

The following document will attempt to explain and categorize the killer of the book *Alice Mirror Castle Murders*, a Japanese murder mystery by Kitayama Takekuni and the third of his Castle series. As the identity of the killer is a major plot point of the book, they will simply be referred to as Alice in the intro to this doc. A non-spoiler introduction to the premises are included in the **Cast** and **Castle** sections. Full spoilers follow the **Who is Alice** section.

As of the time of this writing, the Castle series is not translated into English. As a result, this document will attempt to explain the events so that it is understandable to readers attempting to scale Alice's feats as well as the situation of the Alice Mirror murders.

Quotes will be provided when necessary to give context to scenes, along with a translation, however the document will attempt to describe the feats as best as possible such that quotes shouldn't be necessary.

And of course, it should be noted without saying, this document is not a replacement for reading the book. Although most of the planning and murder tricks done by Alice will be spoiled in this document, the book itself is still worth reading regardless.

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The Cast

The *Alice Mirror Murders* contains a large amount of characters, so for reference, I have listed the names here. This is a non-spoiler version.

Rudy: A woman who invites several detectives into the island to find the legendary Alice Mirror
Doto: A maid entrusted by Rudy to take care of the guests to the castle
Washiba: A young graduate student who is also an amateur detective
Madohata: An old detective
Umigami: A retired policeman
Kokaji: A 30-year old detective
Naida: A 20-year old detective
Iruse: Naida's silent partner
Yamane: A 30-year old detective. Has been to the island before
Mizuki: A famous Kansai detective

Additionally, while he makes no appearance in the story, **Shirasumi**, the builder of the *Alice Mirror Castle*, is frequently mentioned in discussions around the castle's past.

The cast were all invited into the island for a scavenger hunt to search for the supposed *Alice Mirror* that resides in the castle.

The Castle

In addition to the cast, important information about the Castle should be known. Namely, that the designer was quite eccentric. The entire motif of the castle mirrors *Alice's Adventures in Wonderland* and *Through the Looking Glass*. As a result, there are a variety of rooms that seem nonsensical. Doors of various sizes capable of turning whichever way and dismantled, mirrors of various kinds, as well as long disorienting hallways. Only a few of these are important for this document, however.

In addition, the castle itself was built for a logging operation, so much of the actual outskirts of the castle is filled with logging machinery, all of which doesn't work due to being exposed to a common local phenomenon of Acid Fog, Acid Rain, and Acid Snow for long periods of time years ago. There *is*, however, working machinery in the basement of the castle.

The castle is located on Erika Island, an isolated island off the mainland nearby a volcano. The island contains many forests, but also contains a highly acidified spring (stated to be a pH of 5), the Nameless Spring, where "no life can live". The spring's acid is strong enough to kill anyone swimming there, and is fairly still.

SPOILER TERRITORY

Who is Alice?

Alice is not actually an alias. **Alice** is in fact, a real person who was on the island along with the ten other individuals. Meaning there were eleven individuals on the island. Her existence and identity is kept secret (though heavily hinted) to the reader, but for the purposes of this document, Alice, her purpose, and her plans will be sufficiently explored.

Alice's Background and Plan

Alice is a college-aged, blonde-haired woman from Britain, who, along with Rudy, attended college together. While they both majored in English literature (and thus were heavily aware of Lewis Carroll's work), Alice was an ecologist first and foremost. She studied environmental sciences as well as history and realized that various pollutants, global warming, and general human excess has created the phenomenon of Acid Rain. This is a real phenomenon that, while now lower in severity in real life today, in the setting of the book, has never been curbed.

Alarmed that the Earth would be destroyed, Alice researched a way to neutralize the acidic buildup of the environment. There, she found out that the human body, with its bones and cells, contains plenty of alkaline, which would be capable of neutralizing acid. Afterwards, she became obsessed with a way to both neutralize localized acidic areas while also reducing the population of humanity to reduce global pollution. It is here where Rudy tells her of the largest acidified spring in Japan, the Nameless Spring, which is located in the Alice Mirror Castle, and where Alice's experiment first comes to fruition.

From there, Alice immediately studied Japanese. While it is unclear for how long she studied it, Alice stated that she was able to learn Japanese quite quickly due to her efforts at fulfilling her plan, enough to teach Rudy Japanese herself. What we do know of her language acquisition skills is informed by how she speaks Japanese and the difference from Rudy. Rudy still has an accent, emphasized with katakana words in her dialog, whereas Alice speaks natural Japanese with no accent, despite both being British.

Alice and Rudy then moved to Japan, living there for over two years as Alice learned more of the *Alice Mirror Castle*. While Rudy was aware of the general history of the castle and its original usage, Alice was aware of the true purpose of the *Alice Mirror Castle*.

The castle itself, as it turns out, was a large distraction. As it was constructed during Japan's bubble economy. While it was true that Shirasumi was the CEO of a massive logging company, his true purpose was to research Erika Island, which possesses acidified land and springs, in order to find a way to neutralize the acid. His solution was to bring a large amount of limestone, which can neutralize acid, to the island. In order to keep his pretense of being on the island and to keep his image as a profitable company to allow him access to the island, he disguised the limestone into a castle. However, he made this castle easily dismantable, which is why he had the idea of modeling it after *Alice's Adventures in Wonderland*, with its nonsensical design and various doors and rooms that can be taken apart with ease. Ultimately, Shirasumi never realized

his plan, but the castle itself became a perfect setup for Alice's experiment. While it is not shown on-screen, considering Alice herself explains the purpose of the castle and shows knowledge of its secrets, we can assume that she spent her year or two in Japan studying the island and its history.

At some point, Alice came into contact with a worldwide conspiracy of eleven people who shared in her plan. Details on these people are irrelevant to both the book and the document, but suffice it to say, Alice is confident that, even if she fails this experiment, the rest of the eleven will continue on in her stead, giving her the confidence to do it.

After all of this, we finally have Alice's final formalized plan for her experiment in Erika Island. First, she has to invite as many people as she can to the island, kill them, and use their corpses to neutralize the spring in the island to see if her process is viable. While doing this, she must also evade the police for as long as possible.

She leaves the invites to her friend Rudy, and while we do not know the full details of the discussion, we know that according to Alice, the suggestion of inviting detectives came from Rudy. Though Alice is unaware if Rudy knew of Alice's ultimate plan, Rudy suggested a game where several detectives would search for the legendary Alice Mirror. It should be noted that Alice has no real interest in the Alice Mirror, nor does she believe it exists. However, she does accept this proposal and prepares accordingly.

