Wizard of Oz FAQ
U.W. Ozian

What can you tell me about Wizard of Oz programming?
There is a lot of information about Wizard of Oz programming.

Wizard of Oz programming is the script that is used for the programming. The map of Oz is used for internal structuring, quotes from the movie and symbols for triggers, the characters will have roles in the system.

What role does the kitten Eureka serve in a Wizard of Oz script?
It would depend on what level in the system, where she is, as well as her colour.

Each time Dorothy travels to Oz she has an animal with her. Eureka on level four could represent dissociation. She doesn't defend herself when accused of things even if she did not do them.

Whereas if she was placed in The Valley of Voices she would have a different role.

I was wondering if you might know what a Princess Ozma alter might be for in Oz programming?
Princess Ozma and other rulers from the books may have leadership roles in the system. She appears in every book of the Oz series except the first, The Wonderful Wizard of Oz. She is the rightful ruler of Oz.

She may live in the fairyland and is immortal.

Ozma may be used in twin programming with a Fraternal twin who is male.

A system may have both Tip and Ozma as alters who front when they feel their gender is most beneficial for the situation or their programmed task.

If they are one alter they may be programmed for night/day, situational, or other means the programmer desires.

Can alters with scarecrow programming from Wizard of Oz be "system guardians" for lack of a better term? Different than protectors, we use the term "guard dogs"?
On the top level of a programmed system there could be as in the movie there is a scene where the scarecrow has a pistol. This system guardian would be pulled from this scene.

A much deeper level (9) scarecrow would have a more active role in protecting the system.

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What are some roles/programming that the Wizard in Wizard of Oz would have in a system? And possibly, how would he present himself/act like? (would he usually be mean/selfless/scared/etc. for example?)

Oscar Zoroaster Phadrig Isaac Norman Henkle Emmannuel Ambroise Diggs (Professor Marvel/ Doorman/ Cabbie/The Wizard of Oz)

He may be an alter present on all levels of the system in the Emerald City, or the control center on each level.

Oscar is clever and intelligent. He is a master of illusions, because of his experience as a magician. The Wizard appears in different forms, once as a giant head, once as a beautiful fairy, once as a horrible monster, and once as a ball of fire. When he sees Dorothy, the Lion, Scarecrow, and Tinman, he seems to be a disembodied voice. He can present in this form in a system to control and scare parts.

He can also have alternate roles in the system, including Professor Marvel, the mysterious traveling fortune teller that Dorothy meets in Kansas, the Guard at the Emerald City, the Guard at the Gates to Oz's Castle and the Coachman whose carriage is pulled by a "Horse of a Different Color". His face was also presumably used as the projected image of the Wizard.

Personality wise the Wizard can be: blend of bad and good (duality programming).

In Kansas, he is the traveling magician who uses whatever information he can to show people he knows unexpected things, often to trick them. This can lead to system protection, and can be seen in therapy.

In Dorothy's case, he puts his observations together with his social intelligence and kindness when he tries to make Dorothy understand how Auntie Em will feel if Dorothy runs away.

He displays considerable humility when his charlatanry as the Wizard of Oz is detected.

He is very aware of his own limitations.

In the scene where he hands out the diploma, heart, and medal, he shows social intelligence and kindness by mirroring back strengths.

Valor is not one of his strengths. A brave man would not have sent Dorothy to get the broom of the Wicked Witch of the West. He either hoped never to deal with her again or to have her do dirty work that belonged to him as the ruling Wizard of Oz. (Internal System programmer)

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Do introjects from the Wizard of Oz script always look like they do in the movie, or could the tin man, scarecrow, and cowardly lion for example look human/like any other alter in the headspace?

They typically are human form and modelled after the character. For example the Tin man can be cool and indifferent due to not having a heart. As Nick he can be warm and engaging.

What (system) levels are found in Wizard of Oz programming?

