Alice uses the OpenGL API for video rendering of the game.

GLSetup automatically detects your video card hardware and installs the appropriate OpenGL drivers for your card. GLSetup is included on *American McGee's Alice* **Disc 1** and needs to be run separately prior to playing *American McGee's Alice.*

GLSetup only works with Windows 95/98 operating system. It does not work under Windows NT or Windows 2000. This utility is provided as a convenience for you to help minimise the difficulty in getting the accelerated 3D video portion of your game up and running smoothly. The following video chipsets are supported by the version of GLSetup (v1.0.0.117) included on your CD:

- 3Dfx™ Voodoo5™, Voodoo3™, Voodoo Banshee™, NVIDIA® GeForce2™, NVIDIA Ge Force 256™, NVIDIA TNT2™, NVIDIA TNT™, NVIDIA Quadro2™, NVIDIA Quadro™, ATI® Radeon™, ATI Rage 128 Pro Maxx™, ATI Rage 128 Pro™, ATI Rage 128™, S3 Savage 2000™, S3 Savage4™, Matrox® MGA-G400™ and 3Dlabs Permedia 3™

GLSetup Installation

If you are experiencing video issues, have one of the supported cards and you are running Windows 95/98, then you should run GLSetup.

- **To install GLSetup**, run '**D:\glsetup**' from **Disc 1**. Once this is complete and you have the game installed, you are ready to play. (Substitute the appropriate drive if other than "D:".)
- If you would like to find more recent updates and information regarding GLSetup, visit www.glsetup.com.

Memory Problems

American McGee's Alice requires at least 64 MB RAM and Virtual Memory **enabled**. We advise letting Windows manage the amount of virtual memory automatically (the default setting) and having *at least* 50 MB free hard disk space after installation.

Sound problems

American McGee's Alice requires a sound card with DirectSound support. If your sound card driver does not have DirectSound support, you may experience choppy or stuttering sound or sound that cuts in and out. In this case, we recommend obtaining updated drivers from your sound card manufacturer.

Installed sound card, but there is no sound

- Make sure your speakers or headphones are plugged into the appropriate jack, are turned on and the volume control is turned up.

General Sound Card Information

- During DirectX installation, the DirectX setup program attempts to install a driver for your sound card that has DirectSound support. If your sound card driver does not support DirectSound, the DirectX setup program attempts to replace your existing sound card driver.
- Please consult your sound card manufacturer for updated drivers if DirectX 7 DirectSound drivers are not available for your sound card.

GAMEPLAY GUIDE

Welcome to Wonderland

When you first drop into Wonderland, look for the Cheshire Cat. He'll set you on the proper path.

Take some time to familiarise yourself with the basic moves—learn to stretch your legs so to speak—and become acquainted with your toys.

In addition to the Cheshire Cat, there will be some other benign creatures along the way. Not every creature is loyal to the Queen, so be on the lookout for a helping hand.

You've dropped into a dark dream. What are you going to do to find your way out of it?

Default Keyboard Controls

Main Menu

ACTION	MOUSE
Activate highlighted item	Left-click

Gameplay

General Gameplay

ACTION	KEYBOARD/MOUSE
Look	Mouse
Move forwards/backwards	**W/S**
Strafe left/right (side-step)	**A/D**
Turn left/right	Left arrow/right arrow
Jump, swim up, jump off vines	**SPACE BAR**
Climb down vines	**F**
Camera Look	**TAB**
Walk	While moving forwards, hold down **SHIFT**
Use item (for opening doors, activating levers, climbing up vines etc.)	**ENTER**
Summon Cheshire Cat	**C**
Pause game	**PAUSE** (press again to continue)
Pause game and return Main menu	**ESC**
Quickload	**F1**
Quicksave	**F4**

Note: Use the same movement keys whether running, swimming or swinging from vines.

