

# Alice's Adventures in Wonderland Summary

By Lewis Carroll, 1865

## Chapter One: Down the Rabbit Hole

Alice is sitting by the riverbank (river Thames along Oxford, which is where Lewis Carroll would hang out with Alice Liddell, the tween daughter of the dean at Oxford University, and photograph her), where her older sister recites a very boring schoolbook, until out of nowhere, a white rabbit dressed in a waistcoat runs across the field screaming "I'm late, I'm late".

- There are two opposing characters portrayed; Alice, the immature and unmannerly girl, and her sister, the mature and educated one.
  - This is used to define Alice's personality as a young child against her sister who is behaving exactly as she should for a young woman: reading and being quiet.
- The setting is a real place (river Thames along Oxford University).
- This is where the *portal fantasy* begins; right when Alice goes from being immensely bored, hot, and sleepy to seeing the white rabbit.
  - This is the moment she falls asleep.



Alice follows the white rabbit through the hole, which drops her down for a long time, however she falls slowly, witnessing the walls covered in cupboards and shelves with marmalade jars.

- First sign of fantasy and surrealism (opposite of realism): she's floating straight down, as opposed to falling.
  - This also represents the figurative, "drifting off to sleep", for she is literally drifting down into her dreamworld.

- The jars of marmalade begin to represent the social customs of Victorian England.
- The rabbit represents the motif of *frustrated desires*; chasing something that is always just out of reach.
  - According to psychology, this feeling occurs when one feels unsatisfied, and in this case it is Alice whom is unsatisfied with the social customs of the Victorian era.

Alice discovers the only way out is through a very small door that is locked. However, she quickly finds the key on the table along with a bottle marked "DRINK ME", to which she obeys, resulting in her shrinking significantly and leaving the key atop the now very tall table. Feeling incompetent, she starts crying but soon sees a box with a small cake that says "EAT ME" under the table, to which nothing happens.

- Alice's desire of wanting to enter the garden symbolizes the feelings of nostalgia that happens when one grows up; kids prefer to play outside rather than stay indoors either studying or taking tea.
  - Also, the physical frustrations of growing too fast (being big) or still feeling immature (being small) is dramatized to the form of literal nonsense.

### Chapter Two: The Pool of Tears

After finishing the cake, she grows to be 9' tall, which is significantly greater than her original size, and begins to cry, which forms a great pool of water.

- Alice begins growing rapidly, and irregularly; her neck is much longer than it should be in proportion, which symbolizes awkward growth spurts and teenage discomfort.
- This causes her to react to her own emotions (pool of tears), which then is forced to use reason after her tears produce another consequence.
  - Giving into her emotions serves as punishment.

After the rabbit makes another appearance, Alice tries to speak to him, but now he is stressing about the Duchess. He leaves after dropping a fan and his gloves, to which Alice picks up to fan herself. She starts contemplating actually being someone else rather than herself, to which she tries to disprove right away, because she couldn't possibly be Mabel for she is much dumber than she. She continues to recite her lessons to prove she is in fact herself, but can't get them right.

- Unable to accept the changes, she struggles with identity.
- The paradox of Wonderland (place where one wonders all things both psychological and sociological) forces her to accept the logic of nonsense to be able to survive without going mad.

The fanning motion causes her to shrink, so she goes at it until she can fit through the door, however she has forgotten the key again and this time she is floating in the pool of her tears. She meets a mouse, whom she tries asking for help, but it can't understand her, to which she tries to recite her French lessons about a cat, offending the mouse and eventually swims away from Alice. She

promises to stop talking about dogs and cats, so the mouse asks Alice to follow it to shore passing by other animals that have appeared.

- During her self-inflicted predicament, the mouse serves as a distraction produced by her unconscious to ignore the real problem at hand, which is her tedious inability to conform to rules and mannerisms of her actual society.

### Chapter Three: A Caucus Race and a Long Tale

Once she reaches the bank of land, she begins to argue with the Lory until the mouse interrupts to command everyone into listening to a history lesson. The story of William the Conqueror is deemed best because it is the driest tale the mouse knows.

- The driest tale because they are all focusing on getting dry: a play on words.

After the story, the Dodo suggests a Caucus race, which has them all running in arbitrary circles until it is declared the race is over, claiming they're all the winners. Alice is elected to give out mints as prizes to all the animals. She finds a thimble, which she gives to the Dodo, who in turn gives back to her.

