

YOU'RE THE MAIN CHARACTER. YOU MAKE THE CHOICES.

CAN YOU SURVIVE **THE WONDERFUL** **WIZARD** **OF OZ?**



A CHOOSE YOUR PATH BOOK

by L. Frank Baum & Ryan Jacobson

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1. THE CYCLONE

You are Dorothy, and the year is 1900. You live in the midst of the great Kansas prairies with Uncle Henry, who is a farmer, and Aunt Em. Your house is small. There are four walls, a floor, and a roof, which make one room. This room contains a rusty-looking stove, a cupboard for the dishes, a table with four chairs, and the beds. Uncle Henry and Aunt Em have a big bed in one corner, and you have a little bed in another corner.

There is no cellar—except a small hole dug in the ground, called a cyclone cellar. This is where the family can go if one of those great tornadoes arises. The cyclone cellar is reached by a trap door in the middle of the floor. A ladder leads down into the small, dark hole.

When you stand in the doorway and look outside, you see not a tree nor a house—nothing but the great

prairie on every side. The sun has baked the land into a gray mass. Even the grass is not green, for the sun has burned the tops of the blades to that same gray color.

Once, the house was painted. But the sun blistered the paint, and the rains washed it away. Now the house is as dull and gray as everything else.

Aunt Em is thin and gaunt, and she never smiles. Years ago, the sun and wind took the sparkle from her eyes and left them gray. They also took the red from her cheeks and lips, and they are gray. When you first came to Aunt Em as an orphan, she was startled by your laughter. She looked at you with wonder that you could find anything to laugh at.

Uncle Henry never laughs. He works hard from morning till night and does not know what joy is. He is gray also, from his long beard to his rough boots. He looks stern and solemn, and he rarely speaks.

It is Toto that makes you laugh and has saved you from growing as gray as your surroundings. Toto is a little black dog, with long silky hair and small black eyes that twinkle merrily on either side of his nose. Toto plays all day long. You play with him and love him dearly.

Today, however, you are not playing. Uncle Henry sits upon the doorstep and looks anxiously at the sky.

It is even grayer than usual. You stand in the doorway with Toto in your arms, and you look at the sky too.

From the far north, you hear a low wail of the wind, and you can see where the long grass bows in waves before the storm.

There comes a sharp whistling in the air from the south. As you turn your eyes that way, you see ripples in the grass coming from that direction also.

Suddenly, Uncle Henry stands up. "There's a cyclone coming, Em," he calls to his wife. "I'll go look after the stock." Then he runs toward the sheds where the cows and horses are kept.

Aunt Em comes to the door. One glance tells her of the danger close at hand. "Quick, Dorothy!" she screams. "Run for the cellar!"

Aunt Em, badly frightened, throws open the trap door in the floor and climbs down the ladder into the small, dark hole.

Toto jumps out of your arms, scurries away, and hides under the bed.

GO TO THE NEXT PAGE.

Do you have time to rescue your beloved dog? Or should you do as Aunt Em says and go directly into the cellar? You must decide quickly; the cyclone is coming.



Try to rescue Toto.

GO TO PAGE 47.

Climb into the cellar.

GO TO PAGE 28.

“Yes, we shall wear them,” you tell the green man.

He opens the big box, and you see that it is filled with spectacles of every size and shape. All of them have green glasses in them. The Guardian of the Gates finds a pair that fits you and puts them over your eyes. There are two golden bands fastened to them that pass around the back of your head. They are locked together by a little key at the end of a chain that the Guardian of the Gates wears around his neck.

The green man finds spectacles for the Scarecrow and the Tin Woodman and the Lion, and even for Toto.

The Guardian of the Gates puts on his own glasses. He opens another gate, and you follow him to the streets of the Emerald City.

You and your friends are at first dazzled by the brilliancy of the wonderful City. The streets are lined with beautiful houses all built of green marble and studded everywhere with sparkling emeralds. You walk over a pavement of the same green marble, with rows of emeralds glittering in the brightness of the sun. Even the sky above the City has a green tint, and the rays of the sun are green.