Toys

ACTION KEYBOARD/MOUSE	
Primary attack	Left mouse button
Secondary attack	Right mouse button
Cycle toys (forwards/backwards)	**[/] (brackets)**
Vorpal Blade	**1**
Mallet	**2**
Cards	**3**
Jackbomb	**4**
Icewand	**5**
Jacks	**6**
Demon Dice	**7**
Eyestaff	**8**
Blunderbuss	**9**
Deadtime Watch	**0**

- You can't use a toy until you find it. The first toy you should find is the Vorpal Blade.
- The Cheshire Cat can be your guide, though his assistance can be enigmatic. Press **C** when you require special help and see if he has anything to tell you.
- For additional gameplay information, go to your Windows taskbar and click **Start>Programs>American McGee's Alice>Gameplay Help**.

Note: Go to the Settings option from the Main menu to customise your gameplay controls.

Main Menu

Whenever you start the game, the Main menu appears.

New Game

Select this option to begin an introductory sequence. This will lead you to Wonderland.

Load.Save Game

If you saved a previous game, click here to go to the Load, Save, Delete screen. (For more info, see *Loading/Saving Games* on p. 19.)

LOAD	Load a previously saved game.
SAVE	Save a game and return to play later.
DELETE	Remove a saved game.

Settings

Customise your game options and audio, video and control settings.

Audio: Adjust audio options such as music volume, speaker-type and more.

Video: Adjust video options such as resolution, colour depth and more.

Control: Reconfigure your controls. (Default controls are listed on p. 16.)

Game Options: Invert your mouse control and set other gameplay options.

- To customise your controls from the Settings menu, double-click the control you want to change, then press any key. That key becomes your control for the selected action. When you have finished customising your controls, select RETURN to save them. (Select RESET to return to the default controls.)

Quit

Exit the game or view game credits.

Game Screen

Level of Sanity: The red meter on the left indicates Alice's level of sanity. If the sanity meter empties, your quest in Wonderland has reached a bitter conclusion.

Strength of Will: The blue meter on the right indicates the strength of Alice's will. The stronger her will, the more powerful her toys.

Current Toy: A placard swings out indicating the toy Alice is currently playing with (if any). The blade is available at the start of gameplay. Gather more toys as you progress through Wonderland.

Footprints: These indicate Alice's landing spot when jumping forward from a stationary position.

- In order to save a game, press **S**. The Main menu appears (see *Main Menu* on p. 18). You can save the game in progress by proceeding to the Load/Save Game screen (see *Loading/Saving Games* on p. 19).

Loading/Saving Games

The Load/Save Game screen, available from the Main Menu, allows you to manage your gameplay files. You can save, load or delete games from this screen.

Note: American McGee's Alice does not limit the number of saved games you can store on your hard drive. Thus, it is a good practice to occasionally delete your unwanted saved games to prevent using up too much hard disk space.

Load/Save Game Screen

Click button to select the game you want to load or delete

Load a previously saved game

Click to save game

Delete a saved game

Return to previous screen

To save a game:
1. Press **S** at any point during gameplay. The Main menu appears.
2. Select LOAD/SAVE GAME. Your current game appears in the large screen on the right.
3. Click the **S** icon under the screen. Your game is saved with all other saved games in the bank of smaller screens.

To load a game:
1. Select LOAD/SAVE GAME from the Main menu.
2. Highlight the saved game you want to load, then click **L** to load your game.

To delete a saved game:
1. Select LOAD/SAVE GAME from the Main menu.
2. Highlight the saved game you want to delete, then click **D**. The game is deleted.

CUSTOMER SERVICES – CAN WE HELP YOU?

Problem? Question? Whatever it is, we're here to help. If you're having trouble running your game, there are several ways we can help:

Electronic Help file

EAsy Install Guide didn't help? Your game includes an electronic help file to help solve those slightly more tricky problems. You ask the questions – it provides the answers. The help file can be accessed from the Windows Start Bar in the same group as your game. The help file also includes 'EAsy Info' – a diagnostic tool that helps you, or Electronic Arts Technical Support staff diagnose the problem you're having – more on this later.

On-line Services

Technical Support web site: www.sold-out.co.uk
- Our Technical Support web site contains troubleshooting information, FAQs, and the latest patches and game updates.

Email Technical Support: support@sold-out.co.uk
- If our web site didn't help, our email support service is the next step.

Still stuck? Give us a call

If you're still having problems, or if you'd just prefer the personal touch, Sold Out offers **free** technical support on all our products (standard BT national call rates apply). Manned lines open from 10am-1pm & 2pm-5pm Monday to Friday.