According to Alice, due to her specific goal of neutralizing the acidic spring, she cannot simply blow up the ship that everyone is on, as it would destroy the corpses, and she cannot simply poison everyone at dinner, as the presence of poison in their system may disrupt the alkaline and other neutralizing agents. She considered using a gun, however, given that this experiment takes place in Japan, carrying a firearm would be difficult and would make it easier to identify due to the long process of even obtaining one, though she considered the possibility had this been done in the United States. She must therefore kill them one by one by other means that otherwise keep their body intact.

As for her escape plan, she has carefully prepared beforehand several pieces of machinery hidden inside the various broken parts of the island which she would construct into a motor engine to escape in a rubber boat afterwards, though she herself admits she cannot predict the weather or how long it would take to kill everyone. She also plans to dismember each one of her victims into 52 pieces (as there are 10 victims, this comes to about 520 pieces), both to accurately assess how many body parts she would require to neutralize acidic areas like Erika Island as well as to confuse the police on the number of bodies that were actually killed on the island. Alice is aware that the driver of the ship would testify that there were eleven people on the island, but by dismembering the rest into 520 pieces, she predicts that it would buy her plenty of time to escape the country. Finally, in the worst-case scenario, Alice was prepared to kill herself. She does this because she hopes that the televised event of this massacre would convince others into her cause, but she also knows that her eleven collaborators would continue her work, whether she dies or not.

Alice's Background and Goals: In Summary

Alice is a well-educated college student who studied environmental sciences in college while majoring in English Literature

Worried about the Earth dying due to acidic buildup, she becomes obsessed with using humans as an acidic neutralizer. Because her friend Rudy tells her of an island in Japan possessing a highly acidified spring as well as a castle with bizarre architecture, Alice decides to enact her massacre plan on the island

To do this, she studies Japanese and speaks fluently enough that she can teach Rudy. She also lacks an accent. They go on to live in Japan for a year or so, where she studies the island and the castle extensively

In this period, Alice discovers the castle's true history, that it was made of limestone, and the gimmicked rooms of the castle. She also encounters eleven other people in the world who share her goals.

She talks to Rudy about her plan to invite people to the island. Rudy suggests the scavenger hunt for the Alice Mirror, to which Alice accepts. Rudy then invites several detectives to the island.

Alice plans to kill everyone on the island while trying to escape notice from the police. She cannot kill them via explosives, poison, or guns, so she must resort to kills that preserve their body.

In order to both document how many body parts it would take to neutralize acidic ground and to confuse the police, Alice plans to dismember her victims into 52 parts. With 10 victims, that makes 520 parts scattered across the island, to camouflage the number of victims.

In addition, Alice has hidden spare machinery which she can rebuild into a motor to escape on a rubber boat.

Failing all of this, Alice is prepared to commit suicide. Either way, she believes the massacre will be televised on the news and inspire other supporters, while also trusting that the other eleven collaborators she has met will continue her work whether she lives or dies.

The Murders

The following is a full detailed explanation of Alice and the other characters' actions. This can be constructed from both her explanation at the end of the murders, genuine on-screen actions, as well as from other detectives' deductions of her murders. While I will try to include a full timeline of events here, I will mostly focus on Alice's own planning and actions, rather than the detectives attempting to solve the murders.

It must be noted that the setting of the novel implies a highly closed-off island, with no actual phone lines leading to the mainland, set in winter where it was snowing heavily. No ship would arrive for them until the designated time. In other words, a classic isolated island situation.

PRELUDE TO THE FIRST MURDER

Firstly, as there were eleven people coming to the island, everyone came on two separate ships. Alice came on the earlier ship, along with Rudy, Doto, Washiba, Madohata, Umigami, and Yamane (it should be noted that Yamane has been to Erika Island as a researcher before, so it can be surmised that she knows the area). Alice herself states her nervousness at having to kill ten other people by herself on the island, including her friend Rudy, but she remains firm.

Alice then heads to the Castle alongside Rudy. Washiba stays behind to welcome the second ship, containing Naida, Iruse, Kokaji, and Mizuki, and to guide them to the castle proper. Mizuki arrives at the castle later than the others, because he became interested in the acidic Nameless Spring and decided to check it out first. This would eventually lead to his own belief that the Alice Mirror doesn't exist later.

The guests are then led to their quarters, which were all on the second floor. Each personal quarters was supposedly designed the same. The ceiling and floors were painted with a chessboard motif, the fireplace was a fake one, there were some bookshelves, and antique bisque dolls in the room. We see in the novel however, that while Rudy and Yamane's rooms contain dolls, Iruse's room does not (or at least, we don't get a description of one), whereas Kokaji states that his doesn't have a doll, though we never see his room. We never see Alice's room herself. I mention the dolls because the presence of the dolls is somewhat important, but does not ultimately affect Alice's plans. We do not see Alice's room herself, but regardless if her room had dolls or not, it does not affect her.

We next see the detectives Washiba, Kokaji, Umigami, and Yamane gathering at the Game Room, where they encounter a chessboard with ten white pieces and one black Queen. They talk about how ominous that was, and how it reminded them of Agatha Christie's *And Then There Were None*. They begin to wonder if they'll be killed off one by one, and as a test, one of the detectives throws one piece out the window and hides another. Alice does eventually use this chessboard (and plays a genuine chess-rules game of chess) to announce how many people are alive, but we never actually see her playing with the chessboard on-screen, so the reasonable assumption is that she prepares a new chessboard with pieces every time and finds

a time where nobody was in the game room to do it. This is consistent with one character's guess that there just happens to be several chessboards with pieces hidden somewhere in the castle. As for this part? Alice likely set up the chessboard the first thing when she came to the castle before the rest of the detectives came to the game room.

Before we move on, later on in the novel, it is noted by Kokaji that the chessboard might be a psychological trick to hide the real bodycount, and by Mizuki that the chessboard is just a trap for detectives to try and catch the killer in the game room, only for the killer to kill them there. However, Alice herself doesn't make any real mention of doing this as a trap or a distraction. Her reasoning is that it was an entertaining distraction for her.

