

THE WIZARD OF OZ - A STEP BY STEP SOLUTION.

I - REMOVE DRESS (NOT PERMITTED) - EXAM DOG (ANSWERS TO NAME OF TOTO AT THE MOMENT HE IS TIED UP) - UNTIE DOG (HE LEAPS UP AT YOU) - LEAVE - EAST - ENTER - EXAM ROOM (YOU SEE A LOCKED TRAPDOOR) - EXAM STOVE (YOU SEE A POT) - GET POT - EXAM POT (FULL OF STEW) - EMPTY POT (NOT IN HERE) - LEAVE - EMPTY POT - (BONE FALLS OUT TOTO GRABS IT AND RUSHES OFF TO HIDE IT) - DROP POT - ENTER - EXAM BEDS (WHICH BED DO YOU MEAN?) - EXAM SINGLE BED (YOURS) - (TOTO RETURNS AND DROPS A CROWBAR AT YOUR FEET) - GET CROWBAR - EXAM DOUBLE BED - (YOU SEE A KEY HUNG ON PEG ALONGSIDE BED) - GET KEY.

UNLOCK TRAPDOOR - LEVER/OPEN TRAPDOOR - DROP CROWBAR - DOWN (IT'S DARK) - UP - EXAM CUPBOARD (IT APPEARS TO BE JAMMED) - HIT CUPBOARD (IT FLIES OPEN) - EXAM CUPBOARD (CONTAINS A LANTERN) - GET LANTER (NOT TALL ENOUGH) - GET CHAIR - PLACE CHAIR NEAR/UNDER CUPBOARD - STAND ON CHAIR - EXAM CUPBOARD - GET LANTERN - EXAM LANTERN - (STRIKE WHEEL TO LIGHT) - STRIKE WHEEL - DOWN - DOWN TO CELLAR - GET ALL (HOLDALL AND SPADE) - EXAM HOLDALL (BOTTLE OF WATER AND SOME FOOD) - DIG (YOU TURN UP A MEDAL) - GET MEDAL - UP - LEAVE - WEST - ENTER - DIG (YOU TURN UP A WATCH) - GET WATCH - EXAM WATCH (NEEDS A NEW SPRING) - DROP SPADE - LEAVE - EAST - ENTER - CLOSE DOOR - DOWN.

WAIT UNTIL CYCLONE STRIKES. THE TRAPDOOR WILL SLAM SHUT. THE HOUSE WILL RISE AND GET CARRIED AWAY. WHEN IT LANDS AGAIN - OPEN TRAPDOOR - LEAVE - EXAM HOUSE (YOU SEE A PAIR OF SHOES STICKING OUT FROM UNDER THE WRECKED HOUSE) - GET SHOES (AS YOU DO THE HOUSE AND WITCH VANISH) - EXAM SHOES (MAGICAL) - WEAR SHOES - DROP SANDALS - NORTH TO MUNCHKINS - SAY HELLO (YOU ARE WELCOMED AND THANKED FOR KILLING THE WICKED WITCH OF THE EAST) (THE GOOD WITCH OF THE NORTH APPEARS) - SAY HELLO (KISSES YOU ON YOUR FOREHEAD AND TELLS YOU TO MEET HER SISTER, THE GOOD WITCH OF THE SOUTH AT EMERALD CITY AFTER YOU HAVE KILLED THE WICKED WITCH OF THE WEST. SHE ALSO TELLS YOU TO SEEK OUT THE MAYOR).

SE - EXAM OFFICES (YOU SEE A FLAG POLE) - EXAM POLE (THE FLAG NEEDS RAISING) - RAISE FLAG (MAYOR APPEARS) - SAY HELLO (HE TELLS YOU TO SEEK OUT THE WIZARD OF OZ AND TELLS YOU TO ANSWER A PROBLEM IN ORDER TO TRAVEL ON THE YELLOW BRICK ROAD - 312 100 324 846 988 (ADD UP NUMBERS TO GET 6 1 9 18 25 SUBSTITUTE IN ALPHABET TO GET FAIRY) - FAIRY (HE HANDS YOU A DIPLOMA) - EXAM DIPLOMA (HOLDER IS BRAINY) - SOUTH TO GUARD - EAST - FAIRY (GUARD HANDS YOU A LEAFLET AND LETS YOU PASS) - READ LEAFLET (WARNS OF DIFFICULTIES ON THE ROAD AHEAD) - DROP LEAFLET.