Many people walk about, dressed in green clothes. They look at you and your strangely assorted company

with wondering eyes. Many shops stand in the street, and you see that everything in them is green: green candy and green popcorn, as well as green shoes, green hats, and green clothes.

You come to a big building, exactly in the middle of the City, which is the Palace of Oz, the Great Wizard. There is a soldier before the door, dressed in a green uniform and wearing a long green beard.

“Here are strangers,” says the Guardian of the Gates to him. “They demand to see the Great Oz.”

“Step inside,” answers the soldier, “and I will carry your message to him.”

So you pass through the Palace Gates and are led into a big room with green carpet and furniture.

The soldier says politely, “Please make yourselves comfortable while I go to the door of the Throne Room and tell Oz you are here.”

You wait a very long time before the soldier returns. When he comes back, you ask, “Have you seen Oz?”

“Oh, no,” returns the soldier, “I have never seen him. But I spoke to him as he sat behind his screen and gave him your message. He says he will grant you an audience, but each of you must enter alone, and he will admit but one each day. Therefore, as you must remain

in the Palace for several days, I will have you shown to rooms where you may rest in comfort.”

A young girl, dressed in a pretty green gown, enters the room. She has lovely green hair and green eyes.

She bows and says, “I will show you to your rooms.”

You and Toto follow the green girl to a room at the front of the Palace. It is the sweetest little room in the world, with a soft bed that has sheets of green silk.

The next morning, after breakfast, the green maiden comes to fetch you. You put on a green silk apron and tie a green ribbon around Toto’s neck. You start for the Throne Room of the Great Oz.

First, you come to a great hall filled with many ladies and gentlemen. They look at you curiously, and one of them whispers, “Are you really going to look upon the face of Oz the Terrible?”

“Of course,” you answer, “if he will see me.”

“Oh, he will see you,” says the soldier, “although he does not like to have people ask to see him. At first, he was angry and said I should send you back where you came from. When I told him about the mark upon your forehead, he decided he would admit you.”

Just then a bell rings, and the green girl says to you, “You must go into the Throne Room alone.”

She opens a little door. You walk boldly into a big, round room with a high arched roof. The walls and ceiling and floor are covered with large emeralds set closely together. In the center of the roof is a great light, as bright as the sun, which makes the emeralds sparkle in a wonderful manner.

But what interests you most is the big throne of green marble that stands in the middle of the room. It is shaped like a chair and sparkles with gems, as does everything else. In the center of the chair is an enormous Head, without a body to support it or any arms or legs whatever. There is no hair upon this head, but it has eyes and a nose and mouth—and is much bigger than the head of the biggest giant.

You gaze upon this in wonder and fear, and the eyes turn slowly and look at you sharply. “I am Oz, the Great and Terrible. Who are you, and why do you seek me?”

It is not such an awful voice. You take courage and answer, “I am Dorothy. I have come to you for help.”

The eyes look at you for a full minute. Then the voice says, “Where did you get the mark upon your forehead?”

“After my house fell on the Wicked Witch of the East and killed her, the Good Witch of the North kissed me. Then she bade me good-bye and sent me to you.”

Again the eyes look at you sharply. Then Oz asks, "What do you wish me to do?"

"Send me back to Kansas, where my Aunt Em and Uncle Henry are. I am sure Aunt Em will be dreadfully worried over my being away so long."

The eyes wink three times, and then they turn up to the ceiling and down to the floor and roll around so strangely that they seem to see every part of the room. And at last they look at you again.

"Why should I do this for you?" asks Oz.

"Because you are strong and I am weak, because you are a Great Wizard and I am only a little girl."

"But you are strong enough to kill the Wicked Witch of the East," says Oz.

"That just happened," you return simply. "I could not help it."

"Well," says the Head, "I will give you my answer. You have no right to expect me to send you back to Kansas unless you do something for me in return. In this country, everyone must pay for everything he gets. If you wish me to use my magic power to send you home again, you must do something for me first. Help me and I will help you."

"What must I do?" you ask.