While the detectives were chatting and discussing the chessboard in the game room, what was Alice doing? She was adding doors to the castle. We know this because Yamane noticed a door being added through the hallway when she returned to her quarters after dinner, but did not see this door when she was led to her quarters. Yamane mentions this fact to the other detectives. As stated above, the castle is actually fairly easily modifiable, built to be taken down easily, and possesses multiple removable doors, gimmicked rooms, and false walls. Although many doors were added to the castle, Alice actually only wanted to add one door. A door leading to a secret hidden room behind the Mirror-Facing Room. However, adding only one door would be suspicious, so she systematically placed doors in a variety of places to hide the actual door she was placing. We do not actually *see* Alice placing these doors, but Alice's statement at the end of the murders as well as other characters' actual accounts of the doors increasing confirm that she would have had to be placing the doors while the detectives were busy discussing in the game room or getting introduced to their own quarters (Alice has been here before, so it's likely she doesn't need to get to know her quarters).

Alice's next important action occurs at dinner in the dining room. The detectives and others on the island introduce themselves, including Alice, who is introduced by Rudy. There, they are formally given the task to find the Alice Mirror. A legendary mirror with supposedly mysterious powers that is supposedly hidden in the castle by Shirasumi. While most of the detectives do agree to find the mirror, I will note once more that Alice and Mizuki, at this point, do not believe the mirror itself exists, although Mizuki has a more logical reason for believing that. Alice simply has no interest in the mirror.

THE FIRST MURDER

It is after this point where Alice finally enacts her plan. In the middle of the night, she wakes Washiba and invites him to the first gimmicked room, the Alice Door room, under the pretense of gathering everyone together to search for the Alice Door. Washiba agrees with this and follows her.

An explanation of the Alice Door room is in order. The Alice Door Room is a room on the first floor that has a single door. A tiny door the size of a human head, thus named the Alice Door. The Alice Door has a glass peephole (which is actually made of plastic) that is removable, and

is lockable from the outside. Neighboring the Alice Door is a storage room, which leads outside to the terrace. The terrace itself is quite narrow and snowed in, and its length reaches only between the storage room and the Alice Door room. There is a window leading into the Alice Door room, which is the only possible entry and escape for a human-sized person. The window itself is lockable from the outside as well.

Inside the Alice Door room, there is a table, which will be knocked down, and a cabinet containing a large mirror, and nothing else of note. The floor itself is carpeted, but otherwise, there is nothing else special about the room. Both the window and the door require a key to lock and unlock.

Now that the Alice Door itself is clear, we can discuss Alice's plan. To enact this murder plan, she first prepares the necessary equipment. Two vinyl hoses and a long string, as well as the keys to both the window and the Alice Door and the mirror that was already in the Alice Door, which she stored in the storage room. In addition, she prepares a small bottle filled with acid and labeled DRINK ME. After inviting Washiba to the Alice Door room, she stabs him and he dies.

Then, she sets his body above the mirror, carves out a hole in his stomach, and also dissolves his face with acid. There are several reasons why she does this. First, she wants to create a locked room mystery that seems bizarre and impossible to solve. The simple way to leave this scene would be to lock the window and the Alice Door from the outside and throw the keys inside through the peephole, but this would not make for an impossible mystery, so Alice wanted to place the two keys inside of Washiba's mouth. However, a dead man's lips cannot be moved so easily, and so she resolves this by dissolving his face. There is, however, another layer to this trick. By dissolving Washiba's face, she plans to frame Washiba of committing a body swap trick, forcing the detectives to investigate his death and putting the possibility of him being alive on the table.

Indeed, from the start, Alice planned to frame Washiba, and her future actions will reinforce this, however her double-layered plan to frame Washiba is not yet complete at this stage.

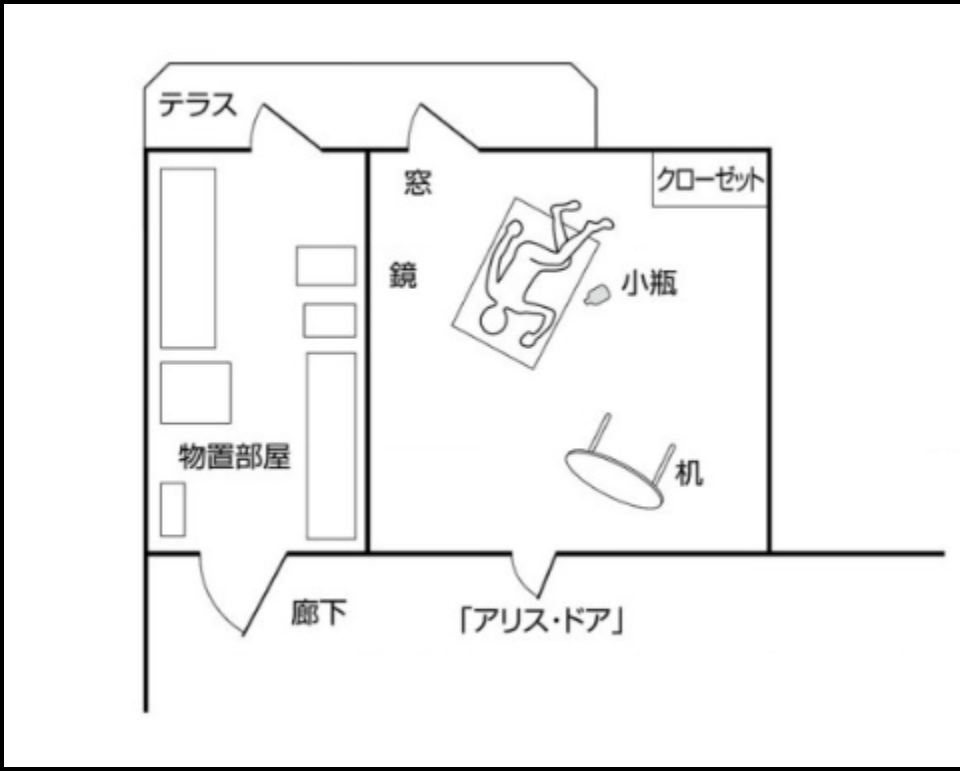
Continuing on, Alice uses two vinyl hoses inserted through the peephole. First, the peephole's "glass" is actually plastic, so it was easily removed. It is implied that Alice used a hammer, though later in the novel, Mizuki removed it using a pen. The first hose connects from the peephole to the victim's mouth (more accurately, to the mouth cavity of the burnt face, sans lips). She places this hose in order to push the thread through the hose. By using this thread, she can maneuver the two keys into the victim's mouth. She doesn't put the keys through the thread just yet, but pushes the thread further inside the mouth, through the esophagus, and out the victim's stomach.

