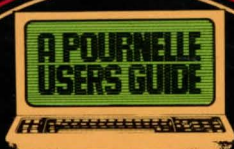




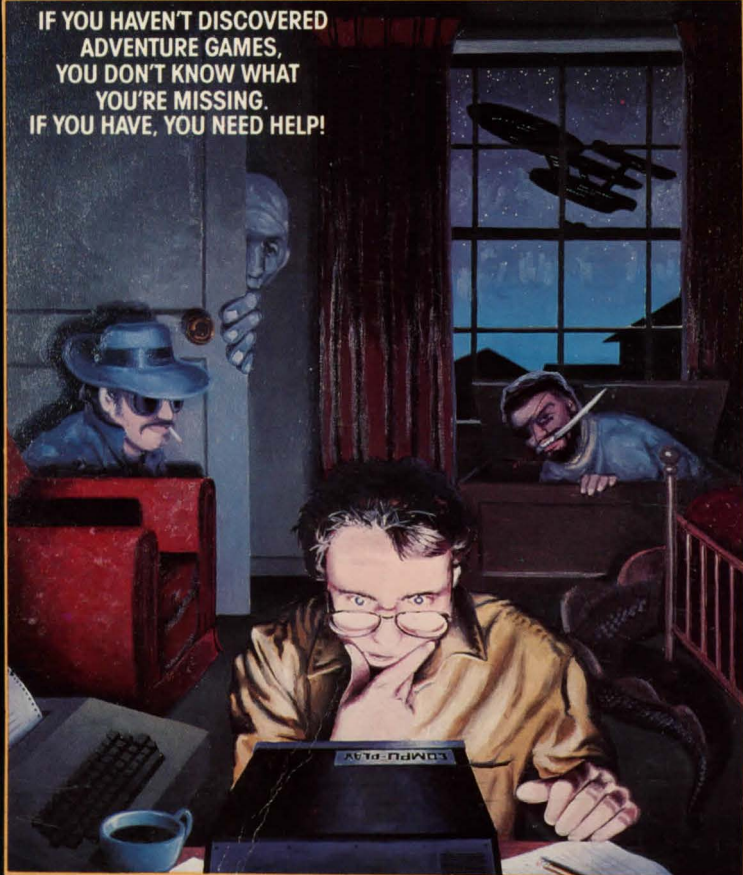
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THE GUIDEBOOK FOR WINNING ADVENTURERS



DAVID AND SANDY SMALL

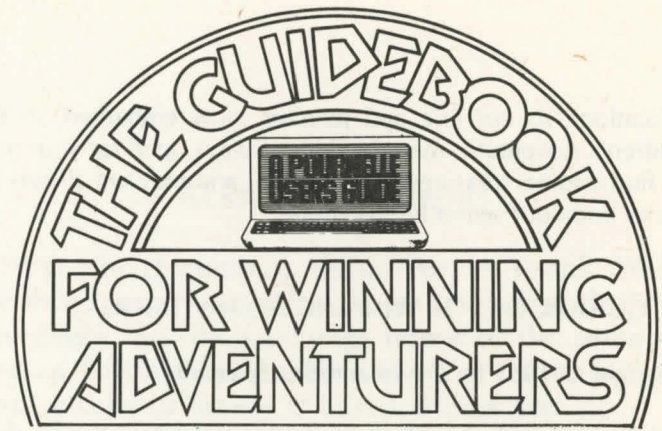
IF YOU HAVEN'T DISCOVERED
ADVENTURE GAMES,
YOU DON'T KNOW WHAT
YOU'RE MISSING.
IF YOU HAVE, YOU NEED HELP!



THIS BOOK MUST BE USED WITH CAUTION

Adventures are puzzle-solving exercises. The real enjoyment of the game is in the effort of successfully solving the puzzles it contains—and some Adventure puzzles tend to be quite frustrating. A little frustration is a good thing; it makes solving the puzzles a real triumph. A lot of frustration is terrible. Most frustrating of all, if you get stuck on one puzzle, you may not even be able to find others to try; the rest of the game can be useless to you.

