

THE WIZARD OF OZ™

A Classic Software Fantasy
based on the books by L. Frank Baum



**WINDHAM
CLASSICS™**



Suddenly, a distant flash catches your eye. Running to the open door you see, outlined against the dark sky, a funnel cloud bearing down on the eastern field. Aunt Em drops her work and yells, "Quick, Dorothy, call your uncle and run for the cellar!" She throws open the cellar door and climbs down the ladder.

Before you can take a step, the house begins to shake violently. You grab Toto, your little black dog, and hang onto the bed post. You spin wildly as your house is lifted into the center of the cyclone. You're swept farther and farther away from the Kansas prairie. Hours go by and the spinning slows to a gentle rocking motion. Toto whines softly in your arms as you close your eyes in sleep.

Your eyes blink open as you feel a severe jolt. You see your furniture, clothing, and dishes all topsy-turvy about the house. Toto is barking at the door and you go over to calm him. Slowly, you open the door. You see before you a landscape of such beauty that in your desire to explore your surroundings you lose all fear.

As Dorothy, you now begin your journey across the land of Oz, determined to find Kansas again.



Table of Contents

Beginning the Adventure	3
Your Guide To Wizard of Oz Adventure	5
Exploring the Land of Oz	
Entering Commands	
Getting Assistance with WordWindow™	
Reviewing Your Inventory	
Finding Out Who Is in Your Party	
The Importance of Conversation in Oz	7
After the Land of Oz	8
About the Classic Book	
About the Adaptation	
The Wizard of Oz Vocabulary	10

Loading instructions for your machine may be found on the enclosed insert card.



Beginning The Adventure

WIZARD OF OZ, like many adventures, may take more than one sitting to complete. You can save the game you are playing and then continue it at another time. The following commands will be helpful in playing your games: **CREATE, SAVE, RESTORE, RESTART, QUIT, NEWDATA, PICTURESON/PICTURESOFF.**

NOTE: You must use the CREATE command before you can save your game. We recommend creating a Save Disk before starting the game.

Create

Use the **CREATE** command to create a Save Disk.

To create your Save Disk:

1. Load your Game Disk according to the instructions provided on the insert card.
2. When a cursor appears, type **CREATE** and press the Return Key. Follow all instructions that appear on the screen about inserting a separate, blank disk.

Beware: This procedure will erase any contents that may already be on a disk.

3. When the disk drive light goes off, you are ready to continue your adventure.

Save

Use the **SAVE** command as a "bookmark," allowing you to store on a separate disk all game play up to a point in the adventure. One important use of this command is to **SAVE** whenever you enter into a predicament. The Save Disk allows you to **RESTORE** or return to a point in the adventure where you might have gotten into trouble.

NOTE: If you turn off your computer, the game will be saved only where you have used the SAVE command.

To save up to a certain point in the game:

1. When a cursor appears, type **SAVE** and follow all instructions that appear on the screen. The screen will offer a list of numbered positions identifying locations to be saved.
2. Select a number and type a label that describes your present location. For example, if you want to save your game when you are at Boq's House, you might label the location as **BOQ** or **BOQ'S HOUSE**.
3. Press the Return Key.
4. When the disk drive light goes off, your adventure is saved.



Restore

Use the **RESTORE** command to return to a point in an adventure that you saved on the Save Disk. You might want to restore in three instances:

If you wish to return to an earlier point in your adventure:

1. When a cursor appears, type **RESTORE**.
2. Follow the instructions that appear on the screen. The adventure will resume from the point you selected.

If you have reached a premature or unanticipated ending in your adventure, the screen will read: PRESS ANY KEY TO RESTART.

1. Press any key to go to the beginning of the game.
2. Type **RESTORE**.
3. Follow the instructions that appear on the screen. The adventure will resume from the point you selected.

If you wish to resume an unfinished game after turning the computer off:

1. Load the program as usual.
2. When a cursor appears, type **RESTORE**.
3. Follow the instructions that appear on the screen. The adventure will resume from the point you selected.

Restart

Type **RESTART** at any time to return to the beginning of the game.

Quit

Type **QUIT** if you wish to end an adventure before you have completed it. You may want to save your game before quitting.

Newdata

Type **NEWDATA** to obtain any instructions that have changed since the publication of this manual.

Pictureson/Picturesoff

Choose whether or not you want your adventure accompanied by graphic images. The program will automatically provide pictures if no selection is made. Type **PICTURESOFF** if you want only text. At any time during gameplay, you may recall the graphics to your screen by typing **PICTURESON**.