This is where the second vinyl hose comes in. She places a second vinyl hose through the peephole, laying atop the fallen table and bottle, connected to the victim's stomach cavity. Why does she do this? Because she needs to make sure the thread comes back to her through the

peephole without any of the blood from the victim's mouth and insides touching the floor and making marks. Thus, the thread must go through the second hose to cover the blood dripping. She successfully does this, and grabs the other end of the thread through the peephole.

With two ends of the thread now secure, she removes the first hose, and passes two keys through the thread, maneuvering them into the victim's mouth by tugging on both ends of the threads. How can she do this accurately when the peephole doesn't actually provide a good view inside the room? The mirror that was placed below the body, which she uses to judge whether or not the keys made it inside the mouth of the victim. Once it did, she simply pulled on one end of the thread to retrieve her thread, and retrieved both her vinyl hoses through the peephole. She then hid them in the storage room.

Of course, before inserting the keys through the thread/peephole, Alice had exited the room through the window, locked the window from the outside, returned through the storage room, and locked the Alice Door from the outside. This completes the bizarre and impossible locked room murder.



Pictured: The Alice Door room, with the small door to the South, and the large window leading to the narrow terrace to the North

Now, there are several points of interest that are still unaddressed. Namely, the detectives discover that there were no footprints in the snow by the terrace the morning they discover the body. They spend the initial investigation trying to figure this out. Mizuki comes with two theories. The first is that the killer simply placed a sheet of paper carefully below the path she

would take, scooped up the snow as she entered, placed the paper with snow on the windowsill, then simply grabbed the scooped up snow again and replaced it when she went outside. This would require the culprit to have planned for the heavy snow, however. Mizuki's later theory instead says that the culprit simply did not care, as the wind reflecting off the window would push snow into any footprints, removing it within the space of two hours. Alice herself does not confirm whether or not she planned for the missing footprints, but seeing as how even if there *were* footprints, it still doesn't resolve how the killer was able to lock the door from the outside while then putting the key in the victim's mouth, so the end result would be the same. Therefore, the footprints (or lack of) in the snow are a non-issue.

Second, Alice never really removed the possibility of suicide. In fact, some detectives still assume that Washiba committed suicide early on, but the bizarre nature of the murders, as well as the missing murder weapon, makes suicide highly unlikely.

With the locked room complete, the question becomes what the purpose is? There are several reasons Alice decided to create a locked room mystery, and why she specifically created it with these conditions.

First, she wanted to control the detectives' movements. Killing ten other individuals wandering around the castle searching for the Alice Mirror is risky, and means Alice will never truly know where anyone would be going. However, engineering a locked room murder restricts the movements of the others. Firstly, an impossible murder would require the detectives to investigate the crime scene more thoroughly, Alice predicts that this will cause detectives to repeatedly enter the Alice Door, which by itself requires a specific method of entry, that being going through the storage room, then crossing through the narrow terrace, finally, entering the Alice Door room. This puts any detective in a vulnerable position to be attacked and killed if they were to enter on their lonesome. As for the other guests, they will likely lock themselves in their own private rooms. By doing this, Alice can at the very least, control the movements of the ten guests.

Second, she wanted to frame Washiba. By melting his face, she forces the detectives to check on whether or not Washiba is actually alive (once again, referring to the previous objective one, where Alice wants the detectives to enter the Alice Door room), and whether or not he performed a corpse switch trick. Alice's future planned murders will also serve to frame Washiba even more.

This locked room murder does, in fact, occupy much of the detectives for the majority of the book. Most notably due to the strangeness of the actions, and the suspicion that Washiba committed a body swap trick.

As an additional note, the chessboard is restored in the game room, with the pieces in play once again. It can be assumed that Alice did this during the dead of night.

THE SECOND MURDER

The second murder happens as a direct result of the first murder. Several detectives independently attempt to solve the locked room murder, though some still try to search for the Alice Mirror, and others lock themselves in their rooms. While other detectives like Mizuki and Yamane are seemingly satisfied with the investigation into the locked room, others like Kokaji, Umigami, and Madohata, are stumped, and investigate further.

Incidentally, Kokaji went back to the game room and threw out the chessboard and pieces outside into the heavy snow.

Also during this time, Naida and Yamane have a talk about the Nameless Spring and the acidic properties of the island, while Doto, Rudy, and Iruse stay in their rooms. Alice, based on her confession at the end of the novel, was either waiting by the store room near the Alice Door room, or in the secret room by the second gimmicked room, the Mirror-Facing Room. Regardless, at this point, we can assume that Alice is waiting for a lone detective to investigate the Alice Door locked room.

Now for a short explanation of the Mirror Facing Room. The Mirror-Facing Room is the second gimmicked room used by Alice. It is a room that is opposite the Alice Door, directly to the south of the Alice Door room (The Alice Door's door itself faces the south), however it is a room that is so large that there are sixteen doors on the north and south side of the room. Inside the room, there are two large mirrors on the east and west side of the wall. This creates the illusion of multiple doors extending infinitely on either side.

The second victim is Madohata, who was investigating the Alice Door locked room. It is unclear if he went inside the Mirror-Facing Room of his own free will, or if Alice lured him in there. Regardless, like Washiba before him, he was stabbed and killed, this time in the Mirror-Facing Room while it was pitch-black, as Alice switched off the lights before murdering him.

Crucially, however, Umigami was also investigating the area, and actually caught Alice in the act, entering the room just as she had finished killing Madohata. This was an unexpected hiccup in Alice's plan.

However, Alice quickly adapted, rushing outside of the room through the southern side, exiting into the south hall. Umigami gave chase, but as soon as he opened the door to the south hall, Alice seemingly disappeared. The hallway was far too long for Alice to turn a corner, so Umigami went back inside the Mirror-Facing Room, believing Alice doubled back through another door (remember, there are a line of over sixteen real doors in the north and south), only to find that Alice wasn't there either.

