

# Where's Wally

Where's Wally?

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Where's Wally? (called Where's Waldo? in North America) is a series of children's puzzle books created by the English illustrator Martin Handford. The books consist of a series of detailed double-page spread illustrations depicting dozens or more people doing a variety of amusing things at a given location. Readers are challenged to find a character named Wally and his friends hidden throughout the pages.

Wally is identified by his red-and-white-striped shirt, bobble hat, and glasses, but many illustrations contain red herrings involving deceptive use of red-and-white striped objects. Later entries in the long-running book series added other targets for readers to find in each illustration. The books have also inspired two television programmes (Where's Wally? the 1991 animated series and Where's Wally? the 2019 animated series), a comic strip and a series of video games.

As of 2007, more than 73 million Where's Wally? books had been sold around the world since the debut of the series in 1987. The series has been translated into 26 languages and is published in over 50 countries.

Where's Wally? (book)

*Where's Wally?, published in the United States and Canada as Where's Waldo?, is the title of the first book in the Where's Wally? series, published on*

Where's Wally?, published in the United States and Canada as Where's Waldo?, is the title of the first book in the Where's Wally? series, published on 25 June 1987.

In the book, Wally travels to everyday places, where he sends postcards to the reader (which are the pictures in the book), and the reader must locate Wally in the postcard.

The book became an instant best-seller.

Where's Wally? was re-released in October 1997 in a special 10th anniversary edition form.

The location of Wally was changed in each picture and additional characters were added for the reader to find (Woof, Wizard Whitebeard, Wenda, Odlaw, the Wally Watchers, and others).

The Wally series is evocative of an earlier children's book titled Where's Wallace? (by Hilary Knight), in which a red-headed orangutan escapes from the zoo and "hides" in highly detailed picture panoramas, including a beach, department store, circus, stadium, and museum.

Where's Wally? (TV series)

*Where's Wally? (called Where's Waldo? in North America) is an animated television series production based on the Where's Wally? books by Martin Handford*

Where's Wally? (called Where's Waldo? in North America) is an animated television series production based on the Where's Wally? books by Martin Handford and aired on CBS in the United States and ITV in the United Kingdom for one season with a series of four episodes being released straight-to-video following afterwards. The series was produced by The Waldo Film Company, Handford's vanity label for the Where's

Wally? property, with DIC Enterprises handling animation production and HIT Communications PLC handling worldwide distribution, although both companies were not involved with the later direct-to-video specials.

### Where's Wally Now?

*Where's Wally Now? (called Find Waldo Now and later Where's Waldo Now? in the US) is the second Where's Wally? book. It was first published in 1988. In*

Where's Wally Now? (called Find Waldo Now and later Where's Waldo Now? in the US) is the second Where's Wally? book. It was first published in 1988. In the book Wally travels through time as he visits many different locations and events. He also loses a book on each page, which the reader has to find.

The book was re-released in October 1997 in a special edition where Wally was moved in each picture and additional characters were added for the reader to find (Woof, Wizard Whitebeard, Wenda, Odlaw, the Wally Watchers and others).

The book has since been re-published into a smaller size/format.

### Where's Wally in Hollywood?

*Where's Wally in Hollywood? was released in 1993. In the book Wally, Wizard Whitebeard, Wenda, Woof, and Odlaw travel to movie and film sets in Hollywood*

Where's Wally in Hollywood? was released in 1993. In the book Wally, Wizard Whitebeard, Wenda, Woof, and Odlaw travel to movie and film sets in Hollywood. The book was re-released as a "Special Edition" version in 1997, moving Wally in each scene.

It is the fourth book in the Where's Wally? series.

### Where's Wally? The Wonder Book

*Where's Wally? The Wonder Book (U.S. title Where's Waldo? The Wonder Book) is the fifth book in the Where's Wally? illustration book series by Martin*

Where's Wally? The Wonder Book (U.S. title Where's Waldo? The Wonder Book) is the fifth book in the Where's Wally? illustration book series by Martin Handford, released in 1997. In the book Wally/Waldo, Wizard Whitebeard, Wenda, Woof, and Odlaw travel to fantasy worlds.

