

# ALICE BLUE

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*An Interactive Memory*

Story by Chris & Melinda Selmys  
Programming by John Selmys  
Playtest by Agnes & Barbara Selmys, Marnix

## Music

All music by Eric Matyas  
([www.soundimage.org](http://www.soundimage.org))

with the following exceptions:

{Arabian Bazaar} by Twin Musicom  
([twinmusicom.org](http://twinmusicom.org))

“109700\_\_juskiddink\_\_leq-voice-and-strings.wav” by juskiddink of [freesound.org](http://freesound.org)

## Sound FX

Sound FX by Eric Matyas  
([www.soundimage.org](http://www.soundimage.org))

with the following exceptions:

“353194\_\_inspectorj\_\_wind-chimes-a.wav” by InspectorJ ([www.jshaw.co.uk](http://www.jshaw.co.uk)) of [freesound.org](http://freesound.org)

“215658\_\_juskiddink\_\_fireplace.wav” by juskiddink of [freesound.org](http://freesound.org)

“235592\_\_tcrocker68\_\_girl-scream.wav” and  
“235593\_\_tcrocker68\_\_girl-heavy-breathing.wav” by tcrocker68 of [freesound.org](http://freesound.org)

“387893\_\_bajko\_\_sfx-horror-surgery.wav”,  
“387904\_\_bajko\_\_sfx-water-drops.wav”,  
“399656\_\_bajko\_\_sfx-thunder-blast.wav”,  
“378056\_\_bajko\_\_sfx-snow-footstep-01.wav”  
and “328398\_\_bajko\_\_insect-bee-fly-buzz.wav”  
by bajko of [freesound.org](http://freesound.org)

366551\_\_dineomichelle\_\_scratching.wav by DineoMichelle of [freesound.org](http://freesound.org)

“329762\_\_alienxxx\_\_bluish-danube-01.wav” by AlienXXX of [freesound.org](http://freesound.org)

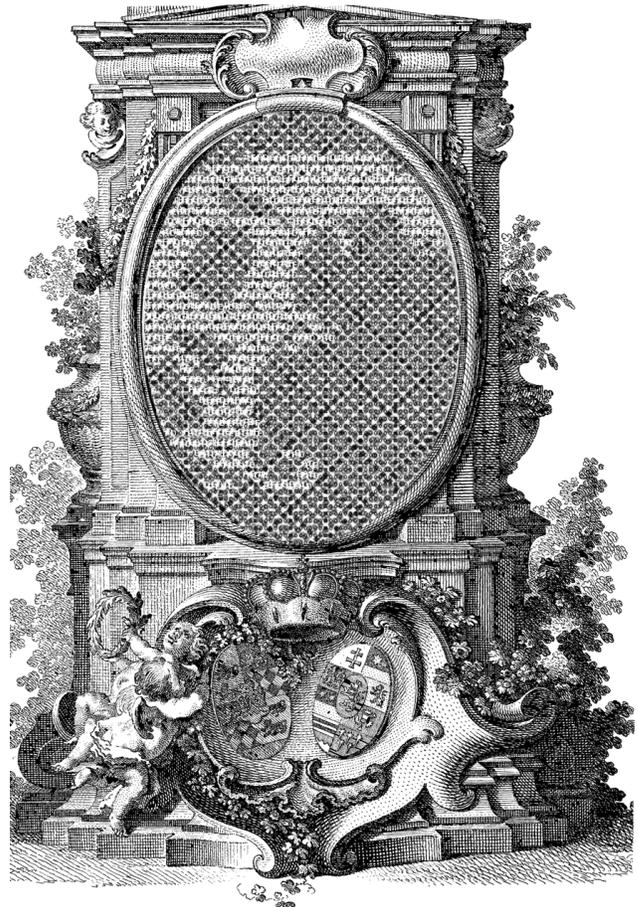
## Images

All images used on the cover and in the manual are from [pixabay.com](http://pixabay.com) or otherwise in the public domain.