- Caucus Race: A laborious but arbitrary and futile activity; an activity that amounts to running around in a circle, expending great energy but not accomplishing anything.
  - It provides a satirized critique of the absurdity of English politics at the time, having the animals run randomly in circles with no progress whatsoever.
  - Carroll implies that politicians do the same inane behaviour without having a clear conclusion or accomplishing anything.
  - The purpose of the race is another attempt to get everyone dry, which isn't clear to actually happen.

After the mouse leaves offended because Alice confused "tale" with "tail" and proceeded to focus on the mouse's tail, she goes on to talk about her cat, Dinah, to which she offends all of the other animals who run away from her. Alone again, she begins to cry until she hears footsteps.

- Alice misunderstanding the mouse shows a clear example of how unable she is to understand others, especially in the world of Wonderland.
- The purpose of language is to convey meaning and explanation, however in Wonderland, language doesn't seem to take on a very logical sense.
- Despite Wonderland's literal nonsense, Alice's inability to comprehend social cues and patterns of behaviour illustrate her failure of societal expectations of how to anticipate understanding of individuals.

### Chapter Four: The Rabbit Sends in a Little Bill

The white rabbit appears looking for his fan and gloves, to which Alice helps him look as she has seen them before embarking in an ocean of her tears. The rabbit mistakes Alice for his housemaid, Mary Ann, and commands her to go to his house and fetch his things. Alice obeys and walks into his house realizing how strange it is to take orders from animals and thinks again about how her cat might start doing the same.

- The white rabbit has become an authority figure for Alice, listening to his commands.

- The perception of humans sitting atop the animal hierarchy is challenged, and wonders whether this newfound realization will affect her enough to have her taking orders from her cat.
  - She accepts this inversion of the natural order with the same acceptance about new information and customs that are presented to her in normal day-to-day life.

She finds the fan and gloves as well as another little bottle labeled "DRINK ME". Curiosity dictates her actions again as she downs the bottle resulting in her growing rapidly to a size where she doesn't even fit in the house. Her arms and legs spread through the doors and windows. Here she contemplates that she is perhaps in fact grown up, but will never age.

- She continues to have problems with her size, which furthers her confusion of her identity as neither being a child, nor an adult.
  - However, rather than being fueled by fear and anxiety from growing up, here she encounters a newfound desire to overcome the restraints of her confined self.

The rabbit then calls to his servant, a lizard named Pat, to plot a way to deal with her. A verdict to burn down the house after she swats them both away is reached by a crowd gathered around the property. They throw pebbles at her, which turn into cakes, resulting in Alice reaching the conclusion that they will make her small enough to exit the house normally, however she overzealously eats too much, gaining a much smaller size.

Encountering the mob of angry animals, she flees into the woods where she may find a way to return to her normal size. She hears a bark and looks up to find a huge puppy standing over her. In her defense, she tires it out by teasing it with a stick. She soon escapes encountering a blue caterpillar smoking a hookah.

- She finally encounters a being that behaves the way she would expect, which is the puppy.
  - Lewis Carroll hated dogs, which explains why it had no magical qualities or special characteristics.

### Chapter Five: Advice from a Caterpillar

The caterpillar asks Alice, "who are you?", to which she has trouble answering because of her faltering identity. She turns to leave, but the caterpillar calls her back to recite a poem, to which she does incorrectly.

- Her identity crisis detected by another being as opposed to just her.
- He then proceeds to aggravate her by questioning her constant change in size, to which she brings his attention to himself and his pending bodily transformation as a caterpillar into a butterfly after reaching sexual maturity.
- The poem she is asked to recite is "Father William", but her inability to remember any of her lessons in Wonderland begins to be a recurring theme, for all her brain power is being spent on her anxieties of growing up.
  - "The Old Man's Comfort" by Robert Southey is a didactic poem about the importance of living in moderation, and most Victorian children were required to memorize it.

He asks her what size she wishes to be. She admits that being three inches tall is wretched, which insults the caterpillar. Before he leaves, he suggests to Alice that she eats one side of a mushroom, and that the other side will make her grow smaller. The right-hand side makes her shrink, and the left-hand side makes her neck grow high above the treetops where a pigeon attacks her, mistaking her for a serpent who wants to eat its eggs.

- This causes Alice to further doubt who and what she is, for her neck is very long and she likes eggs; qualities of a serpent.

