

# WIZARD OF OZ

Windham Classics

High resolution adventure based on the L. Frank Baum fantasy classic

## Description

You are Dorothy, whisked suddenly into the magical land of Oz by a Kansas tornado (Toto, too). Obviously, your task is to get back to Kansas and your Aunt Em. The game follows the book very well as you encounter the Scarecrow, the Cowardly Lion, the Tin Woodsman, and a host of familiar characters in your quest. Of course, you'll have to do in the Wicked Witch of the West to earn your wish from the great Oz.

## Playability

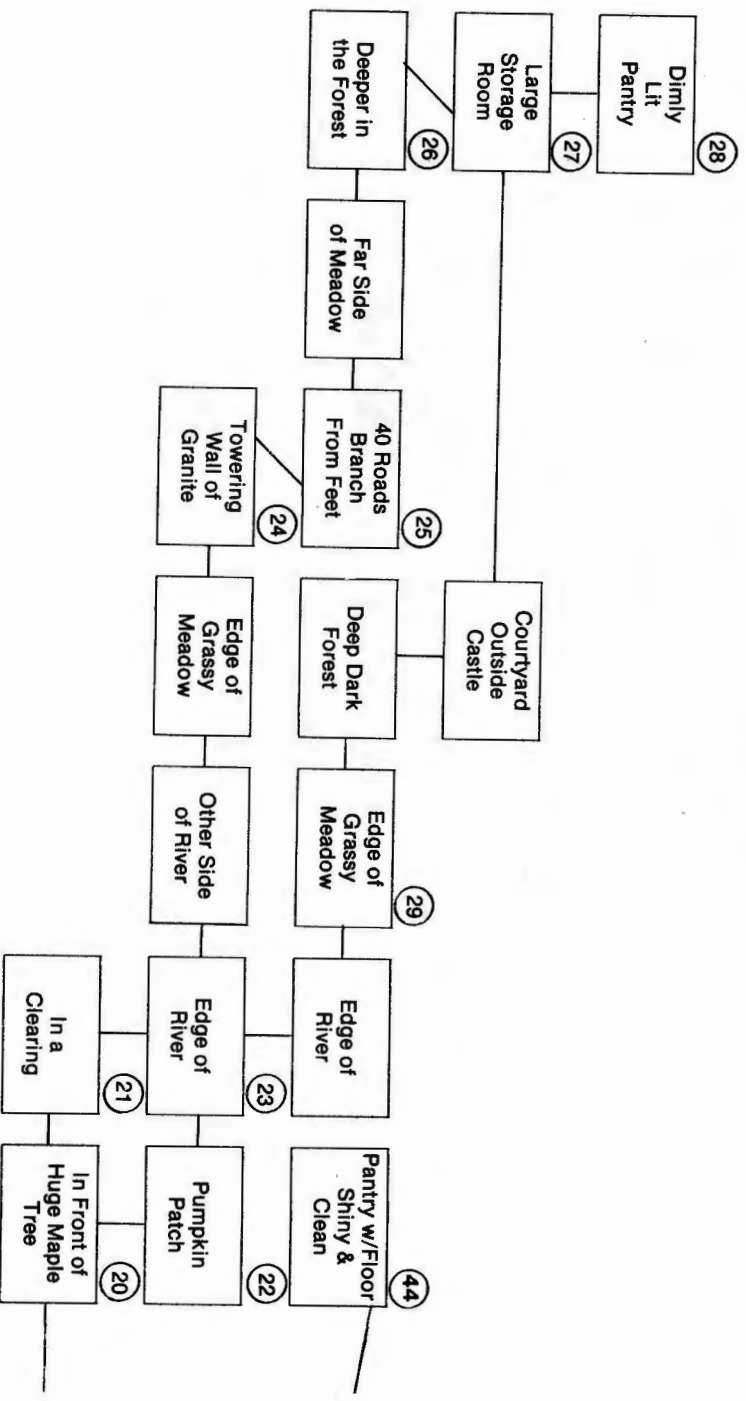
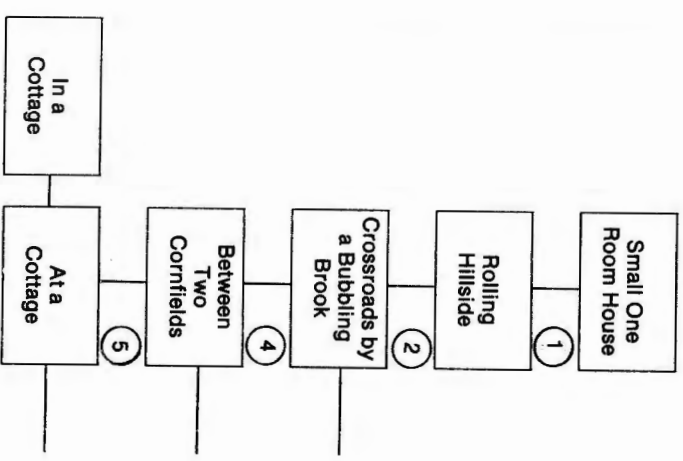
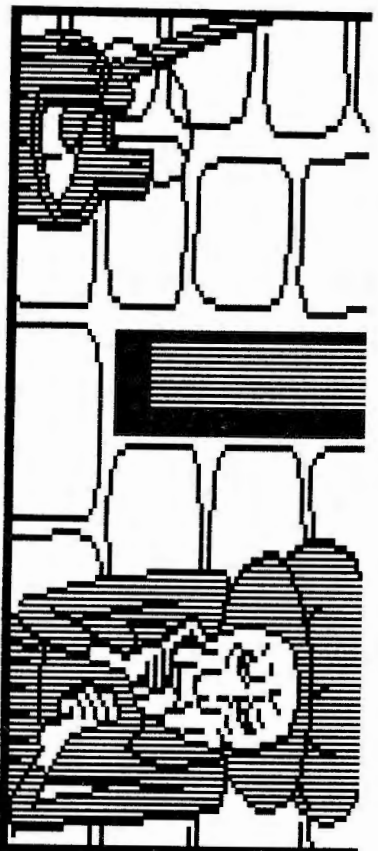
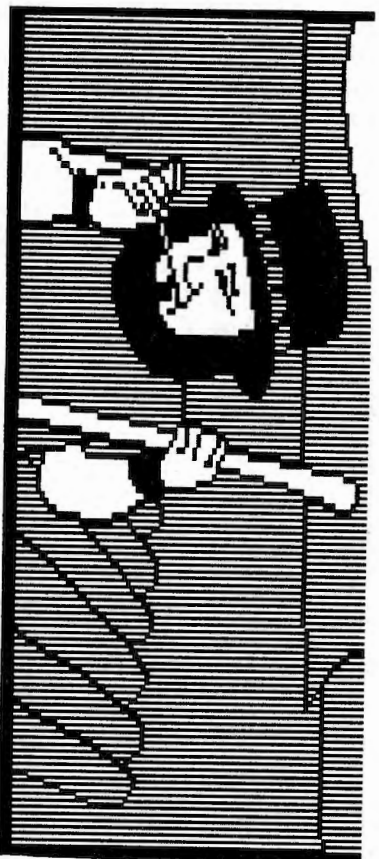
The puzzles are not too difficult in this game consisting of sixty-one locations (give or take a few depending on how you count, since characters have a tendency to move you around a bit). Many of the puzzles are dependent on previous ones—if you didn't solve the first one, you aren't even presented with the second one. You must do a lot of talking to the characters that you encounter. Guessing what to say may be quite a challenge. Nine games may be saved to a data disk initialized from within the program. Similar in format to *Fahrenheit 451*, this game has high resolution graphics in the top third of the screen and high resolution text on the bottom. There is also a lot of well-done music, making this an enjoyable game for all classes of adventurers. Highly recommended.

## Compatibility and Price

\$26.95 Apple II+, IIe, Commodore 64.