*Directed by Marshall McLuhan*  
*Executive Producers – Bill & Jay Grimm*  
*Make-Up – Mother Goose*  
*Script Editor – James Joyce*



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## INTERFACE

Alice is a hybrid of the choice-based and parser types of interactive fiction. The player interacts with the game primarily by typing in keywords which usually appear highlighted in RED. Keywords highlighted in AMBER conclude an episode and unlock the next one. Navigation between locations is accomplished using the 'n', 's', 'e' and 'w' commands. There are 'save' and 'restore' commands available, and 'quit' will shutdown the program. The games prompt will also respond to a variety of other input, but this is never necessary to complete the game.

Your input should be single words or letters. Capitalization is mostly optional.

Some clarifications:

What about compounds like rainfall, strawberry, naysayer, homeboy or earwig? Yup, those are one word.

Hippocampephantocamelos? Sure, one word.

Antidisestablishmentarianism? One word.

Supercalifragilisticexpialidocious? One word.

Donaudampfschiffahrtsgesellschaftskapitän? Yeah, it's just one.

Mediumspringgreen – also one word, but it is worth noting that mediumspringgreen, MediumSpringGreen, Medium-spring-green, medium-spring-green and Medium-Spring-Green would all be recognized as the same thing. So would 00FA9A, as it happens.

## SOUND

The volume should ideally be set so that the brief clip of disonant music that accompanies the blue opening screen is at the upper end of your comfortable listening level (most of the rest of the sound in the game is significantly quieter). Headphones are recommended.

## SAVING

It is never necessary to save your game in order to avoid peril, the feature is only included to facilitate play over more than one session. Only one saved game is kept at a time.

## EASTEREGGS

There are a fair few of these to find for the completist player, although the game is not yet sufficiently sophisticated to keep track of how many you've found so far for you. See the hints file (Alice-Invisiclues.html) for some ideas as to where they might be, and roughly how many there are.

## BONUS

In the same way that the game can be completed without the player having seen even half of it, it is also possible to score above the stated maximum number of points if every last corner is explored especially meticulously.

## CONTACT

Feedback of any kind, including pleas for technical support, will be eagerly received here: [numinologist@protonmail.com](mailto:numinologist@protonmail.com).





## WALK THROUGH

*This is the shortest path through the game (101 moves + navigation). For clues to specific puzzles, see the accompanying invisiclues hint file (Alice-Invisiclues.html).*

Navigate using n,s,e,w until you find a description that begins with 'It's morning'. [1]

Bed, straw, recess, ivory

Navigate to The Breakfast Table (The old woman stands next to a table...) [2]

woman, pocket, show, papayawhip

Navigate to 'A garden' [3]

woman, pitchfork, honeydew

Navigate to 'A forest, seemingly endless, pine' [4]

running, away, think, sunlight, north, walk, keep going, snow

Navigate to 'I am by the seashore...' [5]

seashore, litter, styrofoam, eggshells, snails, spiral, seashell

Navigate to 'Mother. The ashes are flying...' [6]

ashes, sweep, dustpan, bone, pocket, finish, fire, embers, burn, whitesmoke

Navigate to 'Red. Yellow. Blue. White.' [7]

paper, Tribune, power, Kingdom, King, picture, weeping, Tears, dissolve, mintcream

Navigate to 'A full length mirror...' [8]

dress, ready, go, drawer, box, oldlace

Navigate to A Meadow of Flowers [9]

zinnia, hand, man, Prince, afraid, plucked, floralwhite

Navigate to 'Everything is neatly hidden...' [10]

hidden, top one, sheets, Pollyester, hate, never, look, three, paper, violet, linen

Navigate to cemetery [11]

tombstones, names, effaced, time, dawn, cold, forward, tomb, standing, witch, climb, push, pocket, cracking, sorry, inside, alone, ghostwhite

Navigate to the last remaining dark [12]

lightyellow

*In order to score all 124 points you need to explore a lot more thoroughly. Many keywords score fractions of points so you won't necessarily see your score go up even though it has.*