Don't give up on an Adventure puzzle too easily, and just look up the answer here. We'll try to give you a gentle nudge in the right direction, then more and more nudges until you figure it out. We have tried to avoid giving away answers too easily by using encoded print. If you are using the book correctly, you will say to yourself, "Never in a million years would we have figured that one out!" And you'll be able to proceed to the rest of the game without further problems.



DAVID AND SANDY
SMALL



Dedication: To our Eric and Jennifer, now embarked on the Children's Adventure; may the doors always open for you, may you find endless treasures in the house, and may we always be able to find your secret hiding places!

THE GUIDEBOOK FOR WINNING ADVENTURERS

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We'd also like to thank Apple Computer, Atari, SWP, Shugart, Micropro and Okidata for the fine tools we used to create this book. All graphics are done on the Macintosh computer with MacPaint.

Not last, and certainly not least, we would like to thank Infocom for marketing such wonderful games. We would also like to point out that Enchanter, Infidel, Planetfall, Zork I, Zork II, and Zork III are all registered trademarks of Infocom, Inc.

Finally, we'd like to thank Jim Baen and Betsy Mitchell for tackling this project.

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Preface

We wrote this book for two reasons. The first is that we love Adventures, and this book is our way of passing on our enjoyment to other potential Adventure players. Adventures are truly one of the most enjoyable things you can do with a computer! Long after you have tired of blasting endless swarms of alien bugs, you will be wandering the pathways of ancient dungeons in an Adventure, having a great time. If you have never tried an Adventure, fear not. This book will get you started and well on your way, so there is no reason to have "beginner's anxiety." Give an Adventure a try, and we're sure you will agree that this is one of the best times to be had with a computer.

The second reason we wrote this book is that Adventures sometimes have puzzles that are too difficult. We have spent a long time stuck on a particular puzzle, and sometimes it has taken so long to solve a particular puzzle that we have lost some of our enjoyment of the game. There is a fine line between a puzzle that the game gives you enough clues so you can make a logical deduction about it to solve the puzzle (which really gives you a feeling of accomplishment to have worked through), and a puzzle that simply cannot be solved with the clues the game gives you, no matter how hard you try. Just one

unsolvable puzzle will ruin an Adventure, especially for a beginner. We want to pass on our enjoyment of Adventures, not our frustration.

So within this book are encrypted hints to ensure that the tough puzzles won't hang you up forever. If used together with the chapter on how to play Adventures, they should get you completely through your Adventure.

So, relax, turn on your computer, and prepare to enjoy. Entirely different worlds await you. In the next hours you will encounter things you may never have seen before. (If, however, you have seen magic or dragons before, please write and let us know.) Magic, gold, princesses to save—all these await you in Adventure.

Introduction

So you want to be an adventurer?

This book will not only tell you how to be an adventurer, but how to win!

If you have never played an Adventure before, this book will get you started and through the first hurdles. If you are currently playing an Adventure, and have become "stuck" on one of the puzzles, this book will enable you to get past the point where you became stuck and continue the game. And finally, if you have completed an Adventure, but didn't manage to score every possible point and don't know what to do, the book gives you a complete order of play so you can see what you have missed.

The book is deliberately split into sections to avoid giving too much away. Why? The real challenge and pleasure of an Adventure game is solving the puzzles in order to complete the game. If we merely told you the solution to every puzzle in the game, we would ruin the game for you; while you would finish the game and "win," you would really lose, because you would not have the satisfaction of solving the puzzles yourself.

The first part of the book concerns techniques that are common to all adventures, so you learn the basics of working through puzzles on your own. The second part consists of chapters on the separate games,

each with hints on the most difficult puzzles. The answers to these hints are arranged in order of increasing clarity, from a vague reference to point you in the right direction all the way to a complete solution. We have deliberately encoded these solutions so you don't pick off the answer to puzzles that you are not yet stuck on, and we have made the questions (which you can read directly) vague enough that they will make sense only when you are stuck on a certain puzzle. And finally, in the last part of the book you will find the maps. They are separated from each game's chapter because a map tends to give away a lot about the game. For example, they can show secret passages and such which are not obvious when you are playing the game.