Eventually returning back to her original size after playing with the two sides of the mushroom, she wanders the forest looking for the garden until she finds a four foot tall house.

### Chapter Six: Pig and Pepper

Alice sees a fish-footman approach the house to knock on the door, and a frog-footman answers the door to receive a letter from him; an invitation for the Duchess to play croquet with the Queen. After the fish-footman leaves, she approaches the frog-footman who is idly staring at the sky. She proceeds to knock on the door, to which the frog explains to her that no one will answer since everyone inside is making too much noise and that he will be sitting there for days. Immediately, a dish flies through a crack in the door, grazing his nose. Unperturbed, the frog continues doing nothing.

- All the inhabitants of Wonderland consider their environment and actions to be completely normal and not surreal at all.
  - The frog-footman doesn't even react to being grazed by a launched plate, as if it were nothing.
- She tries to find logic in his behaviour but only ends up fooling herself because Wonderland's order is defined by chaos.
  - As the cat later suggests, she must be mad in order to understand the nature of things here.

Alice opens the door to find herself in the kitchen, finding the Duchess nursing a baby with a grinning cat on the hearth and a cook standing by the stove dumping pepper into a cauldron of soup, which causes the baby and Duchess to sneeze incessantly. She asks the Duchess why the cat is grinning and learns that it is a Cheshire cat. Questioning the cat aloud, the Duchess insults her claiming that she mustn't know very much.

- The Duchess rejects normal social conventions and behaves completely randomly, however their names (footman, Duchess) suggest a social order complete with codes of conduct and a hierarchy, much like Alice's own society.
  - Their behaviour destroys any traditional notion of social convention, only the politics seem to stand.

The cook hurls objects randomly at the Duchess and the baby; fire-irons, saucepans, and dishes. Alice tells the cook to be careful and attempts to change the subject by talking about the Earth's axis,

which the Duchess hears "axes" proceeding to shout "CHOP OFF HER HEAD" and then sing a nasty lullaby to her baby while roughly rocking it before flinging the baby at Alice and then running away to play croquet with the Queen.

- The Duchess treats her baby horribly and violently, to which traditional Victorian mothers would scoff at.
  - The poem she is reciting is about the gentle treatment of babies by David Bates, which represents her complete and blatant rejection of poise and respect for Victorian social norms.
  - Adding to the fact that the Duchess (a high position in the feudal system) is nursing a baby in public and in the kitchen. People of "important breeding" would never be found in the kitchen, and especially not showing private body parts.

Alice takes the baby outside only to discover that it was in fact a pig, setting it down for it to run away. She encounters the Cheshire cat again on a tree branch near a fork in the road and asks it where she should go. The cat suggests she visit the Mad Hatter and the March Hare and that no matter where she goes she will end up somewhere. Alice responds that she doesn't want to be among mad people, to which the cat tells her that all people are mad, and if she is in Wonderland she is mad too. The cat says goodbye until the Queen's croquet match and vanishes before appearing again only to fade away again only leaving a carnival grin.

- Alice begins to accept the rejection of tradition as well when she discovers the baby is in fact a pig, considering that anthro-metaphorically, many children she knows back home would *"also do well as pigs... if only one knew the right way to change them"*.
- It is explained to Alice that madness is the chief characteristic of all residents in Wonderland because to be in Wonderland is to be mad.
  - In order to accept this irrationality, one has to be mad.
  - Alice's willingness to venture into her own dream symbolizes that she thinks of herself as similarly fabricated as the surreal and illogical world she's portaled into.

Alice continues along the path to the March Hare's house, adjusting her size once more until she is two feet tall.

### Chapter Seven: A Mad Tea Party

Alice approaches a large table where she finds the March Hare, the Mad Hatter and sleeping dormouse sitting between them. They tell Alice there is no room for her, even though it's an enormous table, to which she sits anyways. They offer her wine although there is none offending Alice because it is uncivil to offer something when there isn't. The March Hare tells Alice that she is the uncivil one because she sat down without an invitation.

- Taking Tea is a very popular and well known social custom in England that became very renowned in the Victorian Period. However, this particular tea party is very different to the usual affair.
- This whole affair reflects a series of pointless conversations, which probably reflects what a child would assume of what an actual English tea party is like; conversations whose meaning seems pointless.

