

THE WIZARD OF OZ™

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

**GRAPHIC
ADVENTURE**
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COMMODORE 64™

Disk drive required

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Suddenly, a distant flash catches your attention. You run to the open door-

way of your little farmhouse to look—and away across the wide open prairie, you watch in horror as a sharp black funnel drops from the sky and races toward the tiny house. The wind picks up fiercely, the sky darkens. Aunt Em calls to you from the open cellar door in the middle of the room—“Quick, Dorothy, into the cyclone cellar!” But it’s too late. As you grab Toto and start to run for shelter the whole world begins to shake. Then, with a crash and a shudder, the house lifts up into the air, spinning wildly. Hours pass, and the spinning becomes a gentle rocking motion. Finally, with Toto in your arms, your eyes close and you fall fast asleep...

Your journey begins.

As Dorothy, you'll explore the land of Oz, meet its intriguing characters, help your friends, and find your way to the Emerald City—all before you return to Kansas.



Your eyes blink open. You are in your house. Warm sunlight filters in through the window and forms a pattern on the ceiling. Furniture, clothing and dishes lie scattered about the floor. Toto is barking at the door.

When you awaken after the cyclone, your house is a terrible mess. But all is quiet now, and you and Toto are unharmed.

What next? You have lots of options: you can GO places, TAKE objects, TALK to people and do many other things. Suppose you decide to venture out. You type GO OUTSIDE:



Go outside

The latch clicks as you open the door and step outside. You look out over a rolling hillside. There is something strange and marvelous about this land. You notice a pair of feet shod in silver slippers sticking out from underneath the house.

The program responds by showing and describing what you see—the strange, but beautiful, land of Oz. You notice a pair of feet with silver slippers on them sticking out from under your house—it's the Wicked Witch of the East! You may decide to TAKE SLIPPERS; you'll discover they fit perfectly. Now, you're off on your journey through Oz.

Along the way, you'll meet many fascinating characters.



Scarecrow, Talk about the Emerald City

"I've never been to the Emerald City, but I've heard it glows green from a distance. Someday I'd like to go there!"

Here's one—a scarecrow. If you EXAMINE SCARECROW, he winks at you. Maybe he knows something about where you're going. You type SCARECROW, TALK ABOUT THE EMERALD CITY. He tells you he'd like to go there someday too—so you TAKE SCARECROW, and head off on your adventure together. Good luck!

THE WIZARD OF OZ™

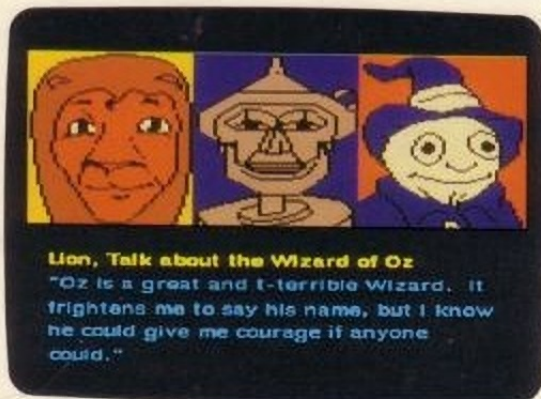
You awake, and as your eyes blink open, you begin to remember what happened . . . Aunt Em, Toto, the cyclone snatching your little farm house from the middle of the big Kansas prairie. But only Toto is with you now, and your house has landed in a world that doesn't look like Kansas at all.

In this marvelous adventure game you are Dorothy, the brave young heroine of L. Frank Baum's beloved story THE WIZARD OF OZ—and you'll set off exploring the magical land of Oz. Along the way you'll meet some unusual friends, like the Munchkins, the Scarecrow, Tip, and Jack Pumpkinhead. You'll have challenging adventures, too, as you learn to use the magic powder of life, escape from flying monkeys, find the Wizard of Oz, and more. Best of all, you'll actually "talk" with characters and make all the decisions about where to go and what to do—because WIZARD OF OZ is interactive software at its finest.

In addition to colorful graphics and the ability to understand complete sentences, WIZARD OF OZ features WordWindow™, a special "help" device that makes game play even smoother and more fun. Plus, you'll get a poster that will introduce you to many of Oz's wonderful characters.



You follow the soldier down the streets toward the palace. You stop for a moment to gaze at the dazzling brilliance of the city. Everything is emerald green. There are green houses, green people, and even green stores selling green merchandise.



Lion, Talk about the Wizard of Oz

"Oz is a great and t-terrible Wizard. It frightens me to say his name, but I know he could give me courage if anyone could."

Based on the series of novels written at the turn of the century by L. Frank Baum, WIZARD OF OZ adventure game was designed for ages 10–adult.

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