Most Adventure games have to be played in a specific order, where you solve puzzles one at a time. If you get stuck on a particular puzzle, the rest of the game, and the enjoyment of the last part, is lost to you. With Adventures costing \$30 to \$70 dollars each it makes good sense to ensure that you get past a puzzle if you cannot solve it; that is what this book is for.

Chapter 1

How to Use This Book

Adventures are primarily puzzle-solving exercises, although the newer ones are becoming more like role-playing games. The real enjoyment of the game is in the effort of successfully solving the puzzles within. In the very best Adventure games, the descriptions and events that unfold before you are mesmerizing, often disguising important clues to puzzles, but this is not always the case.

Some Adventure puzzles tend to be quite frustrating. A little frustration is a good thing; it makes solving the puzzles a real triumph. A lot of frustration is terrible. And finally, the most frustrating of all, if you get stuck on one puzzle, you may not even be able to find others to try; the rest of the game can be useless to you.

This book must be used with caution. You don't want to give up on an Adventure puzzle too easily, and just look up the answer here. Certainly you can go through a game quickly this way, but it will be a dull and lifeless experience. It would be a lot like putting together a jigsaw puzzle where every piece had its number and location marked.

When you have reached a problem you cannot solve, when you're ready to give up on the game, when you, your children, and/or your mate don't have any suggestions left, then open this book. We'll

try to give you a gentle nudge in the right direction, then give you more and more nudges until you figure out the puzzle. Because Adventure designers do not always think like normal people, and leave extraneous clues which have no logical connection to the puzzles you are trying to solve, we will also supply a complete solution; sometimes that is the only way to figure out the answer.

At that point, after you've solved the puzzle you were stuck on, put the book down and go back to the game. We have tried to avoid giving away answers to your peripheral vision by using encoded print. (You would be surprised at how much your eyes can see in a quick glance!) The decoding technique is very simple: B's are really A's, C's are B's, A's are Z's, and so on.

You will find if you use the book too much that you will say to yourself, "Gee, we could have solved that problem if we had just observed this or thought of trying that. . . ." At this point, lock the book up in a safe or time vault, or give it your children to hide. (This always works great for us. Unfortunately, sometimes, our children find things to hide that we wish they hadn't.) If you are using the book correctly, you will say to yourself, "Never in a million years would we have figured that one out. . . ." In that case, fine! You will be able to proceed to the rest of the game without any further problems.

Of course, if you enjoy playing an Adventure just to get all the points, you can follow the order of play section for each game. This section assumes you have a map of the game, and from that, tells you exactly what to do to play the game to get all the points. It may not be the most efficient way, but it will get you through the game with all the points.

This book is organized into 11 chapters. The first chapter, of course, is the one you are now reading. It explains how to use this book and what each chapter

is about, in detail. Depending on your level of Adventure expertise, you will probably not need to read every chapter; this chapter will help you choose which ones you don't need to read.

Chapter 2 explains what an Adventure game is, and why people keep playing them. Many people are surprised at the continuing popularity of Adventure games, even though the arcade fad has died out. This chapter is full of our opinions on why the games are still popular, and we feel it is entertaining.

Chapter 3 is a beginner's guide to getting through an Adventure. It has some techniques you may not be aware of for helping you through any adventure, things that the game's designers assume you are aware of and have designed puzzles around. Without knowing these techniques, you may have some real problems. They will certainly make the game more fun for you to play by removing some of the difficult beginner's problems common to games like these.

Chapter 4 is about mapping—tips and techniques which we have found work well for us. Making a map so you don't get lost is one of the most common aspects of an Adventure game.

Chapter 5 explains some of the nitty-gritty of Adventure games, including how the computer keeps track of everything, how the games are programmed, and how you can make your own Adventure game.

