

# MALLARD IN WONDERLAND

Alice and friends are having a tea party. Follow the simple instructions carefully.

For best effect, designate four players to act out the roles of Alice, the Mad Hatter, the March Hare, and the Dormouse.

Setup:

- Alice wears a blue frock.
- The Mad Hatter wears a top hat and a waistcoat.
- The March Hare wears a suit of armor and a bow tie.
- The Dormouse wears nothing.

You will also need:

- A round table for six
- A tablecloth
- Six chairs, colored red, orange, yellow, green, blue, and purple
- An axe
- A deck of playing cards
- A croquet set with flamingos and hedgehogs
- A teapot (size = 5 cups)
- Place settings (teacup, saucer, plate, teaspoon) for six
- A plate of biscuits
- A plate of tarts
- A creamer full of milk
- A bowl of sugar
- A large bowl of poi
- A live duck

Put the table in the middle of the room and put the tablecloth on it. Place the chairs around it in “rainbow” order. Put the axe and croquet set in a corner of the room. Lay out six place settings and brew a pot of tea. Place a biscuit and a tart on each plate. Place the deck of cards, duck, teapot, milk, sugar, poi, and plates of tarts and biscuits in the center of the table.

The duck follows standard, well-known duck behavior. For convenience, that behavior is listed at the end.

Instructions:

1. The Dormouse sits in the chair of his favorite color.
2. The Mad Hatter sits seven empty places to the right of the Dormouse.
3. The Mad Hatter asks the March Hare to sit four empty places to his right.
4. Alice sits two seats to the right of the March Hare.
5. The Mad Hatter pours tea for each of the guests, starting on his right and going around. But instead of pouring tea for himself, he fills the cup of the nearest empty seat to his left.
6. Alice deals out the deck of cards. She gives the spades to the guest on her left, the clubs to the guest on her right, the diamonds to the other guest, and keeps the hearts.
7. The guest sitting opposite the Dormouse asks him to eat the biscuit in front of him (the Dormouse).
8. Alice asks the guest sitting opposite her to put two lumps of sugar in her tea.
9. The guest who served Alice sugar asks the guest to his right to ask the guest to their right to steal a tart from the guest to *their* right.
10. The Mad Hatter takes umbrage with the guest to his right and asks that guest to move one seat farther away.
11. Every guest hands every card in their hand with a three on it to the guest to their right. The Dormouse does not participate in any way because he is asleep.
12. The guest to the Dormouse's right asks the guest to the Dormouse's left to eat the food on their plate.
13. Each guest that has two biscuits eats one and gives the other to the guest on their left who then puts it on their plate. If *no one* has two biscuits, then if any guest has no tart *and* someone is sitting across from them, then the first guest asks the second guest to throw their tart (if any) at the duck.
14. If the duck has laid an egg, the Mad Hatter replaces the teapot with one that holds three cups (transferring any tea). Otherwise, all the guests drink the tea in front of them. Unless it has sugar or milk in it.
15. The March Hare suggests a game of pinochle. In preparation, all guests hide their even cards and queens in their clothes (for those wearing clothes).
16. Guests with an empty chair to their right move to that chair if the place setting has no poi. If there was a tart on their plate, they take it with them to the new plate.
17. The Dormouse asks the guest with no one next to them to move one chair to the right, drink the tea there and give the tart there, if any, to the guest to their left.
18. Alice asks each guest in turn (starting to her left and moving around clockwise) to do the following: "If the plate to your left is full (at least one biscuit, at least one tart, and some poi), consume everything on that plate. Otherwise, pour milk for the guest to your right."
19. If any guest has poi in front of them, they throw it at the duck. Otherwise (i.e., if *no* guests have poi), any guests with tea with milk in front of them swap the cards in their hand with those in their clothes (if wearing clothes).
20. The guest to the Dormouse's right is suddenly shocked to discover the Dormouse is naked. That guest gives the Dormouse their clothes and takes the seat opposite their current position.
21. "Do you find these crackers a little soft?" remarks the guest to Alice's right as he drinks his tea. The other guests notice that the speaker has eaten not a cracker but a three pulled from his pocket.

