

Solution for Meta - Wonderland (Answer = ALICESPORTMCCOYUNIONALTAR)

This explanation is rather detailed and long. It doesn't mean the metapuzzle itself is long and tedious - the main reason it wasn't solved was because teams read too far into it and missed the obvious steps, trying to do something far too elaborate. Anyway, enjoy!

The people dressed in white are part of a chess board (bishops, knights, rooks, pawns, queen)
The other feature that stands out is the name Weinstein - so, do a Google search for the words Weinstein and chess, you get a few pages on people called Weinstein and a few on Garry Kasparov.
Since he's pretty much the most famous name in chess, this should click - if you read the page, you'll see that his birth name is Weinstein, hence the birth certificate.

Kasparov is probably most famous for losing to a computer - in fact, the match comes up on the first page in a web search. The computer is called "Deep Blue" - you might notice there are a large amount of references to the "deep blue sea". Looking up the match, you can find out that the deciding game was played on Sunday 11 May, 1997, which fits the calendar. Bingo.

You can try anything from here, but there are still more hints in the story. There are a lot of herrings that are there just for fun, which are easy to spot but one of objects stands out as not having anything to do with anything else - the "black and white insignia". Black and white suggests it's got something to do with the chess game, and insignia should suggest "rank". This isn't critical; it's just meant to be a small hint.

Now the five fives line comes in. Five five really just means twenty-five in both instances, but has the added connotation that you'll need to split into five days of five puzzles instead of lumping them all together. Anyway, take the twenty-five first letters of the puzzle answers, and add to them the first twenty-five moves of the game - where the number of a move is given by its rank, or row of the chess board it occupies - this is the coordinate that's recorded as a number, so you don't need to know the chess terminology.

Once you do this, and split into five days, you should get:

ELAIC TSPOR CMCOY INUON ARATL

It should be immediately obvious (but apparently not to Team Room 187, who got stuck at this point for two-and-a-half days) that the first word makes ALICE - why else is it called Wonderland?

This suggests they're all anagrams, and it's not hard to come up with the words:

ALICE SPORT MCCOY UNION ALTAR

You should recognise the first four as buildings in Melbourne University's Parkville Campus
They're arranged almost in a square, so connect opposite corners to form a cross that points
out the approximate location of the hiding place. Incidentally, if you take a building as
the central point of the little rounded rectangle with the building's number on it on the
official campus map, you get exactly (within one or two metres) the hiding place.

The actual coin was hidden inside a small "altar", or shrine/house-like monument left by
the mayor of the Japanese city of Yokohama in who knows what year. It's inside a little pond
outside the Commonwealth Bank. The coin was simply placed inside it.

Explanation of the cryptic song-hint:

Alice is a hint to notice the anagramming
Black and white suggests look at insignia, the other thing described as black and white
Black and white conflicting foes, as a line, also suggests chess
Rose and Sank, commuted as in puzzle 1.1, give "rank", the keyword
The reference to Clocks and Pianola, from a puzzle in 2004, indicates a sequence of numbers
which are displacements from a point, though we didn't really expect anyone to realise this.
Finally, it confirms that the object is indeed a coin.