
WONDERLAND v1.9

a MINECRAFT Custom Adventure Map

by Ron Smalec

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<http://www.minecraftforum.net/viewtopic.php?f=1034&t=263738>

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"Begin at the beginning," the King said gravely, "and go on till you come to the end: then stop."

- Lewis Carrol, Alice's Adventures in Wonderland

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@}-,-- 001 – FOREWORD @}-,--

Curiouser and curiouser!

- Lewis Carroll, Alice's Adventures in Wonderland

Greetings! Welcome to my second Adventure Map for MINECRAFT. This introduction section relates my inspiration and goals for the custom map. If you are eager to get on with it, you can skip to section **003 – Gameplay Rules**.

When you were a child, did you ever play the game where the floor was lava, and you had to jump from couch to table to dresser in order to cross the room? The inspiration for this map started with a bedtime story for my 8 year old son – about a Minecraft custom map where the entire map was turned upside-down by a science experiment. Imagine trying to cross from here to there without falling... the ultimate jumping puzzle. In my story, the adventurer had to navigate from his home, across town, and into the science lab, wherein he had to press a reset button. The button triggered an explosion (offscreen) which cascaded sand over the upside-down entrance to the room and dropped a sand wall on the other side to reveal a new exit, right-side up. Simulating the world returning to normal. When going out the exit, the adventurer sees his town now right-side up and makes his way home. Halfway through building that map, I got to thinking about rabbit holes.

Lewis Carroll's Alice in Wonderland (admittedly, the 1951 animated Disney version) has long been one of my favorite stories, and serves as an inspiration for many of my creative outlets. It's an incredible mélange of vibrance and darkness, fear and whimsy, nonsense and logic. A perfect fit for Minecraft!

I've been playing (and watching the others play) custom adventure maps for a while, and really wanted this to be different. Not just another jumping puzzle, redstone switch puzzle, mazes or long run through darkness. Unfortunately, some of the optical illusions require long distances between "primary zones" but I have tried to populate those treks with at least some small items of curiosity. And I do hope you find a little bit of creativity herein.

I also wanted the storyline to be enjoyable on "Peaceful" setting, but challenging on other difficulty settings. Be aware I feel (as of v1.0) that there is a 'bottleneck' of difficulty, even on 'easy' once you reach Tulgey Wood. Oh, and randomly spawning creepers... I hate creepers. Not for their difficulty per se, but they can really destroy the scenery – something I'll be thinking about for version 3.0.

I also was constrained by the lack of NPCs, and tired of adventure maps where the storyline is interrupted by in-game wooden signs or having to alt-tab out and look up narration text. I took a multi-tiered approach to this.

1. I included the narration text in this document. As you come across checkpoints, you can read the appropriate narration (see section **004 – Narration**).
2. I have persuaded friends and family to lend their voice talents. As you come across checkpoints, you can play the appropriate sound file instead of reading it out. This may also be useful to video-casters if interested in recording their play through.
3. For a later version of this map, I intend to (learn how to and) create a custom mod that can be optionally installed with this map so that you can experience the narration in-game without needing any external resources! This mod will be fully re-usable by other custom maps!

Lastly - This map was created without a custom texture pack - so if something looks strange with your modified version, I apologize.

@}-,-- 002 – INSTALLATION INSTRUCTIONS @}-,--

She took a jar down off one of the shelves as she passed: it was labelled "Orange Marmalade", but to her great disappointment it was empty: she did not like to drop the jar, for fear of killing somebody underneath, so managed to put it into one of the cupbards as she fell past it.

- Lewis Carrol, Alice's Adventures in Wonderland

 Simply find your .minecraft/saves folder and “extract” the contents of this archive. You should end up with a folder structure that looks like: **.minecraft/saves/wonderland**

(If you've found this map on forums, I'm assuming this isn't your first custom game!)

That folder will contain all of the save data needed to start your adventure. If you need to “reset” the adventure, simply delete that folder and re-extract the archive.

Also in that folder is this .PDF read me file and a number of sound files (.mp3 and .ogg).