22. The Dormouse suggests a game of black jack. In preparation, all the guests return all cards in their pockets to their hands and examine them. The Dormouse strategically slips his black aces and black jacks back into his pocket.
23. Alice offers the Dormouse her biscuit. He accepts graciously, eats it, and promptly falls asleep. Alice is slightly taken aback, but then she remembers that dormice always fall asleep when they eat biscuits.
24. Alice asks the March Hare to move one seat to the right. She is vexed but not surprised when he moves to the purple chair instead of the orange chair. After all, the March Hare always mixes up left and right when another guest gives him instructions.
25. If the duck has laid an egg, the March Hare pours a cup of tea for Alice and both drink their tea. Otherwise, guests in seats across the table from one another swap clothes.
26. The March Hare asks the Mad Hatter to join him in a game of croquet. The Hatter ignores this instruction and instead shouts, "Move Down!" and forces all the awake guests to move one chair clockwise. "Not again," moans Alice. "He *never* does what he's told and *always* makes us move down!" "Not quite," says the March Hare. "If he's distracted by an empty teapot he'll obey, and then he brews a new pot of tea."
27. The Mad Hatter suggests a game of canasta. As a precaution, he steals all fours and eights from the other guests.
28. The Dormouse asks Alice to serve him a tart from the table center. She is surprised to see him awake but he says, "I always wake up when someone tries to sit on me, then I take the next available seat to the left." As she always does before carrying out another guest's request, Alice either drinks the tea at her place or (if she has none) refills her cup and then the nearest empty cup to her right (as long as there's enough tea in the pot to do so).
29. The Mad Hatter asks the guest sitting opposite himself to place their tart on the plate to their right and move one seat to the left.
30. Alice suspects that there may have been some cheating going on with the cards. She asks the guest to her left to accuse the other two guests of cheating. The other two deny everything, but then surreptitiously exchange black nines and kings with each other and slip black sixes into their pockets.
31. If any guest has more than one biscuit in front of them, then all guests with poi throw it at the duck. Otherwise, the guest in the orange chair serves everyone tea, starting with themselves and moving right around the table.
32. Alice suggests a game of gin rummy. In order to improve her hand, she exchanges clothes with the guest opposite her.
33. Outraged by Alice's play, the guest who traded clothes with her leaves the room in a huff, taking all the spoons. The guest to his left quietly slips into the departed guest's seat.
34. The Queen of Hearts enters the room. She sees one guest naked and cries, "Off with his head!" That guest is hauled away. The remaining guests nervously eat a biscuit from their plate if they still have any.
35. Alice pours herself a cup of tea with milk and sugar. She reflects on what an odd day it has been.

Alice finds herself quite alone, what with the Dormouse sleeping again. She now notices the following grid stitched into the tablecloth. Curious, she lays all her cards and the Dormouse's onto the grid.

	A	2	3	4	5	6	7	8	9	10	J	Q	K
♠													
♥													
♦													
♣													

Combine what Alice sees in the grid with the Dormouse's favorite color for the final answer.

#### A Guide to Standard Duck Behavior

1. If exactly three guests are seated in adjacent chairs, the duck serves them each a lump of poi. If four are adjacent, the duck eats their poi. This does not happen repeatedly if the guests don't change seats.
2. If a guest ever has more than one tart, the duck steals all cards from their pocket and burns them. The duck returns the guest's surplus tarts to the center of the table.
3. If a guest eats any poi, the duck lays an egg (hard-boiled).
4. If a guest is served sugar in their tea but has no spoon, the duck recites the "Jabberwocky".
5. If all the teacups become empty, the duck takes black cards with prime numbers on them from the hand of the last guest to pour tea and gives them to the last guest to receive tea.
6. If a guest pours another guest milk for their tea, the duck gives the recipient an additional biscuit.
7. If guests throw food at the duck, the duck adeptly catches it in mid-air and eats it. He then leaves the table to play croquet for a number of turns equal to the number of items he just ate. Duck rules do not apply during this period.
8. The duck abhors teapots that hold an odd number of cups. If he sees one at any time, he will immediately replace it with a pot one cup smaller, transferring as much tea as possible and drinking the rest.