

## Strategy Report

<b>S</b>	<b>ACT</b>	Get Back Home to Kansas
<input type="radio"/>		Wake Up
<input checked="" type="radio"/>		Go to the Emerald City and ask the Wizard of Oz
<input checked="" type="checkbox"/>		Don't be killed by the Wicked Witch of the West
	<input checked="" type="checkbox"/>	Say it was an accident
	<input checked="" type="checkbox"/>	Get ruby slippers on Dorothy
<input checked="" type="checkbox"/>		Get Dorothy to take the Scarecrow along
	<input checked="" type="checkbox"/>	Re-stuff yourself
	<input checked="" type="checkbox"/>	Make sure she know's you won't be any trouble
<input checked="" type="checkbox"/>		Get food in the apple orchard
	<input checked="" type="checkbox"/>	Outsmarts the trees by insulting the quality of their apples
<input checked="" type="checkbox"/>		Partner with the Tin Woodman
	<input checked="" type="checkbox"/>	Tell him he can ask the Wizard for a heart
	<input checked="" type="checkbox"/>	I'll do it just to help Dorothy
<input checked="" type="checkbox"/>		Subdue the Cowardly Lion
	<input checked="" type="checkbox"/>	Sneak up on him
	<input checked="" type="checkbox"/>	Pull an axe on him
	<input checked="" type="checkbox"/>	Teach him a lesson
	<input checked="" type="checkbox"/>	Tell him to go away
	<input checked="" type="checkbox"/>	Bonk the Cowardly Lion on the nose
	<input checked="" type="checkbox"/>	Ask the Cowardly Lion to join the group
<input checked="" type="checkbox"/>		Escape the enchanted field of red poppies
	<input checked="" type="checkbox"/>	Sleep it off
	<input checked="" type="checkbox"/>	Get 40 winks
	<input checked="" type="checkbox"/>	Cry
	<input checked="" type="checkbox"/>	Call out for help
<input checked="" type="checkbox"/>		Get in to see the Wizard
	<input checked="" type="checkbox"/>	Get through the doorman at the front gates

	<b>A</b> Get the palace guard to let us in to see the Wizard
<b>C</b>	Defeat the Wicked Witch of the West
	<b>T</b> Don't be captured by the Wicked Witch of the West
	<b>A</b> Repel Winged Monkeys
<b>T</b>	Free Dorothy from the Castle
	<b>A</b> Sneak Into castle
	<b>A</b> Find Dorothy
	<b>A</b> Escape unseen
	<b>A</b> Kill Wicked Witch of the West
<b>C</b>	Get back to Kansas
	<b>T</b> Take balloon home
	<b>A</b> Demand that The Wizard keep his promise
	<b>A</b> Grab Toto before the balloon leaves
<b>T</b>	Believe you've always had the power to go back to Kansas
	<b>A</b> Close your eyes, tap your heels together three times and think, 'There's no place like home'

## Value Proposition

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