@}-,-- 003 – GAMEPLAY RULES @}-,--

*"You couldn't have it if you did want it," the Queen said. "The rule is, jam to-morrow and jam yesterday -
- but never jam to-day."*

- Lewis Carrol, Through the Looking Glass

1. DO NOT mine or break any blocks, with a few exceptions. YOU CAN break: Glass, Mob Spawners, and Torches. You can break any block that you place (including levers).
2. If you do acquire blocks, YOU CAN use them as barricades/shelters, but DO NOT use them as stairs or bridges.
3. YOU CAN dump water buckets, but DO NOT use lava buckets.
4. DO NOT use crafting tables, with a few exceptions. YOU CAN craft anything that fits in the 2x2 inventory area (e.g. torches). YOU CAN use a crafting table only to create a bow or arrows.
5. DO NOT step on the Mome Raths!

"Suppose we change the subject," the March Hare interrupted, yawning. "I'm getting tired of this. I vote the young lady tells us a story."

- Lewis Carroll, Alice's Adventures in Wonderland

As you wind your way through the story, you will come across JUKEBOXES in the game. Each Jukebox has a number on it. Simply find the custom sound file with that corresponding number (e.g. **Chapter1.wav**) and play it with your default media player. Sound files are located in the save folder extracted from the .zip archive (e.g. **.minecraft/saves/wonderland**). Alternately, you can read the text version of the sound file narration below.

Chapter 1 – Down the Rabbit-Hole

Narrator: Our story begins on a lazy, summer afternoon in the Deanery garden. Dragonflies dart among the reeds and over the reflecting pool while grasses sway to and fro under a gentle breeze. You let your eyes drift closed, just for a moment, enjoying the warmth of the sun and the peaceful birdsong. When suddenly a commotion snaps you to alertness. Someone has just gone crashing into the hedge around the gazebo, mumbling and worrying aloud.

White Rabbit: Oh my stars and whiskers, whatever will we do?! We're too late. Too late, I say. Oh dear! Oh dear!

Narrator: Looking around, you can't imagine where the speaker has gotten to. There's no one near the hedge, nor under the gazebo. You are about to call out, when a golden gleam catches your eye from the grass. You pick up what appears to be a golden pocket watch. It must have been dropped by the worried stranger. Eager to return the lost watch, you step back toward the stone path... and notice a large opening in the bark of a nearby tree. How strange! You've spent many an afternoon here and not noticed this particular tree before. Overcome with curiosity, you learn forward into the hole...

Chapter 2 – The Chess Knight

Narrator: As you open the chest, a red chess knight, the size of an umbrella stand leaps out, waving a gleaming sword in the air.

Chess Knight: eGAD! You saved me. She's gone mad. MAD! Arm yourself. Quickly. They're all about now.

Narrator: Before you can get in a word edgewise, the knight charges off into a side passage that is much too small for you to follow.

Chapter 3 – A Jolly Caucus Race

Narrator: It seems the inhabitants of this strange land are under siege and have fled into hiding. Someone has left behind their bathing apparel. Amongst the sponges and pink fluffy towels in the chest, you find a pair of bathing caps monogrammed with the curious names, “Tweedle-Dee” and “Tweedle-Dum”.

Chapter 4 – 13 Wonder Lane

Narrator: It is clear that the inhabitants of this quaint cottage left in a rush. Monsters are leaping out of the walls! Rummaging through the owner’s things you come across many garments that are too small, but you do find a gold-embroidered waistcoat and a pair of the gardener’s leather pants that you are able to squeeze into.

Chapter 5 – Don’t Step on the Mome Raths

Narrator: Those hairs standing up on the back of your neck were right... someone WAS watching you as you fought your way through Tulgey Wood. A pair of glowing eyes hover above, and an ethereal voice rustles the leaves.

Cheshire Cat: Hush! Tis not safe. The wood is CRAWLING with her minions. Woe ‘tis a dark day for Wonderland. But you must carry on. Keep your head about you (always good advice). The contents of this chest may help.

Chapter 6 – All in the Golden Afternoon

Narrator: As you wend your way through the enormous garden, you are chased by the indistinct whispers of flowers. Faint murmurs quickly grow into disapproval. As you round the base of a mushroom, you are startled by a voice from above. Looking up, you see an impossibly tall caterpillar glaring down at you.

Catterpillar: You there! Do you have a report!? Has the Queen sent reinforcements? I see you’ve upset the roses. Well, that’s not to be helped. They’re a thorny lot. Here, take a pair of my slippers and TREAD LIGHTLY. The castle isn’t far now – though I’ve heard the most dreadful ruckus. Cannon fire I daresay. Away!

Chapter 7 – The Mad Tea Party

Narrator: In a small grove of trees, the path diverges around what appears to be a dinning table, set for tea. Several chests in the area contain silver place settings and traditional condiments. A soft snoring comes from a cracked teapot on one of the mismatched chairs. As you pick it up, a voice growls out.