“Kill the Wicked Witch of the West,” answers Oz.

“But I cannot!” you exclaim, greatly surprised.

“You killed the Witch of the East. There is now but one Wicked Witch left. When you can tell me she is dead, I will send you back to Kansas—but not before.”

You begin to weep. “I have never killed anything, willingly. If you, who are Great and Terrible, cannot kill her yourself, how do you expect me to do it?”

“I do not know,” says the Head, “but that is my answer. Until the Wicked Witch dies, you will not see your uncle and aunt again. Remember that the Witch is Wicked—tremendously Wicked—and ought to be killed. Now go, and do not ask to see me again until you have done your task.”

Sorrowfully, you leave the Throne Room and go back where the Lion and the Scarecrow and the Tin Woodman are waiting to hear what Oz has said.

“There is no hope for me,” you say sadly. “Oz will not send me home until I have killed the Wicked Witch of the West—and that I can never do.”

You go to your own room and cry yourself to sleep.

The next day, the Scarecrow takes his turn with Oz. He later returns sorrowfully and says that he saw, sitting in the emerald throne, a most lovely Lady. She told the

Scarecrow that he will be bestowed a great many brains if he will kill the Wicked Witch of the West.

On the next morning, the soldier with the green whiskers comes for the Tin Woodman.

Upon his return, he tells you of the terrible Beast he has seen. "It was nearly as big as an elephant, and the green throne seemed hardly strong enough to hold its weight. The Beast had a head like that of a rhinoceros, only there were five eyes in its face. There were five long arms growing out of its body, and it also had five long legs. Thick, woolly hair covered every part of it. A more dreadful-looking monster could not be imagined."

He sorrowfully adds that he must kill the Wicked Witch of the West in order to receive a heart.

The next morning, it is the Lion's turn. Not long after he departs, he angrily rushes back to you. He explains that Oz appeared to him as a Ball of Fire and that he was told, "Bring me proof that the Wicked Witch is dead, and that moment I will give you courage."

"What shall we do now?" you ask sadly.

"There is only one thing we can do," returns the Lion. "Seek out the Wicked Witch and destroy her."

You say, beginning to cry, "I suppose we must try it, but I am sure I do not want to kill anybody."


“I will go with you, but I’m too much of a coward to kill the Witch,” says the Lion.

“I will go too,” declares the Scarecrow. “But I shall not be of much help to you, as I am such a fool.”

“I haven’t the heart to harm even a Witch,” remarks the Tin Woodman. “But if you go, I certainly shall go with you.”

It is decided to start upon your journey the next morning. You will no longer be following the road of yellow bricks, however. So you must decide upon a new route. You can continue on foot, although you’ve already walked so far and faced so many dangers. Or you can travel along the river, never knowing what perils you might encounter.

**WHAT WILL YOU
CHOOSE
TO DO?**



Walk.

GO TO PAGE 88.

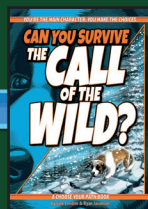
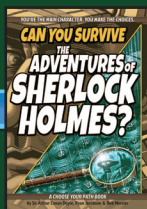
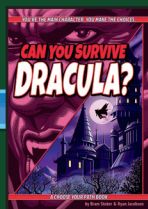
Build a raft.

GO TO PAGE 71.

ONE TERRIBLE WIZARD. TWO EVIL WITCHES. THREE FANTASTICAL FRIENDS.

You've been swept away from home by a deadly tornado, and you find yourself in the Land of Oz—a magical world of monsters, witches, and talking animals. Every moment, your life is at risk. Use your knowledge and courage to survive such perils as tiger-bears, winged monkeys, and angry trees. *Can You Survive the Wonderful Wizard of Oz?* adapts the classic novel into a Choose Your Path book, putting readers in control of the action. Do you have what it takes to traverse the road of yellow brick? Or will this dangerous route and its surprising challenges lead to your doom? Step into this adventure, and choose your path. But choose wisely, or else!

SURVIVE THEM ALL!



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ISBN 978-1-940647-71-5



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