Chapters 6 through 11 are each about a different game. The games included in this book are Enchanter, Infidel, Planetfall, Zork I, Zork II, and Zork III. Each of these chapters is divided into sections. The first section is an introduction which explains a little about the game, and also gives some hints specific to that particular game. The second section for each game is a list of specific game hints. Use these to get through puzzles that have you hopelessly stuck. Note that the solutions are encoded to prevent you seeing too much too soon. To decode the answer, just write

down the letter before each letter in the code. For instance, if you see the letter "B", translate it to the letter prior to "B" in the alphabet: "A". Thus, DBU becomes CAT, and so on, as shown.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z Coded

Z A B C D E F G H I J K L M N O P Q R S T U V W X Y Decoded

The third section of each game chapter is a list of spells, treasures, and objects found in the game. You should peek at these lists as a last resort. They tell you where the items are found and what they are used for.

The fourth section is a complete Order of Play for each game. Be forewarned: The playthrough gives away everything in the game, except for the map. Using these Orders of Play at the start of a game is as much fun as reading the end of a murder mystery first. Please use the Order of Play section just to get that last point or to see what you've missed, after you complete the game.

The playthrough assumes you have been through the game and mapped the area thoroughly. It does not give specific directions. Nor does it tell you how to achieve certain goals; it assumes you figured them out already. This is by design; hopefully you will only be using the playthrough at the very end of the game, but if you use it early, you may find it not helping much.

Adventure games generally must be played in a certain order. It is possible that you have solved all the puzzles in the Adventure, yet have not completed the game because you don't see the order. This is a valid use for the playthrough.

Last, but not least, are the Appendices. These contain complete maps for all the games. Please, PLEASE, don't even think about glancing at the maps until the game is over. A map reduces the exciting un-

known that you are headed into when you start the game into a small, known, dull area. Do you peek at your Christmas presents two days before the big event? If you pick one thing *not* to peek at in this book, let it be the maps!

One technique you may find particularly useful is to take this book to the office and leave it there. At night, when you go Adventuring, it will be safely out of reach; but if a puzzle really gets you stuck, help is within reasonable reach. Sometimes the puzzles in a game grow too annoying, and you just want to get it over with; we had this happen to us with several games. If you find this in yourself, we suggest putting the game away for several weeks until you can enjoy it again.

Chapter 2

What is an Adventure?

Adventures are intense player-involving fantasy role-playing games. The "fantasy" part suggests that what occurs in an Adventure may have no bearing on reality as we know it. The "role-playing" part means that, as much as possible, you "play" the role of a character within the Adventure.

Adventures are something new and something grand. They are a truly creative and relatively new use for a computer.

In the early 1970s Willie Crowther and Don Woods created a new style of computer game, called an "Adventure." In an Adventure the player is taken into a scenario, and must move their alter ego within that scenario to accomplish certain goals. The computer acts to maintain the scenario and as a kind of referee.

If you consider this for a moment, it is a reasonable use for a computer. Computers are fast and very dumb; they only achieve seeming intelligence by virtue of the fact that they can do trivial things billions of times per second. Put enough trivial things together in a set of instructions called a program, and you have a seemingly intelligent computer which can create a new world just for you.

What is a reality anyway? Doubtless Descartes would shrink in horror at our philosophizing, but in

our opinion reality is a series of interrelated trivial events. Those events are happening at high speed, every moment during each day. And a computer is just perfect at keeping up with lots of little events happening at high speed.

So let us have the computer maintain a reality.

Within this reality, affecting it and affected by it, is a character. We play the role of that character, making decisions and doing things within that reality. And the computer lets us know the effects of our actions on that reality, on that computer-maintained world.

During each move, the computer gives the player a description of where their alter ego resides. Any objects in the immediate area are described by the computer. The player then interacts with the computer by typing in a command. Some typical commands are "Walk East," "Get Sword," or "Drop Sack." The computer processes the command, and then describes the results.

In the Original Adventure, as Crowther and Woods' game is now known, the player entered the "Colossal Cave." In the Cave were many treasures to be found and puzzles to be overcome. For instance, near the entrance to the Cave there is a "black rod with a star." A bit further on in the cave is an impassable chasm. However, if you wave the rod, a bridge magically appears, enabling you to cross the chasm. This is the solution to this particular puzzle. To solve the puzzle, the player had to realize that the rod was actually a magic wand, and also determine there was no way to get to the other side of the chasm. Thus the wand, in all probability, could help the player to get to the other side of the chasm. Since a standard action (according to the fairy-godmother dogma) is to wave a wand, that is what the player did.