Now, get a pen and paper, and youre ready to call:

+44 (0)20 7928 9655

Alternatively, you may write to us at the following address, including a daytime telephone number and an EAsy Info report:

Customer Services, Sold Out Software
122 Southwark Street,
London, SE1 0SW United Kingdom

Or fax us, including an EAsy Info report, on: **+44 (0)20 7261 0540**

When contacting us by fax or letter, please include a daytime telephone number whenever possible, so we can contact you.

Creating an Easy Info report

1. Open the on-line help file, and click the **EAsy Info** button in the menu bar. After a few moments, an options window appears.
2. Click 'OK' to begin system examination, the Electronic Arts System Information screen appears.
3. Click 'Save Info' to save the report file to your desktop. Click 'OK' if you want to close the EAsy Info report without saving a copy to your desktop.
• If you chose to 'Save Info', a file called **EAsy_EA.txt** will be placed on your desktop. Simply double-click on this icon to view the file.

Note: If you have a printer connected to your PC and you wish to print out the EAsy_EA.txt config report, simply double-click the icon on your desktop to open it. Then, click 'File' in the menu bar. Finally, select and click 'Print' from the drop-down menu.
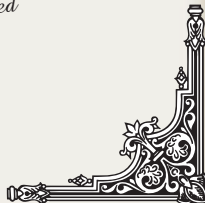
4 November 1864

Received confirmation from the Superintendent that I will be given the opportunity to treat a very troubled and difficult patient. Dubious honour! Her name is Alice, and her prognosis is not promising. After looking at her file, I'm astonished she has survived this long. She has been nearly comatose for a year.

Would I have admitted her had I known then what I know now? -3/10/73

11 November 1864

Mute on a stretcher, with her head curiously bandaged, Alice seems to cling precariously to life. Her burns have healed remarkably in the year since the fire, but she languishes in a deep trance-like dementia. It's as if the blaze consumed her senses wholesale. Deaf, dumb, and blind to all stimulation, she's a fair match for the infirmary's gloom.

In a frenzied instant, a cankered feline pounced on Alice while she was about to be carried inside. Startled by the cat's yowl, the bearers lost their grip and dropped the wretched girl to the ground. Most curious to behold, the cat stood atop Alice as if claiming territorial right, or as if defending a rodent captured in the day's hunt from other hungry predators. Only when an orderly threatened it with a stick did the creature scamper into a nearby hedge. Even then the cat crouched beneath the shrubbery. With eyes agape, it fixed on Alice as if it had some vital interest in our proceedings.

It pays to heed the feline—something I've learned over the years. -21/10/73

14 November 1864

Her one possession is a toy—a sooty, stuffed rabbit whose single button-eye dangles from a loose thread. Plaything from her time of innocence, and her only link to life before the fire, the rabbit is now sentinel to Alice's deepening dementia.

The rabbit may prove a valuable instrument for shock therapy. I should have noticed it sooner. —21/10/73
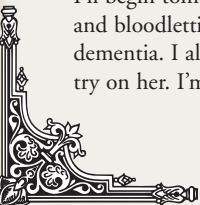
8 December 1864

When I hold a flame to her eye, nothing in her vacuous gaze betrays the faintest glimmer of response. I clap a pair of blocks at her ear. Nothing. Neither her sight nor her hearing appear to be damaged; still she registers nothing at all. The rumour (passed on by Reverend Mottle amongst others) alleges that she feels nothing—not pain, or fear or other torments—is neither credible nor kind. Still, she is far, far gone, this one.

10 December 1864

Though she appears weak, she must have a strong constitution to have survived until now. Her fever persists; her breathing heaves violently at times and, even after more than a year of healing, burns so massive commonly cause great discomfort. You'd never imagine she's in any distress, though, the way lies there, as lifeless as a British Museum mummy. I daresay, however, that I'll stir her from her dreamery, even if the response is involuntary.

I'll begin tomorrow with a steady treatment of cold plasters and bloodletting. The bleeding might cause some relief to her dementia. I also have a new shock apparatus that I'd like to try on her. I'm curious to see how she reacts to this treatment.

