



THE WICKED WIZARD OF OZ

THE WICKED WITCH & THE WIZARD



ACE GAMEBOOKS

Wicked Witch of the West

You are Pyrena, Dominatrix of the Winkies and Avatar of Fire, also known as the Wicked Witch of the West. A wary peace existed in Oz before the arrival of Dorothy Gale, the murderer of your weird sister, the Wicked Witch of the East. Up until that time the Wizard had left you in peace, leaving you to rule the Winkie Country as you saw fit, while you left him to get on with the various experiments he was conducting – into vivisection, cybernetics and robotics, in his palace in the Emerald City – in peace. But when the girl appeared on the scene, the Wizard saw a chance to be rid of you once and for all, the coward, and sent the child and her friends to assassinate you.

Although your physical form was destroyed, your magical essence – your soul, if you like – was preserved within your crystal ball, trapped, waiting for an opportunity to present itself when you might have your revenge – upon all of them!



Whenever you see a lightning bolt beneath a section number, rather than read that section, subtract 30 from the number, turn to this new section immediately, and read that one instead.

AGILITY	9
COMBAT	7
ENDURANCE	18
Special Abilities	<i>Brains, Crow Master, Fearsome</i>
Fear	The Wicked Witch of the West fears no-one and nothing, apart from water.

Start your adventure reading from section 666.



Wizard

You are Oscar Zoroaster Phadrig Isaac Norman Henkle Emmanuel Ambroise Diggs, a scientist and an expert in the fields of surgery, vivisection, cybernetics, robotics, and artificial intelligence. To some your esoteric arts make you a magician, to others you are known simply as the Wizard of Oz.

Originally from Omaha, Nebraska, one day your hot air balloon sailed into the Land of Oz, and you found himself worshipped as a great sorcerer. As Oz had no leader at the time, you became Supreme Ruler of the kingdom, and did your best to sustain the myth, whilst trying to create an artificial intelligence that could rule the people in your stead, believing yourself to be the only man capable of solving their problems.

However, you became distracted in your studies and ended up creating the Winged Monkeys and the Tin Woodman, along with many other marvellous creations. The trouble was, too often your experiments were motivated by the postulation “I wonder if I could” rather than “I wonder if I should”.

You were eventually shaken out of your complacency by the arrival of Dorothy Gale, which came at a time when your investigations into artificial intelligence were beginning to bear fruit. Having engineered the demise of the one individual who might have stood in the way of your plans for the people of Oz – the Wicked Witch of the West – you brought the giant AI online before departing for home once more by hot air balloon. Your only regret is that you were forced to leave the child, Dorothy, behind.



Whenever you see a skull icon beneath a section number, rather than read that section, add 30 to the number, turn to this new section immediately, and read that one instead.

AGILITY	8
COMBAT	9
ENDURANCE	20
Special Abilities	Beast Master, Brains, Over the Rainbow, The Pen is Mightier

Fear The only fears that trouble the Supreme Rule of Oz are the fear of failure, and that one day his crimes against nature might find him out.

Start your adventure reading from paragraph 314.



ACE GAMEBOOKS

ACE Gamebooks are works of interactive fiction, solo-RPGs, inspired by classic works of literature.



ALICE'S NIGHTMARE IN WONDERLAND

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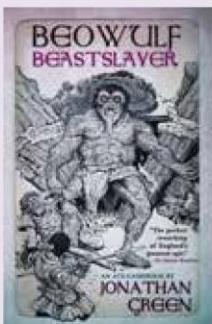
THE WICKED WIZARD OF OZ

Dorothy and her friends unite to save Oz from a new threat that has arisen since the Wizard's departure. The reader can play through the adventure as either Dorothy Gale, the Scarecrow, the Tin Woodman, the Lion, the Wicked Witch of the West, or the Wizard. (ISBN 978-1911390312)



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