EAST (THERE'S A NEW SPRING TO YOUR STEP) - GET SPRING - FIT SPRING TO WATCH - WIND WATCH - SE TO CORNFIELDS - EXAM FIELDS (YOU SEE A SCARECROW) - CLIMB FENCE (NOT ALLOWED) - EXAM FENCE (YOU SEE A LITTLE WHITE GATE) - OPEN GATE - NORTH - EXAM SCARECROW (HE WOULD BE OBLIGED IF YOU WOULD LIFT HIM DOWN OFF THE POLE) - LIFT SCARECROW (HE ASKS WHERE YOU ARE GOING AND YOU AGREE TO TAKE HIM ALONG TO GET SOME BRAINS) - SOUTH - EAST - NE TO COTTAGE - EXAM TREE (YOU A TIN MAN) - EXAM MAN (MADE OF TIN AND ALL HIS JOINTS ARE RUSTED) - SAY HELLO (MOUTH RUSTED) - ENTER - EXAM COTTAGE (SEE A SHELF) - EXAM SHELF (SEE AN OIL CAN) - GET CAN - LEAVE - OIL MAN/JOINTS - SAY HELLO (HE THANKS YOU AND TELLS YOU HIS STORY AND YOU AGREE TO LET HIM ACCOMPANY YOU TO EMERALD CITY) - EAST - SE (A LION SPRINGS OUT AND WONT LET YOU PROCEED) - EXAM LION (HE LACKS COURAGE).

HIT LION (LION LEAPS BACK AND TELLS YOU THAT HE IS A COWARD. YOU AGREE TO LET HIM COME ALONG WITH THE OTHERS) - EXAM GROUND (YOU SEE A SMALL BRANCH) - GET BRANCH - EXAM BRANCH (USEFUL FOR STEERING) - SE TO WIDE GAP - EXAM GAP (DEEP AND WIDE) - JUMP GAP (TOO WIDE FOR YOU) - LION JUMP GAP (HE HAS NO PROBLEMS) - JUMP ON LION BACK (TOTD JOINS YOU AND THE LION TAKES YOU OVER TO THE OTHER SIDE) - LOOK ACROSS GAP (YOU SEE THE SCARECROW AND THE TIN MAN) - LION FETCH MAN (HE JUMPS ACROSS AND RETURNS WITH THE MAN) - LOOK ACROSS GAP (YOU SEE THE SCARECROW) - LION FETCH SCARECROW (HE LEAPS ACROSS AND RETURNS WITH THE SCARECROW) - NE - NE - NE TO AN EVEN WIDER GAP - X GAP (YOU SEE A TALL TREE) - EXAM TREE (TALLER THAN WIDTH OF GAP) - MAN CHOP TREE (IT FALLS ACROSS GAP WITH TOP BRANCHES RESTING ON THE OTHER SIDE. AS THE TREE SETTLES A PACK OF WILD ANIMALS APPEAR. THEY STOP AND STARE AT YOU) - EAST (THEY ARE FOLLOWING) - EAST - EAST - EAST - MAN CHOP TREE (IT FALLS INTO GAP CARRYING THE WILD ANIMALS WITH IT).