6 January 1865

Another patient died in the night. I'd been treating her with the same potion I intend for Alice. I had been quite certain she was improving with each subsequent vial, so this development is quite vexing. Perhaps the stronger mixture was too much for her chronically weak chest. A little more experimentation is in order before I feed this serum to Alice.

A little less laudanum and a little more camphor might have spared her. —13/12/73
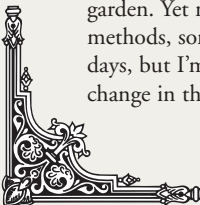
23 February 1865

Through the windows of my laboratory, I can glimpse the garden ward. Nurse D- is leading a group of children to the airing room. I listen to the great shuffling of feet on the pebble path. Will Alice, I wonder, ever stroll the grounds with the others? Will she ever regain her senses? Or, for the rest of her days will she remain cloistered behind these thick, grey walls? Based on her progress so far, it seems futile to hold out much hope for a cure.

Little could I have imagined her mind would eventually gambol in unimaginable forests and gardens. —27/1/74

23 March 1865

Nothing seems to aggravate the girl. I've tried restraint—handcuffs, leg-locks and straightjackets. I've tried solitary confinement. On the other hand, I've allowed her to smell freedom, leaving her for hours at a time unattended in the garden. Yet nothing stirs her. I still have a number of methods, some of which I haven't engaged in since the old days, but I'm beginning to doubt anything can bring about a change in this one.

1 April 1865

Each year on this peculiar day I pause—exactly at noon according to my pocket-watch—to ponder the absurdity of such a day. Is it not ironic that we here should celebrate a holiday dedicated to fools?

The girl has shut down completely. If it were possible, I'd say Alice has retreated even further into what the European practitioners of psychiatry call her "psyche." I'll keep trying different methods, but unless there's some sort of marked improvement, there's no reason to hope. I'll document progress . . . if indeed there ever is any progress.

7 September 1873

After years of slumber, she chooses to speak to us with a picture, a drawing of some sort of cat. Really, though, it's nothing like any cat I've ever seen.

Even a drawing so bizarre couldn't foreshadow the imaginings to come. —29/3/74

10 September 1873

While Alice napped following her afternoon sedation, Nurse D- took it upon herself to replace the rabbit's missing eye. Even after living so many years in an infirm population, it can still surprise me when a seemingly trivial act can trigger such a remarkable reaction.

Alice woke from her nap and began to sob hysterically.

"Tell me, child, what's wrong?"
pleaded Nurse D-.
"What is it, dear?"
In an instant of semi-awareness, Alice spoke a sort of poetry.

> *Into the hole again, we hurried along our way*
> *Into a once-glorious garden now seeped in dark decay*

She continued to cry, and it was only when Nurse D- plucked the newly stitched eye from the rabbit's face that Alice fell back into her customary state.

With such behaviour, maybe it was a mistake to stir these waters and awaken her. —29/3/74

I don't know whether to cheer at this response—any response—or grow alarmed over the intensity of her emotional outburst. At least we discovered one thing: she can speak.

11 September 1873

When she is so inclined, Alice can draw. This morning I was greeted by another of Alice's artistic phantasmagorias. What is it she's rendering? I can only think it's a depiction of her nightmare of Hell.

15 October 1873

Approaching Alice's room, I heard the muffled sounds of laughter. A pair of orderlies were cursing at her and threatening her with leather straps. It's easy to see that this pair was weaned from the same teat.

Alice didn't respond to their tomfoolery; and the orderlies were not impressed by my reprimand. Good help is so hard to find.

18 October 1873

The Superintendent paid a visit. The smell of his perfumed handshake is still in my nostrils. He doesn't visit often, but when he does he arrives unannounced and remains overlong. Typically, he flounces through the infirmary pretending to be interested in this case or that. This time, he requested to see Alice and asked for the leeches. When she refused to stir, the Superintendent stretched wide his mouth in a yawn of infinite boredom.

When I displayed some of her recent artwork, the Superintendent's attention was caught again as if someone jabbed his fatty palm with a hot poker.

He was in a very agitated state when he departed. —7/4/74

24 October 1873

Nurse D- has been listening from outside the door. Alice, it seems, has been muttering inarticulately. Though no one can understand her, it's likely she's addressing the one-eyed hare.