The book was the last Where's Wally? book for nine years. A special mini-version of the book has since been released.

### Where's Wally? The Fantastic Journey

*Waldo? The Fantastic Journey) is the third Where's Wally? book, first released in 1989. In the book Wally travels to fantasy lands in search of Wizard*

Where's Wally? The Fantastic Journey (originally numbered with a "3"; originally called The Great Waldo Search in North America; now called Where's Waldo? The Fantastic Journey) is the third Where's Wally? book, first released in 1989. In the book Wally travels to fantasy lands in search of Wizard Whitebeard's magical scrolls. The book introduces the second recurring Where's Wally character, Wizard Whitebeard. Readers are also asked for the first time to find the Wizard's scrolls.

The book introduces "The Land of Wallies" and the concept that Wally is just one of many Wallies. The Land of Wallies would reappear in The Ultimate Fun Book (known as WallyLand) and The Great Picture

Hunt (known as WallyWorld). It would later be shown that Woof and Odlaw also come from worlds of many others like them with the introduction of "The Odlaw Swamp" and "The Land of Woofs" in *Where's Wally?: The Wonder Book*.

The book was re-released in 1993 and again in 1997, moving Wally and inserting new characters (Woof, Wenda, Odlaw, the Wally Watchers, and others), and again once more into a smaller size. In 2017 the book was the third biggest seller of World book day, having been selected as one of ten books that would be promoted for it.

Two video game adaptations of this book were released. The first one was *The Great Waldo Search*, which was released in 1992 for the NES, SNES and the Sega Genesis. The second is a remake titled *Where's Waldo? The Fantastic Journey*, which was released on iOS, Microsoft Windows, Wii and Nintendo DS almost two decades later in 2009. The latter takes advantage of pointer-based motion controls to provide a more intuitive experience in searching for targets, and includes a two-player versus mode for family-friendly competition.

Martin Handford

*London who gained worldwide fame in the mid-1980s with his Where's Wally? creation (known as Where's Waldo? in North America). Born in London, Handford was*

Martin Handford (born 27 September 1956) is a British children's author and illustrator from London who gained worldwide fame in the mid-1980s with his *Where's Wally?* creation (known as *Where's Waldo?* in North America).

Zero-knowledge proof

*the "Where's Wally" example. In this example, the prover wants to prove to the verifier that they know where Wally is on a page in a Where's Wally? book*

In cryptography, a zero-knowledge proof (also known as a ZK proof or ZKP) is a protocol in which one party (the prover) can convince another party (the verifier) that some given statement is true, without conveying to the verifier any information beyond the mere fact of that statement's truth. The intuition underlying zero-knowledge proofs is that it is trivial to prove possession of the relevant information simply by revealing it; the hard part is to prove this possession without revealing this information (or any aspect of it whatsoever).

In light of the fact that one should be able to generate a proof of some statement only when in possession of certain secret information connected to the statement, the verifier, even after having become convinced of the statement's truth, should nonetheless remain unable to prove the statement to further third parties.

Zero-knowledge proofs can be interactive, meaning that the prover and verifier exchange messages according to some protocol, or noninteractive, meaning that the verifier is convinced by a single prover message and no other communication is needed. In the standard model, interaction is required, except for trivial proofs of BPP problems. In the common random string and random oracle models, non-interactive zero-knowledge proofs exist. The Fiat–Shamir heuristic can be used to transform certain interactive zero-knowledge proofs into noninteractive ones.

*Where's Wally? The Great Picture Hunt!*

*Where's Wally? The Great Picture Hunt! was released in May 2006. In the book Wally, Wizard Whitebeard, Wenda, Woof and Odlaw travel to fantasy worlds.*

*Where's Wally? The Great Picture Hunt! was released in May 2006. In the book Wally, Wizard Whitebeard, Wenda, Woof and Odlaw travel to fantasy worlds. The book is the sixth in the Where's Wally? series and the*

first in nine years.

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