This interaction would appear as follows:

Player types: GO EAST

Computer: You are in a small, damp corridor. In front of you lies a rusty black rod with a star on one end. There is an exit to the east and light shining through the entrance from the west.

Player: GET ROD

Computer: Rod taken.

Player: GO EAST (The player types this because he notes from the "room description" that there is an exit to the east; presumably, he just came from the west.)

Computer: In front of you is a chasm far too wide to jump. There does not seem to be any way across. There is an exit behind you, to the west.

Player: WAVE WAND (The player has realized that there is no other way to get across the chasm, and that the magic wand probably will help him to get across in some way.)

Computer: A crystal bridge magically appears, crossing the chasm.

Player: CROSS BRIDGE

And so forth. In the Original Adventure there were 13 treasures, all of which had to be found and transported out of the Cave. And the final scene, where the Adventurer is carried into the sunset out of the Adventure Repository on the backs of cheering elves, has to be read to be believed.

Adventure caught on immediately. Adventure is the most popular, and most played, computer game on nearly any computer system in the country. From the HP-2000C I worked on in high school to the Cyber 171 at college to the Atari I work with now, Adventure has been popular.

As we said, the original Adventure was a very popular game. Why? Part of the attraction is the puzzles and solving them. Another part is the exotic treasures ("A Persian Rug," "A Jewel-Encrusted Egg").

But we believe that the fundamental attraction is the temporary escape to another reality provided by the computer.

In many ways, Adventures are a bit like fantasy/science fiction books or movies. We feel that those fantasy books and movies that are the most popular are those that an audience can identify with. The computer Adventures, while crude compared to a book (text) or a movie (graphics), let the individual player become part of the story, which is the ultimate in participation. In a very short while even a beginning Adventurer closely identifies with their alter ego inside the computer.

Ever watched a horror movie where some character gets axed (sometimes literally) by doing something dumb? Like going downstairs where there's no light and all sorts of groaning noises. Like taking a shower near a knife-wielding lunatic. Or perhaps buying a house in a known vampire neighborhood? Ever felt yourself saying, "No, Don't Do That!" Well, interactive games, games such as Adventures, give you the chance to Not Do That! If you find a dragon, it is probably not such a wonderful idea to walk up and punch it in the nose. (If you will forgive the pun, perhaps it is a hot idea.) And you really should know better than to sail off a waterfall in a rubber raft. You could get killed!

All of this provides the player with an opportunity to face great danger, solve difficult puzzles, and collect fabulous treasure, which is not something most of us ever get to do in real life. It is a greatly addictive fantasy world.

We remember the numerous Adventure players at college, typing on terminals for hours on end. We remember the carefully detailed maps they made, the whispered secrets to puzzles, and the excitement when someone figured out a puzzle for

the first time and shared his knowledge with the group. For many at our university, their sole, and most enjoyable, experience with computers was Adventure.

Why Adventures Stay Popular

We're sure you remember the arcade game craze of the early 1980s. Remember Pac-Man and Asteroids? Many of these games are now collecting dust and many arcade centers are closed down. This phenomenon was not restricted to coin-operated games. Home computers went through a gaming boom and bust cycle as well. We should know; we have notebooks filled with games sent to use to review which we no longer play.

Yet the Adventure games continue to be bestsellers. They are played in ever-increasing numbers. Arcade game manufacturers are switching over to Adventures in large numbers.

Why?

Most arcade games are good at what computers are good at—speed and repetition. Computers are very simple but very fast; they can do millions of trivial things each minute. So making an arcade game, which is a collection of trivial tasks ("Move missile upward. Did missile collide with alien? If so, draw an explosion") that need to be performed speedily is quite easy.

And ultimately quite boring. For the game is always the same. Sooner or later your urge to blast aliens is going to burn out.