Your Guide To Wizard of Oz Adventure

You can explore the Land of Oz by entering commands using the **WIZARD OF OZ** vocabulary (see page 10). Drawing a map of Oz during play may be helpful to you as you discover new locations.

Exploring the Land of Oz

Move about by entering directions as either full sentences (**GO SOUTH**, **GO UP**), or as abbreviations (**N**, **S**, **E**, **W**) or **U** (**UP**) and **D** (**DOWN**). In addition, you may move by typing **GO TO** (object), such as **GO TO THE OAK TREE**.

You can get a description of the environment around you at any time by typing **LOOK** or **L**, **SURROUNDINGS** or **SURR**. Use these commands to see possible paths and directions for movement. For further information about any thing you see, type **EXAMINE** or **EX** (object). Many valuable clues can be obtained by examining objects.

NOTE: Always **EXAMINE** anything you may want to **TAKE** or have taken.

Entering Commands

Your commands should consist of short, precise sentences. A verb (**TAKE**, **PUT**, etc.) should always be followed by a noun (**SHOES**,

HAT, etc.). You may use articles, such as **THE**, and prepositions, such as **ON**, before a noun. For example:

**TAKE THE SHOES
PUT THE HAT ON SCARECROW**

It is not necessary to end a command with a period. Press the Return Key after you type each command.

Several separate actions may be included in one command, but actions must always be separated by a comma, or the words **THEN** or **AND**. For example:

**TAKE THE BOX, OPEN
THE BOX
OPEN THE DOOR THEN
EXIT
TAKE THE HAT AND
GO SOUTH**

The program will not accept commands of more than 16 words or two typed lines. If your sentence is longer, separate your commands and press the Return Key after each one.

There are a few instances in the adventure in which you may want to cast a Magic Charm. To pronounce a Magic Charm, type **SAY** followed by the charm enclosed in quotation marks. For example:

SAY "EPPE, PEPPE, KAKKE"



Getting Assistance with WordWindow™

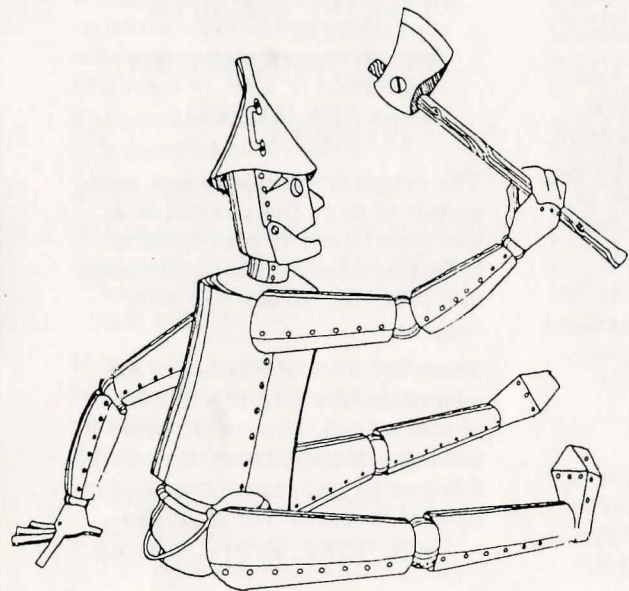
If at any time you are having difficulty finding the correct commands, you can get assistance with WordWindow™ by typing **WORDS**. WordWindow will provide a list of all the words that can be used in a location, even if the word is intended for use at a later point in the game as well. When you are finished reviewing the word list, press the spacebar and WordWindow will disappear. You can then continue the game.

Reviewing Your Inventory

Type **INVENTORY**, **INV** or **I** at any time to see a complete list of the items you have with you. For a detailed description of any item you have, type **EXAMINE** (object).

Finding Out Who Is in Your Party

You may choose to have some of the characters you meet join you on your journey through the land of Oz. Type **PARTY** or **WHO** to see a complete list of the characters who are accompanying you on your adventure.



The Importance of Conversation in Oz

Speaking with the inhabitants of Oz is important to your success in finding the Wizard and returning home to Kansas. When meeting a character for the first time, be sure to get as much information as you can through conversation, for he or she may be too preoccupied at a later point in the adventure to chat about a particular topic. Usually the character will be willing to talk about up to ten subjects.

Familiarize yourself with the names of the characters you'll be talking to by referring to the list of characters in the WIZARD OF OZ vocabulary section. Most of the characters' names are abbreviated, such as **JP** for **Jack Pumpkinhead**, and **TM** for **Tinman** (see p. 12 under **CHARACTERS**).