In reality, Alice exited into the south hall and returned inside the Mirror-Facing Room through the seventeenth door. There are only sixteen doors on each side of the north/south walls inside the Mirror-Facing Room, but an extra seventeenth door was added by Alice outside the Mirror-Facing Room at the very end, to the east, to access a secret hallway behind the eastern

mirror. This was done before the first Murder. Due to the illusion of the mirrors, nearly nobody counted the number of doors that were actually inside and outside the room, and it was dark inside as well.

From inside the secret hallway, Alice could monitor Umigami, as the eastern mirror was actually a one-way mirror. From there, it can be surmised that she simply slipped out when Umigami went out to announce to everyone of Madohata's death.

It is unclear if Alice would've created some locked room mystery using Madohata's body, but judging by her next few kills, it's likely she would've used the body to frame Washiba. Regardless, the Second Murder was admitted to by Alice herself to be a nearly disastrous accident due to being spotted, only saved by her quick thinking.

Similarly, the Mirror-Facing Room murder was the first impossible murder that was quickly solved by the more experienced detectives, who quickly discovered the secret hallway behind the eastern mirror. Of course, by the time they investigated, Alice was long gone.

And of course, Alice went back and set up a new chessboard with pieces again.

THE THIRD AND FOURTH MURDERS

These murders occurred next to each other, so are grouped together. Shortly after the discovery of Madohata's body, Umigami calls for everyone to come to the dining hall. At this time, Naida, Iruse, Rudy, and Mizuki were discussing the Alice Door locked room, and Mizuki offers his initial theories here. Doto was wandering the castle, frightened, and Yamane decided to take a video camera to record her search for the Alice Mirror, heading down to the castle's basement.

Before discussing Alice's movements, we need to establish what Umigami is doing. At some point before announcing Madohata's death, Umigami went downstairs to the basement himself and found a room with machinery and logging equipment. He then secretly took an axe from it and called everyone to the dining room. It can be surmised that Yamane went to the basement after this and never encountered Umigami. We can also surmise that he does not encounter Alice, as it is established that Umigami is convinced that Alice is the killer.

Now for Alice and her whereabouts. Based on Alice's own statement at the end of the novel, we know that she simply asked Yamane to come with her, likely in search of the Alice Mirror. This is further confirmed because Yamane grabbed a video camera before coming to the basement with Alice and recorded herself. Alice also grabs one of the dolls in Yamane's room, which she will use for her plan later. While Alice herself does not appear in the recording, it is the face of this doll that gets recorded alongside Yamane's own self-recording, confirming Alice's story that she simply went down with Yamane together. This likely happened while Umigami was corralling everyone in the dining hall.

In the basement, Alice then kills Yamane near the equipment room. Here, it is revealed by Alice that Yamane did not resist, because she was secretly aware of what Alice planned to do and approved of the plan. However, Alice didn't expect Yamane to be cooperative, so she had already prepared several contingencies. Firstly, she killed her deep in the basement, in the logging equipment room. She plans to dismember her body with an electric chainsaw in the room. Considering nobody heard any chainsaw noises upstairs at any point, we can assume the room itself is soundproof. Therefore, in the event that Yamane struggles or screams, it's unlikely anyone would be able to hear her. As Alice ended up dismembering her here and lured her here, we can assume she knew about the soundproofing of the room.

Alice then proceeds to dismember Yamane's body into ten parts using the chainsaw, and also disassembles the doll, removing the stuffing from inside. Finally, she fits Yamane's body into the doll parts to hide them, and reconstructs the doll (This is also confirmed as the body being hidden inside the doll was indirectly caught by Doto recording herself later in the novel). She carries the doll upstairs and prepares to set up another impossible mystery, placing the doll in a specific room by the bathroom (We'll come back to this later). This was likely done while everyone was initially discovering Madohata's body. Alice also takes Yamane's video camera and places it back in Yamane's room.

Later, Naida, Iruse, Rudy, Alice, and Kokaji are taken to the dining hall, where Umigami explains that he believes he saw Alice kill Madohata. Rudy, however, wants to check his story. She asks if he actually saw Alice, to which Umigami could not confirm, as it was pitch black and it was unclear who he saw, other than being someone with the figure of a woman, blonde hair, and a dress whose color was either blue or yellow. However, Umigami would soon decide to take control of the situation by threatening to kill everyone, as he assumes there are accomplices. He handcuffs Naida and Iruse, but before he can do the same to Kokaji and Rudy, Doto arrives, distracting Umigami long enough for Naida to attack him, allowing all of them to escape. From here, Umigami can be assumed to be wandering the castle searching for anyone and opting to kill them.

It should be noted that despite Umigami being convinced that Alice was the killer, due to Rudy having blonde hair as well, and Umigami being unable to confirm the details of the face and dress, as well as his behavior, Alice is still not the main suspect here.

From here, Naida and Iruse retreat and find the door to the basement, where they would find traces of Yamane's murder. Naida almost immediately deduces that Yamane must be the one that was killed, as he saw everyone else alive, and the blood is fresh. Kokaji meanwhile retreats to another room. Rudy comes with him a few moments later, and admits she split up with the rest. We know from Mizuki's own statements later that he would retreat to the Alice Door room to closely investigate the locked room, while Doto would lock herself in Yamane's room. From here we can assume Alice is free to roam about. Likely, she went to the game room to set up a new chessboard and move the pieces, as we have no record of where she went, but the chessboard keeps getting updated.

Around this time, Doto will be watching Yamane's recording on the camera, before running away when she hears Umigami approach her room, and inevitably accidentally record herself as well, which will give us another confirmation that Alice did indeed use the doll to hide Yamane's body, as Doto left the camera recording while hiding from Umigami in the bathroom, allowing the camera to get a good look at the doll which was deflating from rigor mortis finally loosening.

Kokaji and Rudy next plans for a way to incapacitate Umigami. They eventually succeed by splashing him with water and trapping him on the roof, locking the door behind him. They then search the premises for the rest of the group. Kokaji retrieves Naida and Iruse from the basement, who are still handcuffed, and take them to the game room, simultaneously making it their rendezvous point if anything goes wrong.

Rudy is at the game room during this time. This is, however, the first time she has encountered the chessboard in the game room. Considering that Alice *must* have moved the chess pieces between Yamane's murder and the fourth murder, she must have made a trip here, and it's likely they met each other here, where Rudy can tell Alice about Umigami's condition, though this is purely speculation. As Alice is not around when Naida, Iruse, and Kokaji arrive, we can assume she leaves shortly before they arrive.