SE - SE - SE TO BROKEN BRIDGE - SOUTH TO WILDCAT AND MOUSE - MAN KILL CAT (MOUSE THANKS YOU AND DROPS A SMALL PHIAL AT YOUR FEET) - GET PHIAL - EXAM PHIAL (A WAKE UP POTION) - NORTH - MAN MAKE RAFT (WAIT UNTIL HE RETURNS) - MAN LAUNCH RAFT - BOARD RAFT - STEER (MUST HAVE BRANCH. YOU LAND ON THE FAR SIDE) - NORTH - NE - NE - NE - SE - NE - NORTH TO POPPY FIELD - EAST - EAST (LION DASHES OFF TO INVESTIGATE NOISE) - EAST - EAST - NORTH - MAN FIND LION (HE FINDS HIM BUT CANNOT WAKE HIM UP) - GIVE PHIAL TO MAN - MAN FIND LION (HE SETS OFF AND EVENTUALLY RETURNS WITH A SLEEPY LION) - NE - SE - SE - EAST - EAST - EAST TO GATES OF EMERALD CITY - PULL CHAIN (YOU ARE USHERED INSIDE) - EXAM WIZARD - SAY HELLO (NO AUDIENCE UNTIL YOU HAVE KILLED TO WICKED WITCH OF THE WEST. HE DROPS A TELESCOPE AND A PERMIT AT YOUR FEET) - GET ALL - LEAVE.

EXAM PERMIT (ONE TICKET TO DESERT) - EXAM TELESCOPE (LOOK THROUGH IT TO SEE WHAT THE WITCH IS DOING) - LOOK THROUGH TELESCOPE (NICE VIEW) - NORTH - WEST - LOOK THROUGH TELESCOPE (WITCH IS TELLING PACK OF WOLVES TO KILL YOU) - MAN KILL WOLVES (WHEN THEY ARRIVE HE KILLS ALL FORTY OF THEM) - LOOK THROUGH TELESCOPE (WITCH IS TELLING A FLOCK OF CROWS TO PECK OUT YOUR EYES) - SCARECROW KILL CROWS (WHEN THEY ARRIVE HE KILLS ALL FORTY OF THEM) - LOOK THROUGH TELESCOPE (WITCH IS WEARING A GOLDEN CAP AND SAYS EPPE PEPPE, A FLOCK OF WINGED MONKEYS ARRIVE, SHE TELLS THEM TO BRING YOU TO HER CASTLE, BEFORE YOU CAN DO ANYTHING THEY SWOOP DOWN AND CARRY YOU OFF) - EXAM WITCH (SHE IS WEARING A GOLDEN CAP AND IS STARING AT THE MARK ON YOUR FOREHEAD AND ALSO AT YOUR SHOES) - SAY HELLO (SHE TELLS YOU THAT SHE WAS GOING TO KILL YOU BUT THE MARK ON YOUR FOREHEAD HAS SAVED YOU, INSTEAD SHE WILL BE TELLING THE MONKEYS TO TAKE YOU OUT AND DUMP YOU IN THE DESERT) - GET BOTTLE - THROW WATER OVER WITCH (SHE VANISHES LEAVING THE GOLDEN CAP BEHIND) - GET CAP - WEAR CAP - EPPE PEPPE (MONKEYS ARRIVE AND ASK WHERE YOU WANT TO GO) - TAKE US TO CITY (YOU ARE CARRIED OVER THE DESERT AND IN THE CITY YOU ARE MET BY THE GOOD WITCH OF THE SOUTH) - SAY HELLO (YOU EXPLAIN WHAT EACH OF YOUR PARTY WANTS, SHE TELLS YOU TO GIVE A DIPLOMA TO THE SCARECROW, A TICKING WATCH TO THE TIN MAN AND A MEDAL TO THE LION) - GIVE DIPLOMA TO SCARECROW - GIVE WATCH TO LION - GIVE MEDAL TO LION - SAY HELLO (SHE KISSES YOU ON THE FOREHEAD AND TELLS YOU THAT NOW YOU HAVE TWO MARKS ON YOUR FOREHEAD THE MAGIC OF THE SHOES WILL WORK, SHE TELLS YOU WHAT TO DO) - KNOCK HEELS TOGETHER KANSAS.

YOU ARE WHIRLED AWAY AND TRAVEL SO FAST THAT YOU HAVE TO CLOSE YOUR EYES WHEN YOU OPEN THEM YOU FIND YOURSELF BACK HOME IN BED, YOUR MOTHER SHAKES YOU AND TELLS YOU THAT TOTO IS WAITING OUTSIDE FOR YOU.

CONGRATULATIONS! YOU SCORED 100% IN 224 TURNS.