

# WIZARD OF OZ

## Loading Instructions:

### Commodore 64™

1. Turn on disk drive, computer and tv or monitor. Place Disk Side A in drive and close drive door. *Note: When using a Commodore 128, the Commodore Key must be depressed while turning on the computer.*
2. Type **LOAD "WIND",8** and press **RETURN**. At **READY** prompt, type **RUN** and press **RETURN**.
3. Press **G** to start, **C** for credits, or **P** to preview another Windham adventure.

### IBM®

Boot your DOS disk (Disk Operating System) in Drive A. When the **A>** appears, remove the DOS disk and insert the WIZARD OF OZ game disk (side A) and type **AUTOEXEC**. The program will load automatically.

### Apple®

1. Place Game Disk Side A in the disk drive and close the disk drive door.
2. Turn on computer, monitor or tv, and drive. Program will load automatically.
3. Press **G** to start, **C** for credits or **P** to preview another Windham adventure.

## Starting Out

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

**To create your Save Disk:** After loading your Game Disk according to the instructions above, a cursor will appear. Type **CREATE** and press **RETURN**. Follow all instructions about inserting a separate blank disk. **Beware:** *This procedure will erase any contents that may already be on disk.*

**Save:** Use the **SAVE** command 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 a predicament. Saving 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:** When the cursor appears, type **SAVE** and follow instructions. A list of numbered positions showing locations to be saved will appear. Select a number and type a name to describe your present location. Press **RETURN**.

**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 these instances:

**If you wish to return to an earlier point in your adventure:** When a cursor appears, type **RESTORE**. Follow instructions. 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**. Press any key to go to the beginning of the game. Type **RESTORE**. Follow the screen instructions. The game 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. You may want to save your game before quitting.

**Newdata:** Type **NEWDATA** to obtain any new instructions.

**Pictureson/Picturesoff:** Choose whether or not you want to play with pictures. Pictures are automatically provided. Type **PICTURESOFF** if you want only text. You may recall the pictures to your screen by typing **PICTURESON**.

### **Your Guide to The Wizard of Oz Adventure**

You can explore Oz by entering certain vocabulary. Drawing a map of Oz during play may also be helpful as you discover new locations.

#### **Exploring the Land of Oz:**

Move about by entering directions as either full sentences (**GO SOUTH**), or as abbreviations (**N,S**) 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 your environment by typing **LOOK, L, SURROUNDINGS** or **SURR**. Use these commands to see possible paths and directions for movement. For further information about objects, type **EXAMINE** or **EX <object>**. Valuable clues can be obtained by examining objects.  
**NOTE:** Always **EXAMINE** anything you may want to **TAKE**.

#### **Entering Commands:**

Your commands should consist of short, clear sentences. A verb (**TAKE, PUT, etc.**) should always be followed by a noun (**SHOES, HAT, etc.**). You may use articles(**THE**) and prepositions(**ON**) before a noun. It is not necessary to end a command with a period. Press **RETURN** after you type each command. For example:

1. **TAKE THE SHOES**
2. **PUT THE HAT ON SCARECROW**

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

1. **TAKE THE BOX, OPEN THE BOX**
2. **OPEN THE DOOR THEN EXIT**
3. **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 long, separate your commands.

### **Magic Charm:**

To cast a Magic Charm, type SAY followed by the Charm enclosed in quotation marks. For example: SAY "EPPE, PEPPE, KAKKE"

### **Getting Assistance with WordWindow™:**

If you can't find the correct commands, use the WordWindow™ by typing WORDS. WordWindow is a list of words used in a location, even if the word is intended for use later. When you are done, press the spacebar to continue.

### **Reviewing Your Inventory:**

Type INVENTORY, INV or I for a complete list of the items you have. For descriptions of any item you have, type EXAMINE <object>.

### **Finding Out Who is in Your Party:**

You may choose to have some of the characters join you through Oz. Type PARTY or WHO to see a complete list of the characters who are with you.

## **The Importance of Conversation in Oz**

Speaking with the people of Oz is important in finding the Wizard and returning to Kansas. When meeting characters for the first time, get as much information as you can, for they may be too preoccupied later on to chat about a particular topic. Familiarize yourself with the names of the characters by referring to the list of characters in the WIZARD OF OZ vocabulary section.