In an Adventure, however, the computer does something much closer to what a human wants. It maintains a reality. So the limits of an Adventure, like those of a book, are limited only by the creator's

imagination. While Adventures are still in their infancy, some truly great things are happening in them. And this sort of thing never gets dull. Adventures are never repetitious.

We don't suggest you play an Adventure over and over again. There is little point to that; it is like breaking down a model you have just built and starting over. Rather, we suggest playing another adventure, or starting another model. There are enough Adventures to keep you happy for quite some time; there are some 75 available for the Apple computer, for instance. That will probably keep you for several years . . . by which time there ought to be 75 more.

Chapter 3

How to Get Started

Generally getting started is pretty easy; just follow the instructions. The days of a diskette packed in a baggie with one blurry mimeographed page are long gone (may they never return).

However, in general, to get started you need to do the following.

Make sure there is no diskette in the disk drive.

Turn the computer on. It is important that there is no diskette in the drive when you switch the computer on. In some computers, when the power is first turned on, any diskette in the drive can be damaged. This only applies, by the way, when the diskette is in the drive and the drive door is closed, so at least open the drive door before turning on the power.

The disk drive's light (if any) will now turn on; put in the game diskette and close the door. The game will probably start by itself. If it doesn't, read the instructions.

There are some computers (CP/M-80, MS-DOS) where the game will not start by itself; you must "boot up" the computer and then put in the game disk. What is "booting up" a computer? It means to turn the computer on and put in some diskette that the computer knows what to do with. ("Bootting up" is an archaic term from the bad old days of computing that somehow survives. There is an expression

called "pulling yourself up by your bootstraps" in the English language; computers used to have a problem getting started, for when they were first turned on, there would be no instructions in memory for them to work with. Nor was there a way for them to get instructions, for they had no instructions to do that! Hence the "pulling yourself up by your bootstraps" expression. This problem was solved with what was known as a "bootstrap loader"; you "booted up" with the bootstrap loader.) In the case of CP/M or MS-DOS, put in a system disk (please, not your system master, a backup instead), wait until you get the "A>" prompt, and proceed from there. There will be instructions with the game about this.

Next, you should reach the beginning of the game. If you look at the screen display, there will be several things visible.

1. A location name. Perhaps it is "Beside the White House" or "Under a Tree." Wherever you are, the location will be named.

2. A description of the location and surrounding area. For instance, "You are facing a white house. The front door is boarded up. Around you are fields. Behind you is a barely visible forest. A mailbox is in front of you." Generally you only get a long description once, and when you return to this location, you get a short description ("You are beside the white house.") This tradition helped computer users of an earlier era save paper; it also speeds up game play.

3. A "score"; this is the number of points you have achieved, and sometimes, the maximum number of points you can get, or the number of turns you have played. Keeping track of the score is important. Generally you get points for solving puzzles and finding treasures; sometimes it is only possible to tell if something is important by seeing if you get points

for doing it. In Original Adventure, there is one small puzzle worth just one point, but beware; you cannot "win," and get all 350 points, without it.

4. Sometimes, with some games, a picture of the scene will be drawn. This philosophy varies between manufacturers. Some feel that the picture really adds to the game. Others feel that the best pictures are always drawn in the mind. (We will note that the manufacturers who feel that the best pictures are in the mind of the beholder are also those who offer the Adventure games on computers that do not have picture capability.) Actually, we can see both sides of this argument, and hope that both sides will continue to be improved upon so they can keep on competing.

Next you will get a prompt, such as ">" or "?", telling you that the computer wants to know what you would like to do. Depending on the game, you have some choices about what to type. Some games are pretty limited and cannot understand much of what you say. They restrict you to two-word inputs with a verb and a noun, such as "Get Bag," "Climb Tree," or "Kill Troll." Scott Adam's Adventures are of this kind, as are Sierra-OnLine Adventures. Infocom's Adventures, however, are much more intelligent; they accept multiple words. "Kill the Troll with the Sword and then go North" is perfectly acceptable.