While Kokaji, Naida, and Iruse arrive at the game room, Alice is likely back at the kitchen and dining hall here, because she needs to retrieve the serving cart that Doto uses for dinner in order to enact her next murder plan.

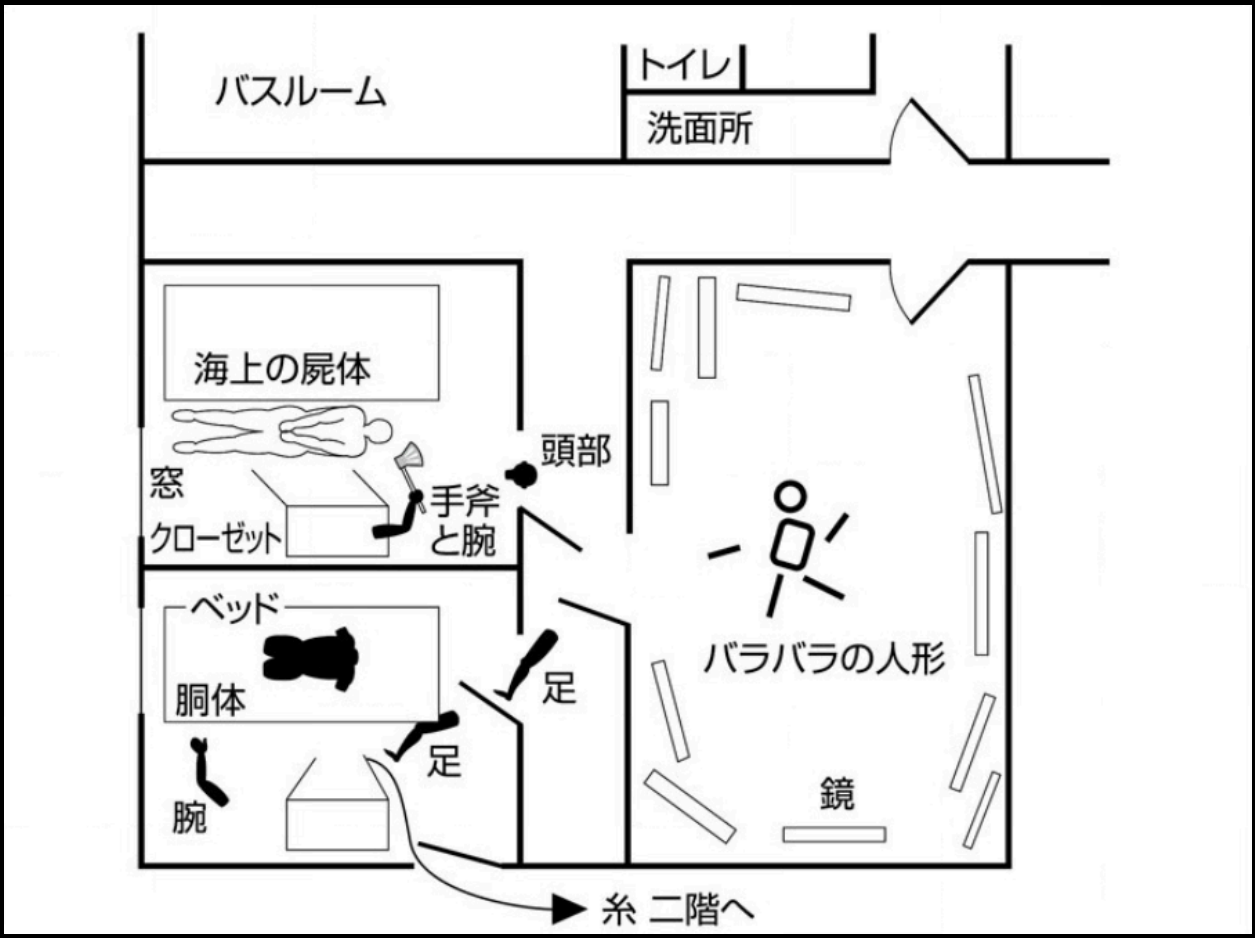
Whether because Rudy told her or Alice discovers herself, Alice does indeed know that Umigami is trapped on the roof and likely suffering from hypothermia. She unlocks the door to the roof, and by her own admission, states that Umigami had already died of hypothermia. She takes Umigami's axe, drags his body downstairs to the first floor, and carries him with the serving cart.

Unlike Yamane, whose body parts needed to be hidden inside a doll as she was dismembered, Alice carrying Umigami on a serving cart is not as severe when caught by witnesses, as Alice can simply claim that she was trying to help carry him, and she didn't technically kill him, either. Fortunately for Alice, she met nobody on her way to set up the next impossible murder.

Alice's plan here is to create what seems to be an unfinished locked room murder. She wants to make it look like the killer used a rube goldberg-style machine to kill Umigami using Yamane's severed body parts. In doing so, Alice plans to frame Washiba for the murder.

To do this, Alice first heads to the guest rooms on the first floor. There are two guest rooms neighboring each other. The northern and southern one, separated by a hallway on their east. Opposite them is a room of mirrors which contain the doll with Yamane's body. To the north of the room with the doll is the bathroom, where Doto happened to be hiding. Alice is likely unaware that Doto was hiding in the bathroom at this time. By this time, however, the video camera has stopped recording, so Alice herself is never visible.

Each guestroom possesses a bed and a tall cabinet. This is important, as Alice wants to set up another impossible murder after this.



Pictured: The Room with Mirrors on the Southeast, containing the disassembled doll. The two guest rooms are on the southwest, the north containing Umigami's body, and the south containing Yamane's torso, with her limbs scattered around the halls. To the north of the Room with Mirrors is the bathroom where Doto is hiding.

She sets up Umigami's body in the northern guest room, and meticulously removes Yamane's body, placing parts of it in the southern guest room, other parts next to the cabinet door and the doors leading to the hallway.

Then, she decapitates Umigami's body, gives Yamane's severed arm the axe, and plants it on the floor, all the while opening the cabinet door of the northern bed to make it seem as though Yamane's severed arm was balanced on the cabinet door.

Next, she heads upstairs to Washiba's room and ties a string from his window, then drops it to the first floor window, where she retrieves it and ties the other end to the cabinet of the southern

room. Making it seem like Washiba pulled the string from the room of his window, but did not have time to actually pull the string back and hide the evidence.