Wizard of Oz programming uses the 14 books of Oz and the Oz movies to map the internal world in a system. One way of programming with Oz materials is to create levels where the maps of each consecutive book will be placed beneath the other. The books would be layered with book 1 on top, then, going downward, book 2 and so on.

Wizard of Oz programming also uses the scripts from the books and movies as programming cues. Some cues will be quotes from the book.

What characters may be used as persecutors in Wizard of Oz programming?

Here are a few:
The Guardian of the Gates
Winged Monkeys (aka Flying Monkeys)
The Rak
Ugu
Nome King
Queen Coo-ee-oh
Tollydiggle
Hungry Tiger

Generally, does a Wizard of Oz use both the book and the movie? If so, what book does it "stop" at?

Wizard of Oz programming uses all of the books as well as the movie. Each book is used for a level in the system.

In classic monarch/government programming, what does a poppy mean? What programs are usually attached to the symbol? If you have time, can you also explain other common meaningful flowers that are used in flower programming/symbolism?

With flower programming the flower is often used to trigger a part to come out, go to sleep, or do what their task is.

   Giving alters names of flowers tells the programmer/abuser what part of the internal world they are in.

   Flowers also have their own meaning or language. For example a Daisy symbolises innocence and a Proteas means daring. Programmers will pair alters or group them based on their meaning.

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"The poppy is typically used to place parts to sleep in the Wizard of Oz script that is used.
Now it is well known that when there are many of these flowers together their odor is so powerful that anyone who breathes it falls asleep, and if the sleeper is not carried away from the scent of the flowers, he sleeps on and on forever. But Dorothy did not know this, nor could she get away from the bright red flowers that were everywhere about; so presently her eyes grew heavy and she felt she must sit down to rest and to sleep. . . .
"If we leave her here she will die," said the Lion. "The smell of the flowers is killing us all."
—Excerpt from The Wonderful Wizard of Oz (book, published 1900)

"And now my beauties, something with poison in it I think, with poison in it, but attractive to the eye and soothing to the smell . . . poppies, poppies, poppies will put them to sleep."
—The Wicked Witch of the West, The Wizard of Oz (movie, released 1939)

Dandelions can be used in flower programming. The purpose of a dandelion in programming would vary based on if it's a program or an alter. Another factor is the stage the dandelion is in. (flower, or seeding)
    The flower is also known as dent de lion (lion's tooth), which would impact the meaning of programming as well.

Roses: The red rose and white rose assist with keeping the system in balance.
- Roses can assist with internal communication as well.
- Roses can be used for identification of parts, be used as part of the script (Alice in wonderland), Beta programming passion and in SRA red roses can signify sacrifice.

What is Dorothy's role in a Wizard of Oz programmed system?
There can be more than one Dorothy in a system and each level of the system. Their role can be used for dissociation, (Over the rainbow). She could travel to other parts of the system. She could live in the underground areas of the system.

Is it possible to have both Oz and Wonderland programming?
Typically stories like the Wizard of Oz and Alice in Wonderland are used as the only script in programming.

If the programmer wants to use each story for a level that is possible but it would be a condensed version of the story as a script.

Each level can be stacked using a different script. This would make programming very difficult and lead to a lot of 'weaknesses.' (overlapping characters, structure confusion, symbol confusion)

What are the different characters and general/common roles for Wizard of Oz?

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Wizard of Oz programming for mind control uses the 14 books of Oz and the Oz movies to map the internal world in a system. One way of programming with Oz materials is to create levels where the maps of each consecutive book will be placed beneath the other. The books would be layered with book 1 on top, then, going downward, book 2 and so on.

Wizard of Oz programming also uses the scripts from the books and movies as programming cues. Some cues will be quotes from the book. Characters from scripts and movies will allow for the building of internal roles.