One of the reasons that Infocom games sell so well is this intelligence. It is frustrating to be playing an Adventure game, known what you want to do, and not be able to figure out how to tell the computer what you want. Some extremely poor Adventure games even use this as a puzzle! We remember one where we wanted to dig up a treasure. We asked the computer to "dig," to "use the shovel," and 76

other synonyms and it did not recognize any of them. Finally, we asked it to "excavate"; that did the trick. We never did finish that game.

We urge you to stay away from games like this. The frustration level is intense and there is little satisfaction in guessing just what word a designer chose to use. Better games have large dictionaries and are capable of understanding a great deal. The object of an Adventure game should be for you to solve the puzzles on the computer, not to figure out how to talk to the machine!

If you have read about a "parser," and are wondering what one is, we'll explain. A parser is a set of instructions for the computer to enable it to make sense of your sentence. The parser breaks up what you type into verbs, nouns, direct objects, indirect objects, and so forth. The better the parser, the wider range of vocabulary the computer has, and the more diverse a sentence it can make sense of. Infocom's parser is widely regarded as the best available in the Adventure game field; its parser is why the games can understand English so well.

The primary thing you will do in an Adventure is move about within the computer's reality, mapping and establishing the area in your mind. (We will get to mapping in a moment.) You also pick up objects and transport them to different part of the game, or use them to solve puzzles. Most computer games have some commands to make the game more fun and practical to play.

Let's use some common commands. Most games have these commands available. Try "SCORE" (of course, you must press ENTER or RETURN after typing these lines). This will give you your current score. "INVENTORY" will give you a list of things you are carrying on you. Generally Adventures make heavy use of your ability to carry things around; for instance, you might find a key in one location, and

need to unlock a lock in another location. You need to pick up the key (GET KEY) and carry it to another location, then use it (UNLOCK DOOR WITH KEY). In two-word-only Adventures, you will most likely find that using the key is assumed: if you have the key, the door will unlock; if you do not have it, the door won't.

There are usually restrictions on your inventory. First, some of the items you carry can interact with other items. One example that springs to mind is that a flaming torch can melt candles you are carrying. Another problem is that you can only carry so much; after picking up too many things, you can't carry anything else. In some games you even accidentally drop something by trying to pick something else up! You must figure out what items you need for what step in the game and only carry those. Finally, one Adventure tradition is to create areas where you cannot pass if you are carrying anything, such as Narrow Squeezes. You must solve the puzzle involved to get anything past the restricted area.

Last, what you carry can interact with the environment. Be wary of this; common sense will generally prevail. For instance, don't carry an open flame near explosive gas!

Some objects are containers and can carry other objects. Such objects generally must be opened before the object within can be accessed. You should make a rule of opening any closed container you find (if you can) to find out what is within. A great many Adventures require you to carry food and water; water can only be carried in a container on your person. So keep your eyes out for a bottle or canteen. And if you have mysterious problems filling it, perhaps you have merely forgotten to open the container.

When you play the game, start keeping a list of objects you find. You never know what object could be of use, and Adventure designers make a real point

out of finding creative uses for certain objects. You must match their creativity in finding out the intended use of an object.

Generally these uses are extremely clever. You may not think of a sword as a way to defeat a burglar alarm, but the designers thought of it. And the uses a simple newspaper can be put to. . . .

There are other commands, but they are not universally used. Infocom, for instance, has "DIAGNOSE," which tells you your current physical condition. And there's generally a command to turn on your printer, if you have one, so you have a printed copy of what has happened; this can be a real help in figuring out some of the trickiest puzzles.

One of the most important facets of most Adventure games is that they allow you to save the game wherever you are, and then to pick up again at that same point later. This is important for several reasons. First, it is nice to be able to leave a game and come back where you started without having to leave the computer on. Second, if you get killed off in the game, or make an irreversible mistake, you will need to start over again from the beginning, and since some games takes tens of hours to play, you will really appreciate not having to backtrack to the game's start.

Use game saves as you would any other backup. The key point is, how much typing are you willing to lose? We generally save a game every quarter hour or so, and always before we do something experimental or dangerous. Unfortunately, sometimes the most innocuous step can be dangerous. Thus the save every 15 minutes.