The idea of the rube goldberg machine would be to pull the string, which moves the cabinet, which hits a body part, making it roll to the door, swinging it open, hitting another body part, which hits another door, swinging it, etc. etc. until the cabinet door of the northern guest room gets closed, and the supposed arm falls down and decapitates Umigami. Note, this also uses the replaceable doors. Normally, doors do not bump into each other, but Alice had replaced all the doors beforehand so that the rube-goldberg machine would work. This implies she already planned this far ahead before the first murder of Washiba.

Alice does this to force the detectives to once again consider the possibility that Washiba is the culprit and simply faked his death, forcing them again to investigate the Alice Door locked room. Ultimately, it does end up fooling Mizuki, but not Naida, who believes that friction would prevent the trick from ever working properly, and that if the culprit wanted an easier time, they would've used another room to do the trick, closer to the northern guest room.

THE FIFTH AND SIXTH MURDERS

These murders also happened concurrently together. After Alice finishes setting up the frame-up of Washiba via the dismembered body murders, she is accidentally spotted by Doto in the bathroom, who spots her via a reflection in a concave mirror, making it seem like Alice was on the ceiling. Doto panics, drops her camera, grabs a bag, and runs.

Meanwhile, Kokaji and Rudy meet back up with Mizuki, who explains that he has solved the Alice Door locked room. Mizuki also tells them to avoid the game room, as it's likely the killer will be waiting there. When they head downstairs, however, they are greeted by a panicked Doto, who runs outside.

Rudy chases after her, while Kokaji and Mizuki hear a noise (implied to be snow) and encounter Yamane and Umigami's body.

Around this time, Alice likely either immediately chased after Doto and Rudy, or went to the game room first to update the chessboard.

Regardless, she chases after Doto and Rudy with her axe, attacks Doto with the axe, and drowns Rudy in the Nameless Spring.

THE SEVENTH, EIGHTH, NINTH, AND TENTH MURDERS

By this point, Kokaji has found Doto's video camera and plans a fake suicide, pretending to hang himself in a fake church room. This was originally intended to catch the killer if the killer decides to check on him when they're alone, but only ends up fooling the remaining three,

Naida, Mizuki, and Iruse. Alice doesn't actually mention encountering Kokaji's "body", so it's likely she was making her way back to the castle at this time.

Regardless, Alice returns, updates the chessboard again, and makes her way to the Alice Door. We know this because she specifically mentions immediately hiding with her knife and axe in the store room. She anticipates that the Umigami and Yamane dismemberment scene will push the detectives to reinvestigate the Alice Door locked room once again. While this is happening, Mizuki takes Naida and Iruse to three bodies. Kokaji, Doto, and Rudy. This raises suspicion of Mizuki for Iruse.

Mizuki, Naida, and Iruse then discuss the entire case outside the Alice Door room, allowing Alice to prepare for them coming in. Mizuki solves most of the howdunnits of the case, but fails to realize that Alice is the culprit. He is, instead, determined that it is Washiba. Iruse believes it is Mizuki. Naida is unconvinced and believes that there are still others alive. To prove Mizuki's hose theory, Mizuki enters the Alice Door with the vinyl hose he found earlier in the storeroom, but is attacked by Alice when he enters. Naida and Iruse, who were waiting in the hall, hear the attack but are powerless to stop them.

Although only Mizuki entered the Alice Door alone due to Naida and Iruse being handcuffed, and thus likely unable to move through the cramped terrace together, it's likely that had Naida and Iruse entered with them to the storeroom, Alice could easily dispatch all three, as two of them were handcuffed and unarmed, and she possessed a knife and an axe.

Regardless, she returns through the storeroom and attempts to chase after Naida and Iruse, who retreat to a closet, locking themselves inside. While this is happening, Mizuki goes to the game room and dies in the entrance, leaving a dying message.

Naida and Iruse then remember their rendezvous point, head to the game room, and see Kokaji, who was alive. Kokaji tells them that he believes Yamane faked her death, but only did it as a ruse to let their guard down. He instead believes Iruse is the killer. In the confrontation, Alice gets the jump on Kokaji and quickly kills him.

Naida and Iruse attempt to run, only for Alice to attack them. They fall down the stairs. Iruse cuts off her own arm as Naida loses consciousness. When Naida returns, we see that Naida is dying, as he searches for Iruse, who now has both arms missing. Iruse dies in Naida's arms, with Alice finally explaining everything to Naida, including her motivations. She kills him, and it is implied that she dismembers their bodies into 520 parts and escapes the island.

The Murders: In Summary

Alice's ultimate goal is to kill everyone on the island, use the bodies to neutralize the acid on the island, create a potential nationalized incident, then escape. Her escape plan itself relies on her being able to kill everyone and chop them up into 520 individual pieces.

On the off-chance that she fails, she plans to kill herself, knowing the massacre will reach the news, hopefully inspiring copycats, while relying on the 11 other global conspirators to continue her work.

Alice has a fairly clear plan of action for this. Create an impossible locked room as her first murder to restrict the movements of the others, while simultaneously putting suspicion on the first victim. We know that she knows the castle enough to have planned this aspect of her crime before the plan happened. At the very least, we can assume she planned it as early as when she found out Rudy was inviting detectives.

We know she has prepared beforehand because she immediately added doors to various hallways to prepare for her hiding spots, as well as her plan for the next murder, among other things.

The first impossible murder (The Alice Door murder) would hopefully cause detectives to investigate the locked room fairly often, allowing Alice a killbox for any lone detectives, *or* cause people to lock themselves in their room, isolating them.

Her next objective would be to create murders that would continue to frame the first victim, pushing the detectives to continue investigating the Alice Door murder.

She is spotted during her second murder in the Mirror-Facing Room, but quickly adapts by hiding behind the mirror through the door she had prepared before. Notably, she already reduces the damage of this spotting by turning off the lights beforehand, obscuring her face.

Her third murder goes pretty much according to plan, with her luring her victim to the basement, killing her in a soundproof area, then dismembering her body, hiding it in a doll to transport it back upstairs. Her fourth murder was opportunistic, but otherwise also went without a hitch. The third and fourth murders show both her memory of the castle (as she needed to remember where the serving cart was) as well as her execution (she had always planned to use the dolls and the chainsaw).

She constructs the fake impossible murder, is spotted again, but makes quick work of her next two victims.