26 October 1873

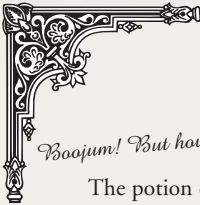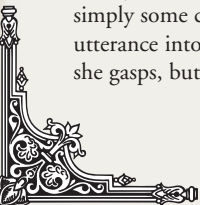Her case is not overly remarkable … at least not when compared to the countless other patients who live within these walls. I am not minimising her tragedy—the undeniable strain is enough to set anyone's mind askew. Imagine the horror of hearing the piteous cries of your entire family— trapped in their burning bedrooms—and being unable to help. Alice certainly heard such screams. I imagine she's been hearing them for ten years.

Looking back, I retract this statement. Her case IS most remarkable. —7/4/74

3 November 1873

I hear the clock ticking onward, past midnight, and then I'm suddenly aware of other sounds. In the barren pit of the night, the most disturbed minds are *alive* throughout the asylum. Alice isn't stirring, so I listen to the blood-curdling shrieks, the haunting clank of shackles, the insane groaning, insufferable babble and lunatic mutterings.

After the initial convulsions, Alice's body again appears lifeless. If it weren't for the sporadic utterances in her sleep, I'd hold the mirror to her mouth. It's impossible to comprehend what she says. It sounds like "too glum" or "through him" or "boo-jum." Nonsense really. Is it a person's name? A place? Or simply some conjuring of this raving delirium? I yell the utterance into her ear and prick her shoulder with a needle— she gasps, but her speech does not become any clearer.

Boojum! But how does she construct such fantasies? —11/4/74

The potion courses through her blood. Sitting in this cold room reminds me of the last treatment here. The shredded padding recalls to my mind the patient who believed rats spoke to him—they lived in the padding, he said. Indeed, he believed the spirits of his ancestors spoke to him through the rats. After the trepanation, he stopped having such delusions and was removed to the Dormitory.

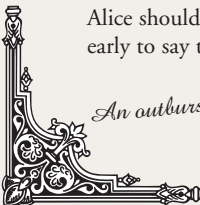Alice remains quiet.

21 November 1873

Once again, the orderlies were up to their usual pranks. Weary of prying open Alice's mouth, the orderlies started "feeding" Alice's toy rabbit, spooning porridge onto the stuffed toy.
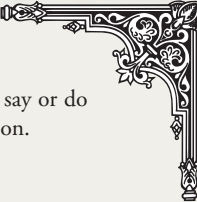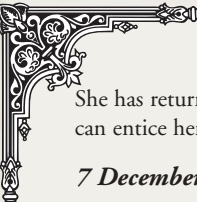
My suspicions are confirmed. Those oafish orderlies are the Superintendent's misbegotten nephews. —13/4/74

While engaged in this feeding, the orderlies learned an essential lesson in asylum protocol—never turn your back on a patient . . . no matter how docile she seems.

From information I've gathered, Alice woke from her comatose state and attacked the orderlies. Quite venomous in her outburst, she pursued one of the twins with a spoon. Even in her condition, she was able to deliver quite a gash. She clutched the spoon like it was a butcher knife, gouging into his fleshy cheek. Ceasing in mid-attack, she turned the spoon on herself, digging it into her wrists, trying to open up her veins. I stitched her wounds and tended to the orderly. Alice shouldn't suffer any permanent physical scars; it's too early to say the same about the orderly.

An outburst such as this shouldn't have surprised me. —13/4/74

She has returned to her dormant state. Nothing I say or do can entice her to relive her early morning animation.

7 December 1873

There's been a slight change. Her mouth is now relaxed, and we can feed her without force. When it's time for her elixir, she seems to part her lips slightly as if she's inviting the new potion into her belly.

Hardly a cure, but any change symbols progress.

8 December 1873

A mangy cat was licking at Alice's cheek. It hissed when I entered, and pounced onto the windowsill—it must be flesh and bones only to squeeze through the grate. I could almost perceive a smile on its scabbed face. It's curious how an animal's countenance can appear almost human.
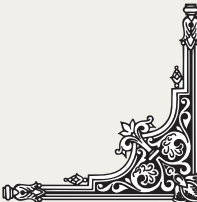
There are so many feral cats on the grounds. I wouldn't be surprised if they outnumber the patients.