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1. Take Slippers. Examine Bushes. Talk to Glinda. Talk About Kansas. Talk About Emerald City.
2. Follow Boq.
3. Dance with Boq. No, Bok. Talk About Emerald City.
4. Take Hat. Look at Cornfield. Take Scarecrow.
5. Enter Cottage. Take Oilcan. E. Look at Statue. Oil Arms. Oil Legs. Oil Head. Take Statue.
6. Look at Lion. Toto, Talk to Lion. Take Lion.
7. Tinman, Chop Down the Tree.
8. Lion, Scare the Kalidahs.
9. Scarecrow, Jump Down. Scarecrow, Lie Down. Jump Down.
10. Look at Reeds. Take Raft. Yes. Follow the Stork.
11. Wake Lion. Talk to Tinman (do it again). Talk to Mouse. Ask Mouse about Lion. Talk to Queen. Follow Queen.
12. Ring Bell. Enter Room.
13. Army, Talk About Brain. Talk About Bok. Follow Soldier.
14. Take Penny. Give Penny. Buy Lemonade. Follow Soldier.
15. Enter Door.
16. Open Closet. Take Gown. Look in Mirror. Exit Room.
17. Wizard, Talk About Brain. Wizard, Talk About Heart. Wizard, Talk About Courage. Wizard, Talk About Kansas. Exit Palace.
18. Knock on Door.
19. Mombi, Talk About Tip. You can't take the Powder while Mombi is in the room. Mombi, Leave Room. Take Powder. Look at Powder.
20. Start going West. Take Tip.
21. Sprinkle Powder on Sawhorse. Say "Tickle Tackle Tock, You May Now Begin to Walk." Take Rope. Lasso Sawhorse.
22. Look at Wood. Look at Pumpkin. Tip, Talk About Pumpkin. Tinman, Talk About Pumpkin. Tinman, Build a Man. Say "Tickle Tackle Tock, You May Now Begin to Walk." Brush off Man. Take Jack.
23. Talk to Man. No. Talk to Sawhorse. Ride the Sawhorse.
24. Climb Wall.
25. West. Follow Jack.
26. Lion, Scare the Wolves. Scarecrow, Scare the Crows. Tinman, Scare the Bees.
27. Take Mop and Bucket. Mop Floor. Pour Water on Floor. Take Cap.
28. Open Box. Look at Stick. Take Stick. Wave Stick Over Box.
29. Ride Sawhorse.
30. Yes. Show Cap.

31. Knock on Door. Wait. Wait. Knock on Door. Wait. Knock on Door.
32. Give Cap. Ask Man About Wizard. Ask Wizard About Brain. Ask Wizard About Heart. Ask Wizard About Courage. Ask Wizard About Kansas. Yes. Ask Wizard About Tip. Ask Wizard About Jack. Yes.
33. Follow Toto.
34. Talk to Jinjur. Look at Army.
35. Tell Jack About Jinjur. Look. Look Through Window.
36. Take Gump. Take Leaves. Look at Leaves. Tinman, Talk About Leaves. Tie Couches Together. Lion, Talk About Leaves. Scarecrow, Talk About Leaves. Tip, Talk About Leaves. Tie Leaves. Tie Gump to Couches. Sprinkle Powder on Gump. Say "Tickle Tackle Tock, You May Now Begin to Walk."
37. Examine Nest. Take Money. Start going South. Hide Under Scarecrow. Restuff Scarecrow with Money.
38. Yes. Talk to Hm. Yes. Talk to Hm. Examine Catalog. Hm, Talk About Glinda. Hm, Talk About Emerald City. Hm, Talk About Tiktok. Hm, Talk About Hammerheads.
39. Pick Music Boxes.
40. Examine Soldiers. Tip, Talk About Soldiers. Examine Music Boxes. Open Square Lid. Salute Soldier. Talk to Soldier. Take Soldiers.
41. Start going West. Tinman, Chop Tree.
42. Wind Key. Take Tiktok.
43. Ask Tiktok About Wall. Climb Wall.
44. Examine Clown. Talk to Clown. Examine Cow. Examine Milkmaid. Talk to Milkmaid. Examine Farm. Examine Houses. Climb Wall.
45. Start going South. Ask Lion About Cave. Lion, Talk to the Animals. Lion, Enter Cave. Lion, Kill Spider.
46. Climb Hill. Tiktok, Talk About Hammerheads. Open Round Lid. Tiktok, Carry Party. Yes. Sit back and watch screenfuls of text. Yes (for a different ending, say No instead). Congratulations, you've made it back to Kansas. There's no place like home, is there?