





The mouse has several different abilities and
the player can help him capture the
cheese pieces while avoiding the traps. The
game is over when all of the cheese pieces have
been taken.

Alice can play with the abilities of only one of
the six chess pieces. In the beginning of the
game, six chess pieces step forward, a click
on them determines Alice's skills. In many
moves, click on a square. If it is a chess piece
move, that will advance the chess piece and
the square ahead is useful for him and can attack.
The score is decreased when Alice is captured and
increased according to the strength of chess piece
taken. A perfect score is 100 is possible. Alice
never be captured and all pieces must
become queens. Hit any key on the mouse
button when ready to play. Hold the mouse
button down over the scroll to get a menu.

Thanks to Rick, Andy, Bill, Bruce, Sandra, Larry,
Patsy, Steve, Jello and L. Carroll.



Alice

has slipped behind the looking glass onto a chessboard. The object of the game is to help Alice capture all of the chess pieces while avoiding her capture. The game is over when all of the opponents have been taken.

Alice can play with the abilities of any one of the six chess pieces. In the beginning of the game, six representatives step forward; a click on one determines Alice's skills. To make a move, click on a square. If it is a legal chess move, Alice will advance there. Clicking a few squares ahead is useful for hit-and-run attacks.

The score is decreased when Alice is captured and increased according to the strength of each piece taken. A perfect score of 999 is possible--Alice must never be captured and all pawns must become queens. Hit any key or the mouse button when ready to play. Hold the mouse button down over the score to get a menu.

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