To converse with characters in the Land of Oz:

Address the character directly, followed by a comma and then **DISCUSS** or **TALK ABOUT** the topic. You may also **ASK** the character **ABOUT** the topic, **TELL** the character **ABOUT** the topic, or simply **TALK TO** the character. Following are examples:

**BOQ, TALK ABOUT
MUNCHKINS**
**GLINDA, DISCUSS THE EVIL
WITCH**
**TELL GLINDA ABOUT
KANSAS**
**ASK BOQ ABOUT
EMERALD CITY**
TALK TO GLINDA

NOTE: When conversing with a character in a location, you need only type once the name of the character to whom you wish to speak. If you switch back and forth between characters in a location or move to a new location, you will have to type the character's name each time.

To ask for suggestions from characters who are with you in your party:

Type the name of the character to whom you are speaking, followed by a comma, and **WHAT NEXT** or **WHAT NOW**.

TINMAN, WHAT NEXT
LION, WHAT NOW

REMEMBER: *This command is extremely helpful in a predicament, as the characters will often provide clues or even a solution to the problem.*

To instruct a character in your party:

There may be times in your adventure when you will need to ask a character in your party to do something for you. To instruct a character, type the name of the character to whom you are speaking, followed by a comma, and the command. For example:

**TINMAN, CUT DOWN
THE TREE KING, TAKE ME TO
EMERALD CITY**



After the Land of Oz

About the Classic Book

Lyman Frank Baum was born in 1856 to a wealthy upstate New York family. Despite his inheritance he was a failure in business. His stewardship of the family oil business was not successful, nor were any of his other sundry business ventures. He managed a chain of theatres, acted in and wrote plays, established a variety store on the South Dakota frontier, ran a newspaper, became a reporter in Chicago, and founded an association of window decorators.

Baum eventually turned to writing books as a means of supporting his wife and their four children. In 1897, he published *Mother Goose in Prose*, and two years later, *Father Goose: His Book*. Both were well-received, and three years later, the classic, *Wizard of Oz*, was published.

Although *Wizard of Oz* was initially greeted with skepticism by Baum's publishers, who found it unlike other children's books of the day, public response sent it to its third printing within three months. Thirteen additional Oz books followed as a result of letters written by his appreciative readers. After Baum's death in 1919, other writers added 26 more titles.

Baum created *Wizard of Oz* as a contemporary fairytale. He chose to eliminate the gore and horror often found in such tales, but didn't sacrifice the moral teaching. This teaching was essentially American: Oz was a place where freedom and independence were highly valued, and where the forces of good and evil balanced one another. We can be grateful that L. Frank Baum persevered on his own journey until he discovered the land of Oz.

About the Adaptation

Wizard of Oz has been adapted to virtually every medium: a Broadway play, a puppet show, a record, a silent film, and the famous MGM picture starring Judy Garland as Dorothy. And now, *Wizard of Oz* is an interactive adventure game in which the player is given the opportunity to follow the Yellow Brick Road and meet—first hand—the wonderfully odd characters of Oz.

A goal for this adaptation was to convey the same sense of whimsy Baum gave to his book. To this end, game editors, programmers and artists participated in a collaboration based on the characters in the first two Oz books, *Wizard of Oz* and *The Land of Oz*. The intention was an understanding of the

characters' personalities and motivations which translated into lively conversations and rich graphics.

A special feature of the WIZARD OF OZ adventure game is the music. The musician on the development team chose both original and well-known pieces to enliven game play and reinforce the player's sense that he or she is truly involved in the magic of Oz. Some examples of classical music used

in the game include: *Golliwogg's Cake Walk* and *Nocturnes*, by Claude Debussy; *The Carnival of the Animals* by Camille Saint-Saëns; *Pictures at an Exhibition* and *Night on Bald Mountain*, by Modest Mussorgsky; and *The Nutcracker Suite* and *The 1812 Overture*, by Peter Ilyich Tchaikovsky. There are many other selections of classical and traditional music throughout the game—see if you can identify them!



