

ALICE'S TEE TIME

A MURDER MYSTERY ADVENTURE

Enter Code to Play

(Code provided upon check-in)

— — — — —

RABBIT HOLE
ESCAPE GAMES



Rules of Play

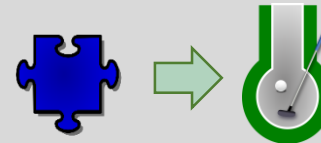
1. Do not take pictures that reveal puzzle answers or clues.
2. Please carryout any specific instructions noted after a hole is completed.
3. Use props, buttons, knobs, levers or other puzzle elements **with care**. Do not use force or roughness.
4. Do not swing putter carelessly. Strokes should not be above knees.
5. Do not loft or hit ball too hard.
6. Do not stand or climb on props.
7. Do not stand on holes or play with any objects in motion.
8. No running, jumping or yelling.
9. Max stroke limit is 6.
10. Out of bounds: 1 stroke penalty shall be incurred.
11. Obstacles in way: move ball one clubhead length without penalty.

We acknowledge the rules

Important Icons

Icons represent the sequence to be performed at the holes.

****NOTE****The order could be different for each hole.



Solve *before* putting

NEXT

FREE SPIRIT
MQ4-18

PIGGY BANK
P130-1

EXPLORER BLUE
M470-5

POLKA DOT SKIRT
P280-3

DURANGO BLUE
S510-6

Scoring

1. If clues are taken, each player receives points ADDED to their score. You have 3 types of clues at each hole with different point values. Multiple clues allowed.
2. You can DEDUCT points by earning badges
3. You keep track of individual strokes for each player at each hole. The app will calculate at the end of the game your total score including clue points and badge deductions.
4. Submit scores by pressing this button after each hole. You CANNOT edit scores after you hit submit!



BACK

NEXT

Badges



2 point reduction for completing game in under 35 minutes



3 point reduction for sharing the app's selfie pic to social media (Can only be earned once)



4 point reduction for taking Zero clues



2 point reduction for taking 1-2 clues entire game



2 point reduction for having par or less than par score



1 point reduction for having multiple hole in ones

BACK

NEXT

Team Info

Team Name:

Number of Players

1

2

3

Player 1 Name:

Player 2 Name:

Player 3 Name:

BACK

CLICK HERE
TO START
AFTER
ENTERING
HOLE #1



FREE SPIRIT
MQ4-18



PIGGY BANK
P130-1



EXPLORER BLUE
M470-5



POLKA DOT SKIRT
P280-3



DURANGO BLUE
S510-6

Hole 9

Rule Forty-two: All persons more than a mile high to leave the court

The Wrecker

9 Par 2

Jack

Score: 18 -1

Score

Olivia

Score: 21 +2

4

Score

Brad

Score: 21 +2

3

Score

Clue Please

Badges

Selfie

Rules

Submit Scores

BACK

Reminder: no puzzle solutions in photos

Take Selfie

Having fun in

Share to Facebook or Instagram
ONE BADGE EARNED if shared

Just Save to Photos

FREE SPIRIT
MQ4-18

PIGGY BANK
P130-1

EXPLORER BLUE
M470-5

POLKA DOT SKIRT
P280-3

DURANGO BLUE
S510-6

Need a Clue?

1

Once an option is clicked, points are added to your score

2

Small Nudge (1/2 point added to score)

3

4

Little Lost (1 point added to score)

5

6

"We Give up" (1.5 points added to score)

7

8

9

Nevermind, we don't need a clue

Small Nudge

You'll need some rabbit ears to hear parts of a message.

DISMISS

Ready to Submit Scores?

Once confirmed, you cannot edit scores

Yes, Submit Scores

Return to Scoreboard

Special Instructions

Hole 1

- A. Ensure transport chutes are at ground level
- B. Move Slider tabs to top row
- C. Close door behind you ensuring it's locked

Click here to CONFIRM above instructions above have been completed

Final Scorecard

Player 1

Player 2

Player 3

Strokes:

Clues:

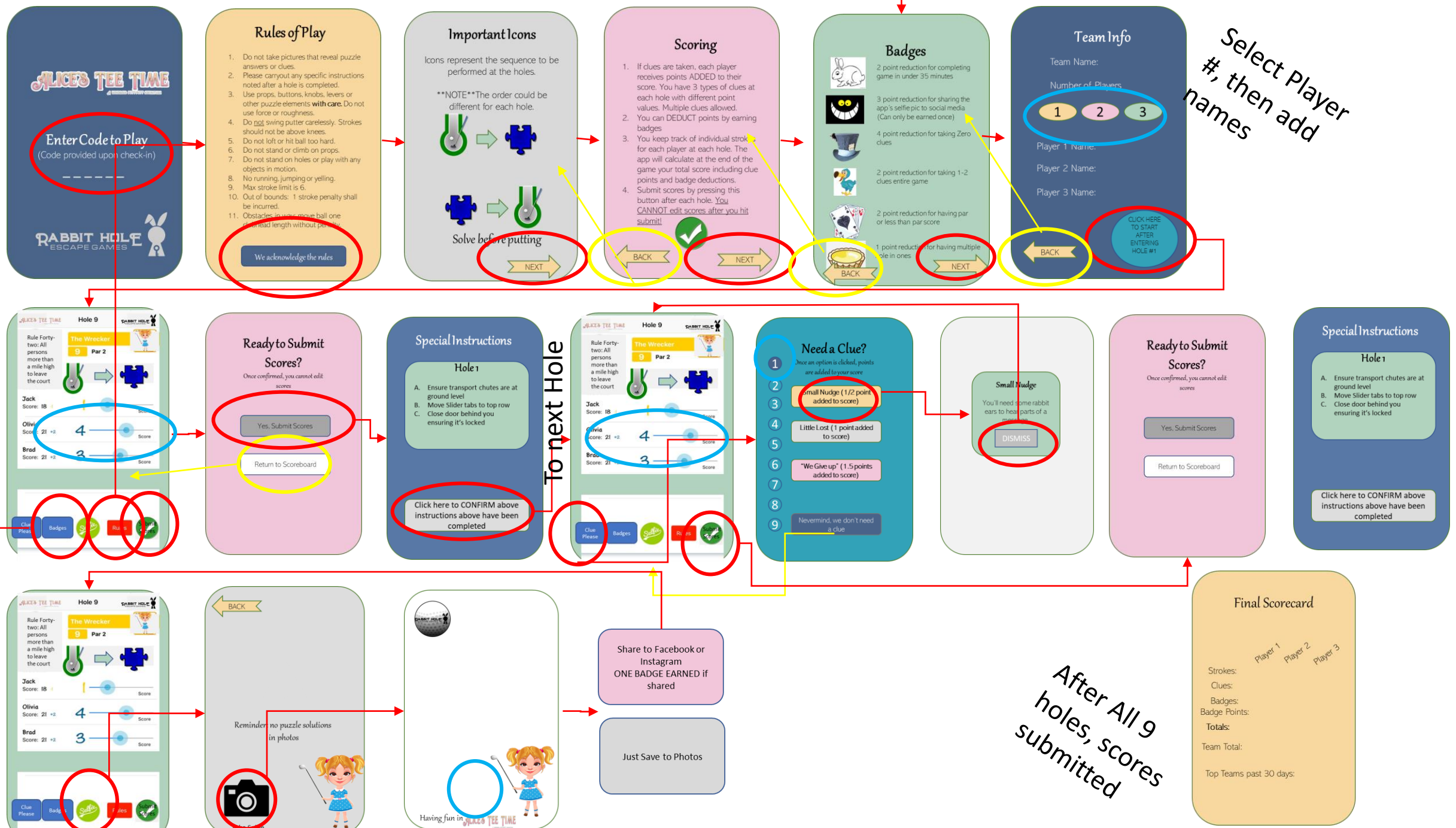
Badges:

Badge Points:

Totals:

Team Total:

Top Teams past 30 days:



Hole Info

Hole	Title	Par	Icon Order	Hints	Other notes	Special Instructions After Submit Scores
1	"Oh my ears and whiskers, how late it's getting"	4	Putt, then solve	<p>Nudge: You'll need some rabbit ears to hear pieces of a message.</p> <p>Lost: The rabbit's suggestion: Putt into a hole, transport ball upwards, listen for clues. Only 3 holes are winners.</p> <p>Give: Putt into hole of your choice. Pull the levers/ropes, or spin the knobs to transport ball upwards. Listen to the clue presented. If ball landed in a TRY AGAIN net, that message is invalid. Choose a different hole and repeat. Move the slider knobs based on what you heard to the correct position.</p>	This is a collaborative team puzzle. Each player will have the same score based on the number of strokes combined. Rotate players and count how many tries it takes you to unveil the correct message.	<p>A. Ensure all transport chutes are at ground level.</p> <p>B. Move all slider tabs to the top position.</p> <p>C. Exit Rabbit Hole and Close door behind you ensuring it's locked.</p>
2	"Curiouser and curiouser!"	2	Solve then Putt	<p>Nudge: The rabbit mentioned the wallpaper looking peculiar</p> <p>Lost: The rabbit says check the backwards message on the wall</p> <p>Give: The wallpaper describes the tart removal order. Look in mirror as it's backwards.</p>		Place all tarts back in their proper place on the plate. The tart will lower.
3	"The race is over...Everybody has won"	3	Putt, Solve, Putt	<p>Nudge: The rabbit likes to garden and keeps his tools organized</p> <p>Lost: The rabbit likes his gardening tools organized. The dodo has started an odd race above in attempt to keep everyone dry. The dodo is having trouble counting, can you help?</p> <p>Give: Place the shovel on the rack. Count how many of each animal is spinning above you. Use the equation and input the number of each by pressing the buttons.</p>		<p>A. Place the shovel on the floor.</p> <p>B. Be sure house door is locked behind you.</p>

Hole	Title	Par	Icon Order	Hints	Other notes	Special Instructions After Submit Scores
4	“I can’t explain myself, I’m afraid Sir, because I’m not myself you see”	2	Putt then Solve	<p>Nudge: Alice doesn’t like the caterpillar's smoke</p> <p>Lost: Alice recommends using the two foot pumps and the caterpillar likes his mushrooms to be grown to different heights.</p> <p>Give: Putt all balls up ramp. Pump the foot pump on ground until lights turn blue. Give the other pump a few pumps to clear the smoke. You will be able to see the correct mushroom height. Move the mushrooms up and down to the correct height to complete hole.</p>		Move on to next hole
5	“We’re all mad here. I’m mad. You’re mad”	2	Putt then solve	<p>Nudge: Alice wishes she could hold someone’s hands through this</p> <p>Lost: The Cheshire advises to touch his grins if you can. He then can show you the way to the Mad Hatter.</p> <p>Give: Place hands on designated areas, then touch your partners hands. The Cheshire appears and gives you the color order of the directional signs. Turn the knobs to each arrow’s position.</p>		<p>A. Change all arrows to up</p> <p>B. Close the lid over stump to hide the maze. Gently push to lock.</p>
6	“It’s always tea-time”	3	Solve then Putt	<p>Nudge: Those stopwatches appear to be broken</p> <p>Lost: The teapots liked to be poured from a specific location.</p> <p>Give: Match the spouts of the teapots to point in the direction of the clock’s hand. Note: There is a small hand that corresponds to the smaller items and a large hand that corresponds to the teapot’s spout.</p>		Spin all to non-winning positions

Hole	Title	Par	Icon Order	Hints	Other notes	Special Instructions After Submit Scores
7	“Why, they’re only a pack of cards, after all”	3	Solve then Putt	<p>Nudge: Hurry, the Queen is coming! She doesn’t like white roses</p> <p>Lost: Hurry, paint the roses red before the Queen arrives! If you’re not fast enough, the cards can paint them back to white.</p> <p>Give: Point the paintbrush at each white rose to turn them red. You must be quick, or otherwise you’ll have to touch up the paint again.</p>		At the end of the hedge wall is a small Off/On Clicker. Click the power tab to OFF, then click it back to ON.
8	“Off with her head!”	5	Solve, then putt	<p>Nudge: The Queen is picky on who gets to shoot through hoops. Play according to her rules. Pass through the cards in order then wait for the final player to play through before hitting the final stake.</p> <p>Lost: The Queen often makes her own rules. Each player receives a different order in which the croquet ball must pass through. Once all have obeyed her silly rules, strike the final stake with the ball and count your strokes.</p> <p>Give: The Queen demands that player one’s ball pass through the order of cards presented. Wait after last hoop. Repeat for player 2 if applicable. Last player must move the croquet ball through their hoops in order before players can strike the final stake.</p>	Each player will receive a different order	Move on to the final hole.
9	“Rule Forty-Two, All persons more than a mile high to leave the court”	3	Solve, then Putt	<p>Nudge: Each juror has something to say, listen closely.</p> <p>Lost: Listen to each of the jurors to determine the correct order.</p> <p>Give: Press the buttons and listen carefully. You must press the buttons based on the order you heard them in. Use the book for reference. You must complete multiple cycles.</p>		Press and hold red button for 10 seconds