- The Mad Hatter gives Alice his unsolicited opinion that her hair "needing cutting" (implies her needing a haircut), which is something that was considered very rude when you've just met a person.
- "Why is a raven like a writing desk?" a riddle.
  - This riddle follows through with absolutely no point or answer. Riddles are supposed to be comical didactations with a purpose for wit. This one goes absolutely nowhere.
    - Reaffirms the unusual sense of order; it's sole purpose seems to perpetrate confusion and disorder.
  - Edgar Allen Poe wrote on both the subject of a Raven and on a physical writing desk, which was written in 1845 (20 years prior to Alice), and is a poem about a talking raven's mysterious visit to a distraught lover, tracing the man's slow descent into madness.
    - Outlines a recurring theme for the madness in Wonderland as well as an animal with anthropomorphic qualities, such as talking.
- The Mad Hatter asks the March Hare for the time, but his pocket watch is broken, to which the Hatter becomes angry and blames the Hare for getting crumbs on the watch while also spreading butter on it. Time is a "him", not an "it" and has been upset ever since the Queen of Hearts accused him of murdering time, to which Time has stayed fixed at six o'clock.
  - This implies that they exist in a perpetual tea-time.
  - Time exists as a person and not an abstract concept like it does for us. Not only are social conventions inverted, but the very principles of the universe are also turned upside-down (another example on Menippean satire because of the upside-down).
    - Time also seems to have a personality because he chooses to stop working when his feelings were hurt; very anthropomorphizing.
  - The tea party is assumed to have been going in circles since March, which is when the March Hare goes mad and also the moment Time has stopped.

They wake up the dormouse for a story; he tells them a story about three sisters who live in a treacle-well, eating and drawing treacle. Alice interrupts with many questions, insulting the dormouse, but continues to ask questions regardless, causing the Mad Hatter to insult her before she storms off in disgust from the tea-party.

- Treacle: a thick, sticky dark syrup made from partly refined sugar; molasses.
- Language is used as both symbolism and a series of epigrams to convey wit; the dormouse, the hatter and the hare point out to Alice that "saying what she means and meaning what she says are not the same thing".
  - Alice says she cannot take more tea because she has not had any, to which the Mad Hatter points out that she can indeed take more tea because "it's very easy to take more than nothing".

In the woods, Alice encounters a tree with a door in it, she enters, and finds herself back in the great hall from the beginning. She uses the mushrooms to grow and shrink in size to get the key from the glass table and exits through the small door. Now, she is in the garden.

- She has stopped struggling with her change and size, and now just does it to get what she needs, which symbolizes her distinction between when she needs to be an adult, and when she needs to be a child; when she needs to be big or small.

### Chapter Eight: The Queen's Croquet Ground

When Alice enters the garden, she meets three gardeners in the shape of poker playing cards, 2, 5, and 7, bickering with each other as they paint all the white roses red. The white roses have been planted by mistake and they must be fixed before the Queen notices, but just then the Queen arrives with her entourage of more playing cards. The cards bow down to her as she asks Alice for her name with great grievousness. She answers the Queen and realizes that she shouldn't be afraid, for they are simply a pack of cards.

- Alice expects the garden to fulfill her desires, but her experience proves to be the worst part of Wonderland because of its arbitrary violence.
  - She eventually gets over this and finds a newfound courage, attacking the Queen with great disrespect, which in turn is also attacking the illusion of Wonderland's power.
- The garden is the seat of power in Wonderland and the central role in Alice's quest upon falling down the rabbit hole.
- The garden is the "*heart*" of Wonderland, typified by all the playing cards with the heart suit.

Alice answers the Queen graciously, to which the Queen asks about the trembling gardeners. Alice answers superficially causing the Queen to announce her beheading until the king calms her down. She does however realize what the gardeners were doing and announces their decapitation before moving on. Alice saves them by hiding them in a flower pot and then trails behind the Queen to play croquet.

- Alice realizes that the garden is no special place and that everything is just as idiosyncratic and maddening as the rest of Wonderland. The bright flowers she pined for are just ridges and furrows that are painted, eliminating her speculation that everything was "*naturally beautiful*".
- Before meeting the Queen, Alice's idea of social hierarchy was dominated by animals, but now she sees that they're all being ruled by an inanimate object, which adds another level to the feudal system and the ridiculousness that is Wonderland.
- The Queen is not only a ruler, but a totalitarian authority, meaning she has a say in every aspect of her subjects' lives as well as their sentence, which is always a decapitation.

