1. **Shark Attack**: In this new introductory tutorial, we'll program a shark to attack a character, and have our fearless hero escape. You'll learn the basics of scene setup, camera usage, methods, events, objects, and vehicles.

2. **Princess/Dragon**: In this tutorial, we'll be creating a short animated story about a princess who is captured by a dragon and rescued by a knight that comes riding in. The tutorial is broken up into three parts. Note that this is the second version of the Princess Dragon tutorial, designed to be shorter and easier to complete while covering the same content.

3. **How Tall are you?** (Introducing Decisions and the use of Functions): This tutorial shows you how to make a decision by asking a question whose answer is true or false. If the answer is true, you can do one action, if the answer is false, you can do another action. You will make a decision with an IF/ELSE statement and using functions height and distance. You will help the guy and the penguin figure out who is the tallest. The tallest will then indicate they are the tallest.

4. **Kangaroo Visits Friends** (Making Methods More Flexible with Parameters): This tutorial shows how to teach the Kangaroo to visit all his friends, one at a time, by just writing one method. This method is more flexible in that it uses parameters as a placeholder for the animal and the phrase the animal will say.

5. **Headshots in Alice**: A tutorial that shows how to insert faces into Alice in the form of pictures on billboards. Topics covered include billboards, camera movement, and 'invisible'.

6. **Changing Color/Shorter of Two** (Functions and Random Numbers): This tutorial shows how to write functions, introduces variables, and how to generate random numbers and use them. The theme is to click on the chicken and change its color (in a cycle), and then click on the snowman and change its color randomly.

7. **Texture Mapping** (Creating Simple Objects with Shapes and Textures): This tutorial teaches how to use texture maps to create new objects by pasting pictures onto blank shape objects. You will learn how to make a building, an American flag, and a person's head.

8. **Making Objects Move in Unison** (Using Lists): This tutorial teaches how to use lists to make groups of objects move in unison, or do the same thing one at a time. The main characters are a group of evil ninjas.

9. **Scene Change**: This tutorial shows you how to animate scene changes, by changing the camera views and importing an object that allows you to access the six template grounds.

10. **Creating a Fancier Chicken** (Inheritance): This tutorial shows you how to modify and save out existing classes in Alice. You create a modified chicken class that inherits everything from the original Chicken class but also has some new methods and modified properties.
11. **Sharing Alice**: This tutorial shows you how to export your Alice worlds into video format as well as use Alice's built-in tools to print your code and create an Alice Webpage. Very useful for those of you that want to share your work but don't want to make others download Alice to view it.

12. **Lights! Camera! Action! Part 3** (BDE Events): This tutorial introduces a new type of event called the BDE. Concepts used in this tutorial include functions and methods. The tutorial will walk the user through the creation of a BDE event, explaining each of the components in a BDE.

13. **Simple Quiz**: This tutorial shows you how to create a simple quiz using the three different "ask user" functions.

14. **Lights! Camera! Action! Part 2** (Lights): This tutorial shows the user how to add Light objects in Alice and manipulate them to construct a scene from the Nutcracker. Changing of the atmosphere color and fog is also covered to create a realistic sunrise effect. Other Topics include the vehicle property, loops, and opacity.

15. **Repetition Everywhere** - comparing while in a method and as an event: This tutorial builds on the BDE tutorial explaining the difference between while used as an event and used in a method. This tutorial also compares the when event to an if statement and the difference between and while and a when event. It also shows how to guard a BDE so it happens only at certain times.

16. **Changing Camera Views- Part 1**: A tutorial on how to set up different camera views around a character. As the character moves throughout the world, the camera will move. The tutorial also includes how to create a simple scene change and how to fix the lighting in your Alice World.

17. **Checking for Collisions Within a List**: This tutorial is similar to the checking for collisions between two objects, but this one explains how to create and use a function that tests for the collision between objects in a list in Alice. Concepts used include functions and lists.

18. **Making Folders**: This tutorial will show you how to add and edit your own folders in the Alice Gallery. It will show you how to put objects into them as well as create images for the folders. The tutorial will NOT show you how to create new classes in Alice but you can use the classes you save out and put them in your own folders.