### **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:

1. BOQ, TALK ABOUT MUNCHKINS
2. GLINDA, DISCUSS THE EVIL WITCH
3. TELL GLINDA ABOUT KANSAS
4. ASK BOQ ABOUT EMERALD CITY
5. TALK TO GLINDA

### **To ask for suggestions from the 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.

1. TINMAN, WHAT NEXT
2. 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:

Sometimes you will need to ask a character to do something. To do this, type the name of the character to whom you are speaking, followed by a comma, and the command. For example:

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

### The Wizard of Oz Vocabulary

Nouns	chain	floor	leg(s)	plate
animal	chair	flower	lemonade	plum
apricot	charm	foot	lid	pole
arm(s)	cherry	forest	life	pond
army	china	fortune	light	poppy
aunt	city	fox(es)	liquid	pot
axe	clearing	freedom	log	powder
badge	cliff	fruit	machine	proof
balloon	closet	furniture	maple	pumpkin
beast	clothing	gate(s)	mattress	puzzle
bee(s)	clown	gown	meadow	raft
bell	container	grove	merchant	reed
berry	corn	guard	mice	revolt
bill	cornfield	gully	milkmaid	reward
bird	cottage	gump	mirror	river
body	couch	Halloween	money	roach
bottle	country	hat	monkey	road
box(es)	courage	head	monster	robot
boy	courtyard	heart	mop	rock
boysenberry	covering	hiding	mouse	room
brain	creature	hill	Munchkin(s)	rope
bramble	crossing	home	music	rust
branch	crow	horseshoe	musicbox	scrap
brew	crowd	humbug	nest	screen
brick	crown	jackolantern	nickel	seal
bridge	cushion	jar	noise	shed
brook	cyclone	jester	nut(s)	shield
bucket	direction(s)	jewel	oak	shoe
bug	dish	journey	oil	soldier
bush	dog	Kalidah	palace	sorcerer
cabinet	door	Kansas	pantry	sorceress
canyon	emerald	key	party	sound
cap	Emerald City	kiss	patch	spider
cart	eye(s)	kitchen	path	statue
castle	farm	knocker	pattern	straw

catalog	feet	label	penny	stuffing
cave	ferry	land	pie(s)	stump
ceiling	field	leaf	piece	sunflower
celebration	fire	leaves	pillow	surroundings(surr)
table	catch	lie	toss	muddy
tent	chase	lift	touch	oak
throne	chop	live	turn	red
tin	clean	look (l)	use	round
trapdoor	climb	make	walk	royal
trash	close	march	wear	silver
tee	come	mend	wind	square
troop	command	mop	wink	together
trophy	walnut	trouble	trunk	village
vision	wall walnut	wardrobe	water	window
wing	witch	wizard	wolf	wolves
wood	woodshed	Yellow Brick Road (ybr)		

<b>Verbs</b>	cut	hide	pat	spread
ask	dance	hug	pet	sprinkle
attack	defeat	inspect	pick	stay
board	discuss	join	put	step
break	draw	jump	read	stuff
brush	drink	knock	remove	swim
buy	drop	lasso	restuff	take
call	eat	lay	ride	talk
calm	enter	lead	ring	tell
carry	examine	leave	run	throw
carve	exit	lie	say	toss
catch	fight	lift	scare	touch
chop	fix	live	scatter	turn
clean	fly	look(l)	shield	use
climb	follow	make	show	walk
close	get	march	shut	wear
come	give	mend	sit	wind
command	glue	mop	smile	wink
cross	go	oil	speak	yell
	help	open	spread	

<b>Adjectives</b>	cowardly	good	muddy	square
bad	crashed	grassy	oak	together
big	dead	green	red	walnut
blue	emerald	large	round	wicked
bramble	evil	magic	royal	wonderful
brick	flying	maple	silver	yellow
bubbling	golden	mason		

<b>Directions</b>	north (n)	south (s)	up (u)	down (d)
east (e)	west (w)			

<b>Prepositions</b>	at	in, into	onto	to
about	behind	of	out	towards
across	for	off	over	under
around	from	on	through	with

<b>Pronouns</b>	him	us	what	you
her	me			

**Characters:** Boq, Clown, Cow, Ferryman, General Jinjur (jinjur), Glinda, Toto, 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 Green Whiskers (soldier, guard), Stork, Tiktok (tk), Tinman (tm), Tin Soldiers (soldier), Tip (tp), Wicked Witch, Wildcat (cat), Wizard of Oz (wizard, oz), Wogglebug (wb, te, hm)

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