The white rabbit and the Duchess are under sentence of execution for boxing the Queen's ears.

The croquet ground is rigid, the balls are live hedgehogs, and the mallets are live flamingos. The rings in the ground are composed of the playing cards improvising an archway so that the balls are hit through.

- She uses her subjects, such as hedgehogs and flamingos, as objects for her own amusement in sport. Wonderland
  - Wonderland completely reverses the conventions of the aboveground world, so that inanimate objects rule the land and use living creatures as tools.



Alice attempts to get away but is distracted by the Cheshire cat's grin. He asks her how everything is going and she complains about the Queen's behaviour. The king overhears the conversation and resorts to try to taunt the cat, but has no success. He becomes annoyed and calls for the Queen's attention to behead the cat. However, the cat is now only a smiling grin, confusing the executioner, king and queen about how to go about the execution. Alice suggests they ask the Duchess for advice since it's her cat, but by now the cat has fully vanished.

- The mere fact that the King and Queen ask for her advice with the cat, gives Alice a degree of authority. She keeps on her toes, but she exhibits a level of courage not seen before.
  - Preventing a dispute and keeping from angering the Queen to no end, prevents Alice from waking up, which is the only thing she really needs to do to get away.
  - She keeps going to try and find the point of Wonderland.

### Chapter Nine: The Mock Turtle's Story

After the cat disappears and the croquet game resumes, the Duchess takes Alice's arm and the two start to walk. Alice believes that the Duchess is behaving pleasantly because there isn't any pepper around. The Duchess takes this opportunity to explain various moral lessons.

- The Duchess tries to find a moral in everything just as Alice does to try and understand her new environment through cause and effect, which outlines the circumstances that can arise from choosing what one says or does.
- Carroll is using this character to condemn the self-righteous moralization of Victorian England; the Duchess' relentless discussion of morals prevents Alice from having enough space in her mind for her own unique thoughts.
  - It's a form of mental corruption.

Alice is summoned by the Queen to resume her turn since everyone else who is playing besides the King have been sent to be beheaded. The game ends because there are no more cards to act in as arches, so the Queen decides Alice should visit the Mock Turtle. A Gryphon leads her to him, and during their trip, he admits that the Queen never actually executes anyone.

- The Gryphon deflates the Queen's authority by acting unafraid of her enough to admit to Alice that she never actually executes anyone.
  - This also serves as confirmation for Alice that she is right not to be scared of the Queen and her playing cards.

Alice meets the Mock Turtle, but immediately becomes concerned because he looks so sad. The Gryphon shrugs his sadness off because the Turtle does it on purpose. The Mock Turtle begins his tale about when he used to be a real turtle named Tortoise. Alice interrupts to ask him why his name is Tortoise if he isn't actually a tortoise. He explains its because he "taught us" (**phonetically similar**). The Mock Turtle studied Reeling and Writing (reading and writing), Ambition, Distraction, Uglification, and Derision. The lessons became shorter every day because they were "lessens".

- This is a hint to Lewis Carroll being a mathematician because when you shorten something more and more every day, there never comes a day when there isn't part of that something (approaches, but never reaches zero), so when Alice asks what happens when one day there was no time for lessons (this limit doesn't exist), the Gryphon changes the subject.
- The Gryphon and Mock Turtle speak directly and have more manners than anyone else she has met since the rabbit hole, and thus, the closest thing to friends.
  - Despite this positive experience, she still cannot understand them no matter how hard she tries.

### Chapter Ten: The Lobster Quadrille

The Mock Turtle asks Alice if she has ever met a Lobster, to which she almost admits to eating before simply saying no.

- The fact that Alice was able to hold her tongue and critically think about the cause and effect of her words, displays an understanding on her part of the other person that she has been unable to demonstrate thus far.

The Mock Turtle and Gryphon describe the Lobster-Quadrille, which is a dance where all of the sea animals (except the jellyfish) partner up with the lobsters, moving from the seashore, and through their lobster-partner out to sea. The Turtle and Gryphon start dancing to demonstrate what it would look like, minus the sea and lobster. The song is sung by the Mock Turtle about whiting and a snail.

- The turtle and gryphon deviate from the usual rudeness that Alice has come to expect from the creatures of Wonderland; they don't fight with each other, and they try to sympathize with her.
- Despite the turtle being melancholic, he is also willing to partake in dance and song.

