

# Through the Looking Glass

This game was known as *Alice* throughout development, with the title changed shortly before publication due to a naming conflict with a database program. The two *Alice* disk images contain leaked pre-release copies.

For a detailed history, see Andy Hertzfeld's account at the wonderful Folklore.org:

<http://folklore.org/StoryView.py?project=Macintosh&story=Alice.txt>

## Tips

---

- Use Command-N for a new game, and Command-Q to quit.
- To slow Mini vMac down to the speed of an actual Compact Mac (strongly recommended), hold down the Control key and type SZ.
- *Alice (early version)* will crash horribly under System 6. The other two versions are fine in System 6, as long as the files “Masks,” “Pieces” and “X” are kept with them. None of the three versions will work in System 7, even on a Mac Plus.
- In *Alice (later version)* and *Through the Looking Glass*, you can click on your score to see an options menu featuring the Cheshire Cat. You can also click on the blank score area, at the piece selection screen, to set the speed before the game begins.

## Scoring

---

- **Pawn:** 21
- **Bishop:** 47
- **Knight:** 47
- **Rook:** 59
- **Queen:** 69
- **King:** 72

When an opponent takes Alice, you lose 27 points. However, your score cannot dip below zero.

The maximum possible score is 999. Every pawn must cross the board to become a queen, and Alice must never be captured.

## Trivia

---

- The game comes with two fonts: “Alice,” used on the instructions screen, and a bolder, straighter variation called “Cartoon.” When the disk is booted on a Mac with a 64K ROM, Cartoon replaces Chicago as the system font. Versions of Alice and Cartoon also appear as “Swan Song” and “Carroll,” respectively, in various locations on the disks.
- In the *Clock* program, hold down the mouse button in the upper half of the screen to morph the time into the date...unless the date is September 18, 1993 or later, in which case the numbers are scrambled by a bug.
- *Amazing* contains several hidden icons viewable with ResEdit, including a Coke can, a ‘Twiggy’ disk, and Steve Jobs.
- *Alice (later version)* comes with another bonus app that was left out of the final product. To play *Hendrix*’s electric guitar, click and drag the mouse around the screen. Again, setting Mini vMac’s speed to 1x is strongly recommended.

## Spoilers for Easter Eggs

---

*See next page.*

## Spoilers for Easter Eggs

---

The Get Info messages on *Through the Looking Glass*, *Amazing* and *Clock* are clues to click on the “eyes,” “nose” and “mouth” of the Cheshire Cat on the options screen. These will have unique effects on the game:

- **Right eye:** The board will start to disintegrate, one square at a time.
- **Left eye:** Opponents will constantly mutate into other, random pieces. Pawns that reach your side of the board will stop transforming altogether and stand in place. The maximum score in this mode is 1152 (if you capture only kings), but the scoreboard will only display the last three digits.
- **Mouth:** A new game will start in which the board is upside-down.

We haven't figured out what, if anything, the Cat's nose does. It lights up when clicked on, but the pieces, movement and scoring seem unchanged.

In *Alice (later version)*, only the Cat's mouth does anything; it makes the board disintegrate. This setup actually makes more sense, as it alludes to the cat's way of disappearing that leaves only his grin.

In *Alice (early version)*, there is no Cat to click on.