Finally, she simply waits for the last few victims to come back to the Alice Door, where she could kill them one by one. She mildly succeeds at this, but ultimately pushes through and succeeds at the entire massacre.

Categorized Feats

FSIQ

Verbal Reasoning/Comprehension - Was able to learn Japanese in a short amount of time. Enough to teach her friend Rudy, who was learning at the same time as her. Speaks fluently without an accent.

Visual-Spatial/Perceptual Reasoning - Designed the Alice Door locked room trick. Using a mirror and a hose to maneuver a thread through a victim's stomach tract without leaving blood traces and place keys in their mouth through a peephole. Utilized opposing reflective mirrors that create infinite reflections of doors to hide a secret 17th door on the outside of the room.

Working Memory - Remembered the locations of various items required for her murder plan to work. As well as the gimmicked rooms around the castle.

Processing Speed - Quickly adapted when spotted by Umigami. Immediately escaped into her secret door plan before Umigami could completely comprehend her movements.

Crystallized/Naturalized Intelligence - A major in ecology. Knowledge about the acidification effects of pollution, acid rain, as well as the neutralizing solution through the unorthodox usage of human corpses containing alkaline.

Perception/Academic Knowledge - Understood the true history of the *Alice Mirror Castle*, knowing that it was made of limestone in order to neutralize the acidic grounds of Erika Island, as well as identifying that the castle itself was easily dismantled and modifiable.

FSEQ

Emotional Self-Regulation - Was able to live with her friend Rudy for two years while hiding her true master plan of massacring people, including her own friend.

Emotional Resilience - Prepared to even kill herself in order to make sure her plans come to fruition. Completely unfazed by gore, as she was able to not only dismember Yamane, but was prepared to dismember every victim into 520 individual parts.

Event Manipulation - Created the Alice Door trick to control the movements of her ten victims. By creating this impossible locked room, she caused the detectives to investigate the Alice Door room more thoroughly, allowing a killbox for her to kill unsuspecting detectives, while also causing others to lock themselves in their room for safety.

Indirect Manipulation - Encouraged Rudy to invite eight detectives to the island to engage in her scavenger hunt, making Rudy believe it was her idea.

Scapegoating / Framing - Melted Washiba's face with acid to create doubts of a fake body swap trick, while later engineering a fake "failed" impossible murder to further frame Washiba.

Practical Deception - Installed various doors in various hallways in order to mask the true doors she wanted to install. Disassembled an antique bisque doll, removed its stuffing, in order to hide corpse parts to carry around.

Falsification - Created the Alice Door murder while creating doubts of Washiba's status of being alive via the acidification of his face. Created a further fake "failed" locked room trick in order to frame Washiba even more, purely to funnel the detectives into investigating the Alice Door and waste their time investigating Washiba. Planned to dismember everyone into 520 pieces to confuse the police on the number of corpses on the island.

Reasoning/Thinking

Logical/Deductive Reasoning - Surmised that because they were in Japan, it would be impractical to obtain a firearm to kill everyone via shooting. Also surmised that as she needed their bones and bodies intact, killing them by rigging their ships with explosives would defeat the purpose.

Lateral/Creative Thinking - Bypassing a tiny locked door by using a vinyl hose and a thread passed through the victim's esophagus in order to place keys inside the victim's mouth.

Convergent Thinking - Crafted a single solution to solve two problems. By dismembering her victims into 520 pieces, she could both analyze the exact alkaline requirements to neutralize an acidic spring on a small scale, while simultaneously disguise the amount of corpses actually on the island from the police.

Information Gathering - Spent at least a year or more scouting Erika Island and learning about the ins and outs of the castle.

Information Control - Periodically updates a chessboard on the game room with pieces matching the exact number of living victims.

Tactics, Strategy, and Planning

Tactical Versatility - Adapted to several tactical mistakes in her plan, such as being spotted by Umigami in the dark, or being spotted by Doto in the mirror. Opportunistically took the chance to use the freezing Umigami on the roof as part of her "false" impossible murder plan. Quickly adapted on the fly to find a way to transport his body from the roof to the first floor.

Tactical Risk-Assessment - Choosing the Alice Door as a killbox due to its rather complicated method of entry. A storeroom where it is easy to hide, and a narrow terrace that you have to

cross, alongside a room where the only exit is through a window. Also choosing a hiding spot behind a one-way mirror in the Mirror-Facing Room.

Strategic Length & Complexity - Was able to maintain a multi-day massacre of ten other people, roughly sticking to her plan and adapting when things go wrong. In general, her strategy of creating an impossible locked room to funnel detectives, alongside her second “false” impossible crime was followed through, despite encountering an issue with her being spotted.

Long-Term Planning: At least two years of planning. Learned a new language, studied the island and the castle, modified several of the castle’s interiors the moment she arrived, and moved quickly according to her prescribed murder plans.

Contingency Planning: Had several contingencies for her murders. Made the footprints in the snow a non-issue even if it was found due to the Alice Door trick, turned off the lights in the Mirror-Facing Hall in case someone spotted her, killed Yamane in a soundproof room in the basement, used the bisque doll to deflect suspicion, used the serving cart in case she was spotted so that she could say she was helping Umigami, attacked only when she was sure she had the advantage, planning to dismember everyone into 520 small pieces in order to confuse the police and delay their investigation, and finally, ultimately prepared to sacrifice herself knowing 11 other conspirators will continue her plan and that national televised coverage of the incident may inspire copycats.

Analysis

Diagnostic / Prescriptive Analysis - Analyzed the pH level of the spring and devised a gruesome solution of using human remains to both reduce the human population *and* neutralize the acidic areas around the world.

Empirical Analysis - Plans to use the experiment to expand on a global scale on how to treat the acidified regions of the world.

Hot Reading - Predicted the psychological profiles of the detectives, noting that they would likely focus on the one impossible locked room, in order to lure them into a killbox.

Notable Weaknesses

While Alice is adaptable, she has some awareness issues, as she was spotted twice during her attempts. Once by Umigami, and another by Doto, though in both cases, she was fairly prepared in either way. Umigami’s was unexpected, but the dark room helped alleviate it. Doto was something that could be explained. Other times, she was prepared to be spotted (such as during moving the bodies with the doll or serving cart). Despite being capable of controlling environments, she lacks any real verbal manipulation skills or feats, and doesn’t talk much with the cast.