

Alice in wonderland



Alice sits by a riverbank, bored by the book her older sister reads to her. Out of nowhere, a White Rabbit runs past her. The Rabbit pulls a watch out of his waistcoat pocket and runs across the field and down a hole.

Alice follows the Rabbit and tumbles down the deep hole that resembles a well, falling slowly for a long time. As she floats down, she notices that the sides of the well are covered with cupboards and shelves. She plucks a marmalade jar from one of the shelves. The jar is empty, so Alice sets it down on another shelf. With nothing else to do, she speaks aloud to herself, wondering how far she has fallen and if she might fall right through to the other side of the earth. She continues to speak aloud, daydreaming about her cat Dinah. In the midst of imagining a conversation the two of them might have, she lands. Unhurt, Alice gets up and catches sight of the White Rabbit as he vanishes around a corner.

Alice approaches a long corridor lined by doors. The doors are all locked, so Alice tests them with a key that she finds on a glass table. After searching around, Alice discovers a small door behind a curtain. She tests the key again and finds that it opens up to a passage and a garden. Since the door is much too small for Alice to squeeze through, she ventures back to the table with the hope that she might find something there that would help her. A bottle marked "DRINK ME" sits on the table. Alice drinks the contents of the bottle after inspecting it to be sure it does not contain poison.



Alice immediately shrinks, and though she can now fit through the door, she realizes she has left the key on the tabletop high above her. She cries and scolds herself for crying before catching sight of a small cake with the words “EAT ME” underneath the table.

Alice eats the cake with the hope that it will change her size, but becomes disappointed when nothing happens. After finishing the cake that says “EAT ME,” Alice grows to nine feet tall and finds that she can barely get an eye down to the doorway. She begins to cry, and her massive tears form a pool at her feet. The White Rabbit reappears and mutters to himself about keeping a Duchess waiting.

Alice attempts to speak to him, but he runs away, leaving behind his gloves and fan. Alice picks up the fan and begins fanning herself. She muses on the possibility that she may not be Alice but someone else entirely. To determine if she knows all that Alice is supposed to know, she starts to recite her lessons. She finds that she gets the recitations wrong and considers the idea that she may not be Alice, but possibly a girl she knows named Mabel.

Since Mabel knows very little, it makes sense to Alice that her confusion over the lessons must indicate that she has somehow become Mabel. If she is Mabel, there is no reason for her to find her way out of the well to rejoin society.

Even though she's confused about her identity, she knows that she must find a way out of the well and back to the world aboveground. Alice realizes that the fanning motion causes her to shrink, so she fans herself down to a size that will allow her to fit through the door.

Once again, Alice has forgotten the key, but before she can become upset, she tumbles into a pool of salt water. She thinks she has fallen into the sea, but quickly realizes that she is swimming in her own giant tears. As she swims, she comes across a Mouse, whom she asks for help. The Mouse doesn't understand Alice, so she tries to speak French to him. She recites a line from her French lessons, inquiring after a cat. At the mention of the cat, the Mouse leaps with fright.

Alice apologizes but then chatters about her cat Dinah. The Mouse becomes offended, so she changes the subject to dogs. The talk of dogs only frightens the Mouse more, and he begins to swim away. Alice promises to stop talking about cats and dogs if the Mouse will come back. The Mouse swims back to Alice, telling her to follow it to shore, where he will tell his history to explain his hatred for cats and dogs.

Now accompanied by several other animals that have fallen into the pool, including a Duck, a Dodo, a Lory, and an Eagle, Alice and the Mouse swim to shore.

Alice and the group of animals land on the bank and focus on getting dry. Alice begins arguing with the Lory, but the Mouse interjects and commands everyone to sit down and listen to a history lesson.



The Mouse reasons that the story of William the Conqueror would be best since this story is the driest thing it knows. After completing the story, Alice and the other animals are still wet, prompting the Dodo to suggest a Caucus race.

The Dodo marks out a course, sets everyone in place, and yells “go.” The animals run around haphazardly until the Dodo declares half an hour later that the race is over. The Dodo says that all of them have won the Caucus race and elects Alice to confer prizes. Alice passes mints to all the animals, leaving herself without a prize. Finding a thimble, she hands it to the Dodo, who in turn presents it back to her as her prize.

Alice solemnly accepts the thimble but cannot help feeling that the gesture is absurd. After eating their mints, the Mouse declares that it will tell its tale. Alice confuses “tale” and “tail,” and focuses on the Mouse’s appendage as it talks about Fury prosecuting a mouse in court. The Mouse chides Alice for not paying attention, and though Alice apologizes, the two misunderstand each other and the Mouse leaves in a huff.

The other animals lament the Mouse’s absence, and Alice mentions that she wishes her cat Dinah were there to bring the Mouse back. Alice continues to tell the animals that Dinah eats birds, which causes all of the animals to scatter in fear. Alone again, Alice begins to cry until she hears the distant pattering of footsteps.

The White Rabbit approaches Alice, looking for his gloves and fan. Alice searches dutifully but cannot find them. The White Rabbit mistakes Alice for his housemaid, Mary Ann, and commands her to go to his house and fetch his things.

Startled by the Rabbit's demands, Alice obeys and soon finds his house. As she walks, she thinks about how strange it is to take orders from animals and imagines that her cat Dinah might start ordering her around when she gets back home. Inside of the house, she finds the gloves and fan, as well as a little bottle labeled "DRINK ME." Curious to find out what the contents of the bottle will do, Alice drinks the liquid. Before she can finish, she begins growing rapidly and can barely fit in the room. Her arm dangles from a window and her foot becomes wedged in the chimney.

Alice decides that her adventures are like a fairy tale and imagines writing her own stories once she grows up. Given her new size, she reasons that perhaps she has in fact grown up and will never age.

The White Rabbit interrupts her train of thought by calling for his fan and gloves. He tries to storm into the house, but Alice's giant arm prevents the door from opening. The Rabbit tries to climb through the window, but Alice bats him away with her giant hand. The Rabbit calls out for his servant, Pat, and the two begin to plot a way to deal with Alice when she swats them away again.

The Rabbit and Pat recruit another servant, a lizard named Bill, to climb down the chimney, but Alice launches him into the air with her foot. A crowd gathered outside calls to burn down the house.

Alice threatens to send Dinah to get them and they begin hurling pebbles through the window at her face. The pebbles transform into cakes, and reasoning that the cakes might cause her to become smaller, Alice eats one and shrinks. She leaves the house and encounters a mob of animals ready to rush her. Alice flees and heads into a wood where she thinks about how she might return to her normal size and find the garden. A sharp bark causes her to look up at an enormous puppy standing over her. Afraid it might be hungry, Alice tires it out by teasing it with a stick.

She then sets off, wondering what she might eat or drink to return to her original height. She comes across a giant mushroom and climbs to the top.

Alice comes across a Caterpillar that is resting on top of a giant mushroom and smoking a hookah pipe. The two stare at each other in silence for a while before the Caterpillar asks Alice, "Who are you?" Alice has trouble explaining who she is to the Caterpillar. Dejected, she turns to leave, but the Caterpillar calls her back to recite a poem.