It reminds me of the cat that pounced on Alice when she arrived here. More emaciated though. −26/4/74

13 December 1873

Something in the outdoor air may have stirred her imagination. On her return she produced an intriguing sketch. Once again she proves she is capable of doing something other than staring at the yellowed paint on the ceiling.

At times there's talent in her madness. −26/4/74

15 December 1873

It's been three days since I removed the rabbit from her room. We can hear her screams growing louder through the closed door.
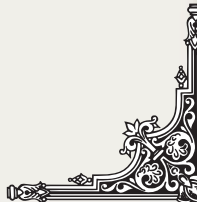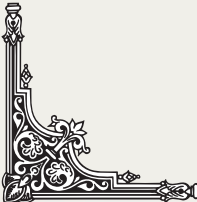
25 December 1873

She has returned to her trance-like state, with one notable exception—her mouth stretches very wide whenever anyone enters the room. Whether it's for the potion or for the food, she's definitely inviting more.

What she means by repeatedly whispering "Eat me" and "drink me" still eludes me. −23/7/74

17 April 1874

Months pass and still nothing.

Nurse D-, having lost patience with my treatments, insists on trying a "cure" of her own. She stitched the rabbit together and tucked it into bed with Alice.

18 April 1874

Interesting development! Alice has returned the gift, presenting Nurse D- with a drawing of a rabbit, though it's quite different from her toy.

My watch? −10/5/74

1 June, 1874

Out of nowhere, and as shocking as a bolt of lightning across a sky of purest azure, Alice greeted me with a strange grin.

And then, lightning bolt upon lightning bolt, she began to converse quite freely as if we'd been speaking to each other like this for decades. I'll include just a smattering of remarks as evidence, not that the burden of proof is with me in this foul courtroom.

"Beware the Snark's poisonous spit . . . roll the Demon Dice wisely or the game turns on you . . . note the Centipede has a tender underbelly . . . I enjoy the taste of mushrooms, but not the ones that bite back ."

Regrettably, I cannot regard this maniacal outpouring as an improvement in her condition.

2 June, 1874

It's a world of sheer, chaotic terror and unmitigated bloodshed—that's the world she inhabits. So severe are her delusions, so fantastical and absurd, that at times it's difficult for me to listen. She speaks of a nightmare realm where everything seems bent on her destruction. Gigantic bayonet-toting ants and flesh rending flowers. Carnivorous fish and fire-spewing abominations. The range of hellish creatures populating her world is dizzying. They are, on balance, more deranged than the most demonic triptych Hieronymus Bosch ever painted.
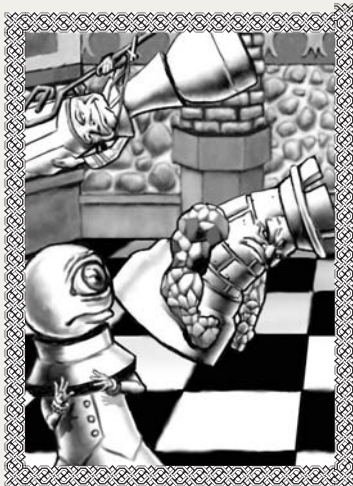
It's as if I have been waiting and waiting for water to pour from a spigot. Now, the water has finally started pouring, and I cannot staunch the flow, nor discover its poisoned source.

7 June, 1874

More and more, she confides in me. She drones on and on. I think the elixir is at the proper dosage now. At times, she seems to fear and loathe my presence, yet she speaks as if she can't help herself.

8 June, 1874

She spent the afternoon telling of a grisly siege between life-size chess pieces. Having been hounded by a cyclopic pawn, it seems she dispatched the one-eyed monster only to be chased mercilessly over the living chessboard by a pair of renegade rooks. As usual, her description was vivid beyond comprehension, a story decidedly more compelling than anything in Froissart's chronicles.

11 June 1874

Dozing for a few minutes only, I woke to the sight of Alice's freed hands tugging at my watch fob. Shackles might be required for future sessions—at least until she behaves. I'm taking her pencils as well. Let's see if this punishment provokes a response.