Roles in a system with Wizard of Oz programming will include system protectors, hunters, spies, occult loyal alters, alters who monitor programming, daytime parts who participate in daily life, nighttime parts, Christian (or positive light alters) children, caretakers, internal programmers, alters who keep track of time, alters who will return home, alters who report to the handler, alters who are programmed for special missions, alters created to function as parts of internal computers, parts that keep track of the system's history, alters who are gatekeepers, animal parts, spiritual parts, object parts, introjects of programmers, etc.

The protectors will try and keep everyone safe from harm. A lot of times they're pretty void of feelings and see things in black and white. For example harmful or not harmful. Those who manage everyday things do things like shopping, driving, and Dr. appointments.

The occult parts do the magick, prepare for high days, summoning rituals, and protect the inside world from non-occult access.

Persecutor parts disrupt a lot of things, and can be scary.

The ruling parts are deep in the system. They have their own hierarchy which is made up of the Dr.s, Mother, and other people.

The trainers/programmers help keep programming going; they are usually introjects.

All of the alters are designed to function as a balanced system.

Characters from the stories and movies may be programmed to fulfil some of these roles. Oftentimes, the qualities of the characters from the scripts will match the roles which they are designed to fulfil.

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Some examples from some of the scripts may be as follows: On level one there may be an alter who is Dorothy, who is a sleeping alter and wakes only to transport for specific times. Glinda may be a Christian (positive) alter. Kaliyah and the flying monkeys may be protector parts. Flying Monkeys may also be programmed as spies. The Tin Man is a hunter. Toto is a spy. The Wicked Witch is the Queen Mother. The Cowardly Lion may be programmed to return home.

On other levels, the Nome King may oversee the underground tunnels that contain alters programmed as gems. Princess Ozma and other rulers from the books may have leadership roles in the system. Tik Tok may oversee internal clocks. Armies mentioned in the books may be programmed into the system.

The system may have alters with character names, and then others who are supporting alters whose names don't match up with the books. Additional scripts and alters whose identities and roles are based on those scripts may be programmed within the Oz system to connect as subsystems at various locations like cities, groves, castles, temples, and other locations that could be easily placed into the Wizard of Oz maps.

The Scarecrow (Hunk) could be programmed to have an eating disorder, they would be fearful of fire, they will act confused, can go long periods of time without sleep, follow directions (obedient), sympathetic, and will come up with ideas (planning).

In the Wizard of Oz the Tin Man's (Tin Woodman, real name Nick Chopper) heart is a clock. When programming the alter that has been split off they are cloaked in a Tin Man suit. The handler is given the heart of the Tin Man The alter is told by the programmer the heart can be stopped by stopping the clock. The alter is also told they have no heart as their handler now has it.

If the Tin man has a heart it is made of silk and filled with sawdust. The Tin Man is told the only way they'll be kind is if they have a heart. Tin doesn't rust so the Tin man's bolts that hold him together are what rusts and lead him to not moving.

Personality characteristics of the Tin Man as a protector are; determination, kindness, loyalty and bravery.

Personality characteristics of the Tin Man as programming loyal part: emotionless, loyal, ruler, and alexithymia.

Fears: rust. Which leads to fear of crying, storms, and water.

The Lion (Zeke) will say what they think people want to hear, pretend things are alright when they aren't, avoids conflict, depression, insomnia, and appears to lack courage.

Is there a reason why Wizard of Oz and Alice In Wonderland are commonly used in programming?

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The scripts have been established as well as the codes, symbols, maps for the system being created, parts and their rolls, and quotes.

Programming is complex and scripts take time for programmers to develop. Programming is not watching a movie in a traumatised state, watching a movie several times as a child who lived in a traumatic environment, or watching a movie as a means of escape.

How would I go about mapping our inner world with our therapist? Wizard of Oz Script.
Using the map of Oz you would start with where you are located internally and work your way out from there.

For example we indicated on our map where other parts/alters are, landmarks, locations (castles, woods, paths) symbols, mazes, doors, tunnels etc.