

RETURN TO OZ



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Designed and programmed by KAOS

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You find it difficult to sleep at night. All you can think about is Oz. The wonderful world of Oz. The Tin Woodman and the Cowardly Lion and the Scarecrow. All your friends from magical Oz, where anything can happen if you want it badly enough. "Oh, why did I wear the magic Ruby Slippers and wish to be home in Kansas?", you think quietly to yourself. If only you could find those slippers and wish yourself back to Oz. But every day, the same, you search in vain.

"Kansas", you say to yourself. It's not quite as exciting here on the farm as it was in Oz. You can't even mention the word "Oz" without making your Aunt Em and Uncle Henry upset and angry.

But something is wrong in Oz. You know it. Today is going to be different, though, you are going to find a way to Return to Oz.

LOADING INSTRUCTIONS

COMMODORE 64

CASSETTE: Connect cassette player as per user manual and rewind cassette on label side. Turn on the computer and press SHIFT and RUN/STOP keys together. Press PLAY on the cassette player and the program will load and run automatically.

DISK: Connect disk drive as per user manual. Insert disk, label side up, and turn on the drive. Turn on the computer and type LOAD"**,8,1 and press RETURN; the disk will load and run automatically.

SPECTRUM 48K

CASSETTE: Type LOAD"*** and press ENTER. Press PLAY on the cassette recorder.

AMSTRAD

CASSETTE: Hit CTRL and Enter keys together. Press PLAY then any key.

DISK: Press SHIFT and CTRL keys together.

GAME PLAY

Return to Oz is a unique graphic adventure offering many large and colourful graphic locations and requiring no text entry. It simply uses three keys to control the game, and will be both enjoyable and educational for the whole family to play. The object of the game is to find a way to Return to Oz because you know that your friends are in terrible trouble and only you can help them. Whilst the story closely follows the plot of the film it has been necessarily expanded to make the game more playable and more of a challenge. When you get to Oz you must travel around and find out what, exactly, is going on – then you can try to save your friends.

MENU OPERATION

The menu offers choice of things that you can do, and is controlled by the space bar to move from option to option, and by using the enter or return key to select an option. If you wish to return to the menu from any point on the screen without performing the previously selected option (such as DROP) press the SHIFT key.

The menu is laid out as follows:

LOOK TALK SEARCH GET LIST LEAVE
QUIT DROP USE

Each option or function is selected by using the space bar to move the cursor (which highlights each option) and then by pressing the enter or return key to select the chosen option.

LOOK

When this option is selected, each object on the screen which can be looked at or examined will be highlighted by having a box drawn around it. If you do not wish to look at the particular object then the space bar will cause you to move to the next object. When you wish to see the description of any object simply press the enter or return key.

TALK

The talk function is operated in exactly the same way as the look option, but now only those people or "things" to whom you can talk will be highlighted, and when you select someone, advice may be given to you.

SEARCH

If you have no luck when looking or talking you may wish to search an object for some extra clues as to what you're supposed to do. For example, if you look at a book you might see the descriptions:

"It is an old, leather-bound book. The cover is worn but you can just make out the title – Return to Oz".

If you then search the book, a piece of paper might appear on the screen which, upon looking, gives the message:

"As you leaf through the pages of the book, a piece of paper falls to the floor. There is a message on the paper which tells you to beware of the Nome King".

You now have some extra information although, of course, not everything can be searched.

GET

If you wish to take or get an object (perhaps for future use), you use the get function to pick it up. The chosen object disappears from the screen and is then available for your use.

LIST

This function lists (with pictures) all the objects that you are carrying. The normal screen is blanked out so you can see exactly what you have in your possession. When this function is selected, a new menu is displayed on the screen with the following options then available.

QUIT – return to the normal screen.

DROP – drop an object at the current location.

USE – try to use the specified object.

LEAVE

The leave function highlights the places to which you can go next. If you select footprints you will return to the previous location.

GENERAL

Try out all the options on the first screen to become familiar with them. You will soon learn how to use the various functions in order to be able to enjoy the game to its fullest.

There will be some things you cannot do unless you have previously done or taken something. For example, if you are faced with a locked door, then you must first find the key to be able to unlock it. When you have the key you can use it and pass through to the next location. Some of the puzzles in Return to Oz are as simple as this, although others require you to think a little more about the problem. There are several ways to solve the game and the clues are hidden in descriptions throughout the game, so remember to look at objects and talk as often as you can. It may help you to draw a map of the world of Oz as this can assist you in solving the game or finding the different ways to solve the game.

Let young children try to work the puzzles out for themselves: it is an excellent learning exercise because it is fun and they can see the results.

To summarise the controls, then:

Space bar always causes you to move (through options or objects) Enter or return always causes the option to be selected. SHIFT always causes you to RETURN to the MENU.

Now all you have to do is

RETURN TO OZ...

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Wonders!