After the dance, Alice asks about what whiting is, and of course her thoughts about it are a misconception to Wonderland's truth. Whiting does not have crumbs and is named whiting because it shines the sea animals' shoes.

- Another example of an epigram, and an upside down quality of this world.

Alice is asked to recount her adventures so far in Wonderland by the gryphon and turtle, and they find it **curious** that she wasn't able to find the words to "Father William", and in turn order her to recite the words to "Tis the Voice of the Sluggard", to which she messes up as well.

- It has been already established that these two characters are the ones Alice identifies most in Wonderland, and by using words like "curious", "confusing", "dreadful", like herself, they become further aligned with Alice's attitude about the strange situations she has overcome.
  - However, the Gryphon is too detached, and the Mock Turtle is too sentimental to be fully genuine.

Soon they are interrupted by a cry, "The Trial's Beginning!" and the Gryphon whisks Alice away.

### Chapter Eleven: Who Stole the Tarts?

Alice arrives in the courtroom to find the King and Queen of hearts on their throne, ready to launch the trial. The accused is chained before all the animals who serve as witnesses. Alice is excited to be in a real courtroom because that way she can apply all her knowledge that she has read about.

- Alice has failed to find meaning in Wonderland during her stay and has one last hope that she will find it in this courtroom.
  - She views the court of justice as an institution of law and a refuge of sanity, in which undeniable truth will prevail.
- The similarities in the structure of the courtroom to the aboveground court restores her faith in the sanctity of law.

All the jurors write down their names, in case they forget them, to which Alice calls "stupid things", and the jurors write that down too. She snatches a squeaking pencil out of Bill's hand (a juror), who was last seen as a servant to the white rabbit, and continues writing with his finger.

- Even before the trial even starts, Alice realizes that even this court is a sham and that this too, represents a world without meaning.

The white rabbit serves the court as a herald, reading the accusation that the knave (**accused**) of hearts has stolen the Queen's tarts. The Mad Hatter is called to the stand. Alice starts to grow again (representing her evolution in maturity), which upsets the dormouse who then leaves to the other side of the room to avoid being crushed.

The Mad Hatter suggests the March Hare said something, to which the Hare denies, and then the Hatter explains that the Dormouse said something, but the Dormouse has fallen asleep so he can't defend himself. The Hatter cannot remember what the dormouse said and the King insults him for being so stupid, to which a guinea pig cheers. The guinea pig is put into a sack and then sat on.

- The king repeatedly demands a verdict, but one never materializes.
- This whole trial mocks the English legal process.

The cook is called as the next witness, and is asked what the tarts are made of. Pepper, is his answer. The dormouse calls out sleepily, "treacle" and the courtroom flies into chaos. The cook disappears, and the king calls the next witness, which the white rabbit deems is Alice.

- The absurdity of the legal trials recalls the ridiculousness of the Caucus Race, in which pointless activity serves as a means to find conclusions, to which none arise.

### Chapter Twelve: Alice's Evidence

This chapter titled, "Alice's Evidence" refers to both the evidence that Alice gives during the trial and also the evidence that causes her to discover that Wonderland is a dream that she can control by waking up.

Alice jumps to the white rabbit's call to the stand and forgetting that she has grown larger, knocks over the jury stand and scrambles to put all of the jurors back. She claims to know nothing whatsoever

about the tarts. The king mutters "important" and "unimportant" to himself.

The king interjects with Rule 42, which states, "All persons more than a mile high to leave the court". Alice denies she is a mile high and accuses the King of fabricating the rule, but apparently it is the oldest rule in the book, to which Alice logically retorts that if it is the oldest, why isn't it the first rule. A document claimed to be written in the knave's handwriting is presented although it isn't really his handwriting. He tries to refute the charge since it is not signed, to which he is also then accused of being mischievous for not signing for an honest man would have. A verdict is drawn by the Queen, deeming the knave guilty to which Alice criticizes her, resulting in calling for her beheading. Alice has now grown to her full size and bats away the cards as they try to fly upon her. This is where Alice wakes up back on the riverbank.

- Her growth here resembles the exposé that Wonderland is an illusion that she has complete control over, causing her to wake up.
- She fully grasps the nonsensical notion of Wonderland when the King interprets the Knave's poem, which is ironic because the whole time she has been in this world she has tried to find meaning in something, which clearly doesn't have any, and when the King finds meaning in something that doesn't have any, Alice immediately rejects any substance.