The Wizard of Oz Vocabulary

Nouns	chain	floor	leg(s)
animal	chair	flower	lemonade
apricot	charm	foot	lid
arm(s)	cherry	forest	life
army	china	fortune	light
aunt	city	fox(es)	liquid
axe	clearing	freedom	log
badge	cliff	fruit	machine
balloon	closet	furniture	maple
beast	clothing	gate(s)	mattress
bee(s)	clown	gown	meadow
bell	container	grove	merchant
berry	corn	guard	mice
bill	cornfield	gully	milkmaid
bird	cottage	gump	mirror
body	couch	Halloween	money
bottle	country	hat	monkey
box(es)	courage	head	monster
boy	courtyard	heart	mop
boysenberry	covering	hiding	mouse
brain	creature	hill	Munchkin(s)
bramble	crossing	home	music
branch	crow	horseshoe	musicbox
brew	crowd	humbug	nest
brick	crown	jackolantern	nickel
bridge	cushion	jar	noise
brook	cyclone	jester	nut(s)
bucket	direction(s)	jewel	oak
bug	dish	journey	oil
bush	dog	Kalidah	palace
cabinet	door	Kansas	pantry
canyon	emerald	key	party
cap	Emerald City (city)	kiss	patch
cart	eye(s)	kitchen	path
castle	farm	knocker	pattern
catalog	feet	label	penny
cave	ferry	land	pie(s)
ceiling	field	leaf	piece
celebration	fire	leaves	pillow



plate	table	catch	lie
plum	tent	chase	lift
pole	throne	chop	live
pond	tin	clean	look (1)
poppy	trapdoor	climb	make
pot	trash	close	march
powder	tree	come	mend
proof	troop	command	mop
pumpkin	trophy	cross	oil
puzzle	trouble	cut	open
raft	trunk	dance	pat
reed	village	defeat	pet
revolt	vision	discuss	pick
reward	wall	draw	put
river	walnut	drink	read
roach	wardrobe	drop	remove
road	water	eat	restuff
robot	window	enter	ride
rock	wing	examine (ex)	ring
room	witch	exit	run
rope	wizard	fight	say
rust	wolf	fix	scare
scrap	wolves	fly	scatter
screen	wood	follow	shield
seal	woodshed	get	show
shed	Yellow Brick	give	shut
shield	Road (ybr)	glue	sit
shoe	Verbs	go	smile
soldier	ask	help	speak
sorcerer	attack	hide	spread
sorceress	board	hug	sprinkle
sound	break	inspect	stay
spider	brush	join	step
statue	build	jump	stuff
straw	buy	knock	swim
stuffing	call	lasso	take
stump	calm	lay	take
sunflower	carry	lead	talk
surroundings (surr)	carve	leave	tell



throw
tie
toss
touch
turn
use
walk
wear
wind
wink
yell

Directions

north (n)
south (s)
east (e)
west (w)
up (u)
down (d)

Adjectives

bad
big
blue
bramble
brick
bubbling
cowardly
crashed
dead
emerald
evil
flying
golden
good
grassy
green
large
magic
maple
mason

muddy
oak
red
round
royal
silver
square
together
walnut
wicked
wonderful
yellow

Prepositions

about
across
around
at
behind
for
from
in
into
of
off
on
onto
out
over
through
to
towards
under
with

Pronouns

her
him
me
us
what
you

Characters

Boq
Clown
Cow
Ferryman
General Jinjur (jinjur)
Glinda
Hammerheads (hh)
Jack Pumpkinhead (jp)
King of the Winged Monkeys
(king, monkey)
Lion (ln)
Merchant
Milkmaid
Mombi
Munchkins
Queen of the Field Mice
(queen, mouse)
Sawhorse (sh)
Scarecrow (sc)
Soldier with the Green Whiskers
(soldier, guard)
Stork
Tiktok (tk)
Tinman (tm)
Tin Soldiers (soldier)
Tip (tp)
Toto
Wicked Witch
Wildcat (cat)
Wizard of Oz (wizard, oz)
Wogglebug (wb, te, hm)

Windham Classics adventure games are specially designed to offer players ages 10 to adult an exciting way to enjoy some of the best classic literature of all time.

This software product is copyrighted and all rights are reserved by Windham Classics Corporation. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing this program. Copying, duplicating, selling, or otherwise distributing this product are hereby expressly forbidden.

WIZARD OF OZ computer program is a trademark of Windham Classics Corporation.

Windham Classics Corporation Warranty Policy

If this product should fail to work for any reason whatsoever during the first 30 days following purchase, return it to the dealer from whom it was purchased for a free replacement. If it should fail to work after the first 30 days, mail to Windham Classics at the address below. If it has been physically damaged, you will be charged five dollars for a replacement.

Should you have any questions concerning this warranty, please contact the dealer from whom you purchased this program, or write or call Windham Classics.

Windham Classics

One Kendall Square
Cambridge, MA 02139

(617) 494-1225

WIZARD OF OZ™
Proof of Purchase





IN-D-WOZ 1.0

WIZARD OF OZ™
Proof of Purchase