



# The Story of Alice in Wonderland

## Act I

### Playroom

Alice and her sister are interrupted as their parents bring gifts to occupy the girls while the adults resume their evening. Alice settles in with her new toy. It is a beautiful rabbit wearing a waistcoat and holding a pocketwatch, just like father's. Slowly she drifts off to sleep.

### Garden of Live Flowers

She awakes with a start as a huge white rabbit snatches her stuffed toy and runs off. Alice runs after the rabbit, but he disappears without a trace. She wanders into a strange garden unlike any she has ever seen. The flowers are alive! Alice meets a Weed, who is somewhat pompous, but basically kind. She, like him, is regarded by the flowers as an undesirable creature. However, not even Alice and the Weed are as bad as the Caterpillar. In a panic the flowers enlist the help of the Mad Hatter and his sleepy assistant, the Dormouse, to rid them of the pest. The Mad Hatter only makes everything worse and the flowers flee, pots and all.

### Tea Party

Into the aftermath of the chaos arrives the March Hare ready for a tea party. But what a crazy tea party: lobsters as waiters, a moving table and guests hopping all over and sleeping on the table. Poor Alice is left alone as they all march off to join the Queen of Hearts' croquet game. It is then that Alice encounters a very strange cat that seems to disappear and reappear. There is something faintly familiar about the cat, but Alice can't quite tell what it is.

### Kingdom of Cards

She wanders into the Kingdom of Cards where the Jacks and Jokers are busily painting the Queen of Hearts' roses red. White roses were planted by mistake and the Queen has a terrible temper. Alice enjoys marching with the soldier cards and gets totally caught up in the antics of the Jacks and Jokers, much to the Queen's displeasure. When the Mad Hatter and Dormouse arrive for the croquet game, the Queen soon forgets her unhappiness — until she notices Alice is winning. Again in a rage, she sends her henchmen out to capture Alice.

## Act II

### Nursery Book

While running away from the cards, Alice rests next to a tree and again encounters the Cheshire Cat. The cat shows Alice a giant book of nursery rhymes. Out of the book pop the strangest insects: elephbees, snapdragon flies, bread and butter flies, and rocking horse flies. Then come Tweedledum and Tweedledee and Humpty Dumpty. Humpty tries to show off for Alice and meets a terrible fate. Just as Alice sees Humpty off, the white rabbit zips past and Alice is in pursuit.

### Land of Chess

Her chase leads her to the Land of Chess where she meets the White Knight who is very kind. She joins in a chess game and ends up being crowned Queen Alice to the cheering approval of all of the strange creatures she has met behind the lookingglass. She begins to grow tired after all of her adventures and falls asleep.

### Playroom

When Alice wakes up she is again in her very own playroom. Was everything real or just a dream? What do you think?