

The WIZARD of OZ™ Instructions GAME

For 2 to 4 players
Ages 5 and up



Object:

Collect Ruby Slippers cards and be the first player to spin Ruby Slippers three times on the spinner card.

Contents:

Game board, movers, mover stands, Emerald City cards, Yellow Brick Road Speaker, Ruby Slippers cards, spinner card, spinner.

Set Up:

- Remove the Ruby Slippers cards from the sheet and place them off to the side of the game board.
- Remove the movers from the sheet and place each one in a mover stand. Each player selects a mover and places it on the Start space.
- Remove the Emerald City cards and place them in a deck on the game board.
- Unscrew the battery compartment door and place two AAA batteries, as shown, inside the compartment. Replace the battery door.

Please note:

- Never mix old and new batteries, or mix different types of batteries (alkaline, rechargeable, standard).
- We recommend using alkaline batteries for this game.
- Do not dispose of batteries in fire. Batteries might explode or leak.
- When the speaker will be out of use for a while, remove the batteries before storing.

Assemble the Spinner:

Separate the spinner from the collar and remove and discard the plastic nib. Press the collar completely into the spinner card from the bottom side. Snap the spinner into the top of the collar.

Playing:

The youngest player goes first, then play moves to the left. On your turn spin the spinner and move your mover that many spaces up the path, then clockwise around the game board. If you land on the "twister" space, you can immediately advance to the Ruby Slippers space as directed (and collect a Ruby Slippers card!).

Spaces on the Game Board

Character Spaces:

Many spaces show two Wizard of Oz characters on them like Dorothy and Glinda the Good Witch, or Dorothy and Toto or Glinda the Good Witch and Toto. When you land on one of these spaces you will get to use the Yellow Brick Road speaker! Simply press down gently on the top of the speaker and listen! Whose voice do you hear?--

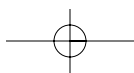
If it's one of the two characters pictured on your space, you get to take a Ruby Slippers card. The next player now takes their turn.--

If it's a character who is not pictured (other than the Wicked Witch of the West), your turn simply ends. --

If you hear the Wicked Witch of the West you must immediately move your mover to her castle in the center of the game board, unless you have a Witch Protection card (see "Emerald City Cards" in these instructions). On your next turn, you will have to start moving back to the game path. As you can see, there's a good chance you'll land on a Lose a Ruby Slipper Card space when you do this.

Emerald City Spaces:

When you land on an Emerald City space by exact count, take the top card from the deck. There are five different types of cards in the deck:



- Take A Ruby Slippers Card
- Lose a Ruby Slippers Card
- Take a Ruby Slippers Card from Another Player
- Send Any Player to the Witch's Castle
- Witch Protection Card: this card can only be used once before being returned to the bottom of the deck. It saves you from being sent to the witch's castle when you hear her on the speaker or when you land on a flying monkey space.

Ruby Slippers Spaces:

Whenever you land on one of these spaces you get a Ruby Slippers Card

Flying Monkey Spaces:

If you land here you must immediately go to the witch's castle in the center of the board (unless you have a Witch Protection card).

Go Anywhere Spaces:

You can immediately go to any space on the board and follow the directions for that space.

Yellow Brick Road Spaces:

Simply wait here until your next turn!

Paths to Ruby Slippers:

There are two short paths that lead to Ruby Slippers Tapping (Ruby Slippers with wand) spaces. When you have collected three or four Ruby Slippers cards, start moving towards one of these paths. When you get there, you can try to win the game! You do not have to land by exact count.

Wicked Witch's Castle:

The witch's castle is in the center of the game board. Whenever you are sent here you must travel back to the regular game path on your next turn.

Ending & Winning the Game:

As soon as a player has collected 3 or 4 Ruby Slippers cards (their choice but the chances of winning are better if they have 4), they should start moving their mover towards one of the spaces that show the Ruby Slippers and wand. As soon as they land on this space (exact count not needed), they can try for the win! Place the 3 or 4 Ruby Slippers cards on any of the five square spaces on the spinner. Now spin the spinner three times. If the spinner lands on Ruby Slippers three times in a row, that player is the winner! If the spinner does not land on Ruby Slippers all three times, they must put back one Ruby Slippers card (keep the rest of the cards) and then go back to the game path on their next turn.

Rule for a more challenging game:

When you land a space that another player is already on, you get to take a Ruby Slippers card from them (if they have one or more). If you land on a space where there is more than one player, you only take a card from one of them. The other directions for the space are not followed.

We appreciate your comments on The Wizard of Oz. Game Please send your correspondence to:

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Our Customer Service Department can be reached Monday through Friday
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Turner Entertainment Co. Judy Garland as Dorothy from THE WIZARD OF OZ.
Scarecrow as portrayed by Ray Bolger in THE WIZARD OF OZ.
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