Doormouse: <a warning growl, and a hoarse whisper> Don’t you dare give away my hiding spot! There are ghastly things about these days. Move along! <and after a pause, in a dreamy voice> Of course... if I could trouble you for two lumps of sugar before you visit the... <the voice drifts off into more snoring>.

Chapter 8 – Tournament of Roses

Narrator: The whump! of a nearby explosion sends rubble clattering against the vine-covered curtain wall, surrounding an imposing castle. The garish destruction is a stark contrast to an over-abundance of whimsical red hearts that decorate the grounds. One gate creaks open on a broken hinge, allowing a better view of the courtyard which includes a hedge maze and croquet green. The castle's doors are barred from the inside, yet it seems to be in vain – a low moaning and shuffling movements come from within. A shrill voice calls down from the parapet.

Queen of Hearts: Good grievances! She's done it this time. The White Queen is responsible for this. She's set her... MONSTERS upon us. It's not decent! She's desecrated my throne room and fled, but left her beasties behind. You there. Knave. You must set things back to rights. Get inside and recover my castle. But be careful... or OFF WITH YOUR HEAD!

Narrator: A disembodied voice titters behind you.

Cheshire Cat: Do you see? She's really done it this time. If you can slip into the throne room, I will leave you instructions on what to do. But I shan't risk my stripes by showing myself. You'll know what to do when you writing is on the wall.

Chapter 9 – Wonderland Set Right

Narrator: With the monsters dispatched and the Red Throne returned to its normal state, the Queen of Hearts begins encouraging her subjects to return from hiding.

Queen of Hearts: Come out dearies. Come out, come out, wherever you are. OR OFF WITH YOUR HEADS!!!

Narrator: This seems a good time to slip out the back door...

Chapter 10 – Awakening

Narrator: The journey back to the Deanery garden is like waking from a sluggish dream. But here you are. Warm sunlight. Tranquil twittering of birds. Ripples in the pond. What a curious dream! Perhaps you should write a book about it... but for the moment your pondering is interrupted by a jolly call from one of the students.

Young Lad: Mr. Dodgson?! Mr. Dodgson! Canon Duckworth sent me to fetch you. There's to be boating on the Isis, and you're to join him. He gave me a copper, so you'd better come quick!

Narrator: You absently drop the golden pocket watch into your vest pocket and follow the boy. Grinning madly.

THE END

@},-- 005 – ACKNOWLEDGEMENTS @},--



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Matthew and Lyn

Software and Tools

Minecraft: Notch and the entire Mojang team. <http://mojang.com> and <http://www.minecraft.net>.

“Single Player Commands” mod. simo_415.

<http://www.minecraftforum.net/viewtopic.php?f=1032&t=100267>.

“WorldEdit” mod. sk89q. <http://www.minecraftforum.net/viewtopic.php?f=25&t=156902>.

“Audacity 1.3.12-beta” digital audio editor. <http://audacity.sourceforge.net/>.

“Beyond Wonderland” font. Chris Hansen.

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Books and Media

Lewis Carrol. Alice’s Adventures in Wonderland. Macmillan, 1865.

Lewis Carrol. Through the Looking Glass. Macmillan, 1871.

Alice in Wonderland. Walt Disney Productions. 1951.

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@}-,-- 006 – VERSION HISTORY @}-,--

v1.0 – April 8, 2011 : Public release

v1.1 – Fixed broken ladders and other minor changes

v1.2 – Changed Tulgey Wood 'path' to Cheshire Cat's chest, modified interior of heart castle

v1.4 – Added more light to doors room, ample use of bonemeal, additional details near heart castle

v1.8 – Added additional detail from 1.8 patch; stone bricks, additional light in door room, catapults near Heart Castle

@}-,-- 007 – SUGGESTED SOUNDTRACK @}-,--

"Ah! then yours wasn't a really good school," said the Mock Turtle in a tone of great relief. "Now at OURS they had at the end of the bill, "French, music, AND WASHING--extra."

- Lewis Carrol, Alice's Adventures in Wonderland

1. Cherub Rock, Smashing Pumpkins
2. Whipsmart, Liz Phair
3. Corduroy, Pearl Jam
4. This is a Call, Foo Fighters
5. Heart Shaped Box, Nirvana
6. Too Sexy, Right Said Fred
7. Older, They Might Be Giants