12 June 1874

I should have predicted this. Without pencil, she turns to poetry.

> *Mange-ridden to the core, he leads me through the fray*
> *With the toss of a Jackbomb, I clear abominations*
> *from our way*

I asked her to describe a "Jackbomb." Cunning and clever girl, she asked me to return her pencil.

15 June 1874

Her conversation contains flashes of lucidity. Certain powerful words, however, cause her to dip back into her fantasy world. And a word like "fire" can, for obvious reasons, set her tumbling into an abyss of sadness.

Her conversation can be clear, but her drawings show no such progress. —20/7/74

17 June 1874

Alice hurled the teapot across the room.
 "How many times must I tell you? I only take tea with friends!"

18 June 1874

At times, she can be quite civil, and sometimes disgustingly vile. As an experiment, I've decided to suspend all medication, except for a heavy dose of laudanum when she's in the foulest of tempers.

25 June 1874

Perhaps more cold saltwater treatments will cleanse some of the chaotic thinking from her mind. She has been ranting. In particular, she's been spouting violently against someone she refers to as the Red Queen.

Though the Queen dominates much conversation, Alice refuses to describe or draw the monarch. Her anger, though, knows no limit when she talks about what she'd like to do to the Queen. —20/7/74

19 July 1874

In her most disturbing outburst in quite some time, Alice attacked one of the nurses while being bathed. Called her "Duchess."

22 July 1874

From a recent conversation with Alice:
 "What have you been doing, Alice?"
 "Attending the tea party of course."
 "Was it a grand party?"
 "Oh most grand, dear doctor. I fear nothing and soon the Keep will be in reach."

25 July 1874

Her sleep is very restless one night and then calm as an infant's the next. She's become consistently unpredictable.

27 July 1874

Alice delivered another verse to her puzzling rhyme.

They taunt me about the burning as if I were to blame
I clear them from my conscious with the eloquence of my blade

28 July 1874

She spoke at length of a place called the Fungiferous Forest. It's a place filled with mushrooms the size of large trees; fungus and foliage that grabs those who trample it; cavernous wastes filled with creatures who are as disturbed as any I've ever heard of.

She's drawn a picture of a place like this, I seem to recall. —2/8/74

10 August 1874

It's difficult for me to connect the massively passive Alice to the aggressively assertive, powerful person she describes in her dreams. Her exploits with the knife conjure images of a musketeer's swashbuckling panache; her acts of courage those of a selfless hero. These are not "delusions of grandeur." This is no simple madness. But what?
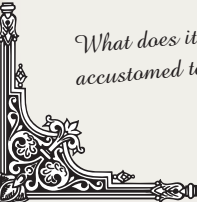
How does she really see herself then? —24/8/74

12 August 1874

"Off with her head!"
Those were her only words today. She wouldn't explain what this meant, though her face betrayed the violent anger that is usually associated with her tales of the Queen of Hearts.

What does it say about me that I've grown accustomed to such outbursts? —11/9/74
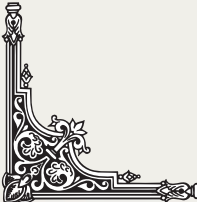
13 August 1874

Everything I can think of, I have done. Treatments, remedies, disciplines and pleasures—nothing makes a difference. Alice speaks when and about what she wants, recites poetry on a seeming whim, draws pictures at her own pleasure. She does nothing at my command, instruction, entreaty or request. She's become very wilful, and nothing I do or say makes a difference.

I truly do, however, become immersed in her fantastic tales of Wonderland. I wait for the day when she claims victory over the Red Queen and her minions, when Wonderland will be restored. Perhaps by this Alice will cure herself, regain her balance and leave this place of her own volition.

Sometimes she appears to be so close, but at other times I'm certain it'll never happen and she'll spend the rest of her life housed behind Rutledge's gaunt brown walls . . . with me.

24 August 1874

If it's my keen invention you'd like to destroy
I'll withstand your best shot; I've got the right toy

Credits

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All songs composed and performed by Chris Vrenna
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For a complete list of *American McGee's Alice™* credits, see the credits section in the game.

For technical requirements and gameplay information, please refer to the Install Guide/Basic Gameplay Guide included with *American McGee's Alice.*