Under "experimental and dangerous" comes "the local power supply." Remember, computers are sensitive to glitches and noise in the power lines that you would not even notice as a flicker in the lights. It is quite possible that one of these events can scram-

ble your computer's memory and make it misbehave. If you type a command, and the computer emits gobbledieegook, or nothing at all, this has probably happened. You will have to start again from the last game save. We mention this because it invariably seems to happen just when you have several hours invested in a game and have not bothered to save the current position in some time.

Be sure to format a few diskettes before entering the game, or you may not have anything to save the game on when you've already invested a great deal of effort in it. Formatting is also known as "initializing" on some computers.

There are a few other commands that are related to playing a specific game and are support for that game. For instance, some games which have a time limit will tell you what time it is (within the game), so you can determine how much time has elapsed, and how much time you have to complete the game.

Getting back to what you can do in a game: The most important thing you can do is move around. You type in a direction, such as NORTH or SOUTH-EAST. This may take a little explaining, for it isn't like taking a step in a given direction; rather, you move within a certain number of defined locations inside the computer. And that number is rather small.

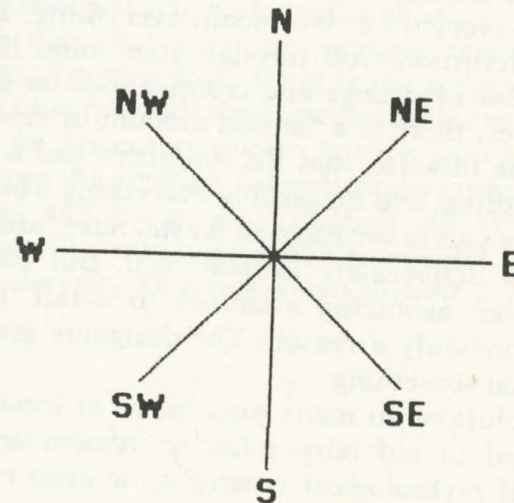
For instance, let's say you are "East of House." If you move West, you will probably be "At the House." If you move west again, you might go in the front door, ending up "In the house." These are all locations defined inside the computer.

These locations can only be moved to by going in certain directions. Game designers restrict these movements to avoid making the games too complex, as the games must fit within a relatively small computer.

You must think of movement as a way to move between locations, but not as absolute "movement." You don't specify how far to go in a certain direction;

you move from one location to the next (from "East of House" to "At the House"), and the computer handles everything else.

There are many different possible directions you can move in. First, you have the directions of the compass, as shown here:



Then you can go UP or DOWN (For instance, down stairs or up a tree). Finally, you can Go IN xxx, as in a house or other structure; sometimes this is the only way to get somewhere.

In some games, you must try every possible movement to see if the computer will allow you to go that way. In others, all possible directions you can go are listed in the description of the room. It gets sort of dull to type in every combination of directions; however, there are some places you just have to do it, such as the ever-present mazes.

After the standard "maintenance" and movement commands, you start getting into the really creative

stuff. The commands are generally (verb) and (object), and the possibilities get really wild. Find something? A lamp, commonly? You can turn it on (LIGHT LAMP) or off (LAMP OFF) or throw it (THROW LAMP) or dig with it (DIG SAND WITH LAMP) or use it to prop a door open (DROP LAMP IN DOORWAY) or jam a door shut, and so on.

Now for the key element in solving an Adventure.

Notice everything. We mean, everything. Let the room descriptions roll through your mind like fine wine. Think of strange and creative uses for objects. Remember, there is a limited amount of storage on that game diskette, and the designers had a reason for everything, and for putting everything where they did; there was never room to waste. Sure, sometimes they will deliberately mislead you. But whenever there is an agonizing attention to detail, there is almost certainly a reason. The designers are trying to tell you something.

The solutions to many puzzles, or at least a clue, are found in old fairy tales, or remembering the habits of mythological creatures, or even everyday ones. For example, if you run into a Dragon or Cyclops, try to remember what you know about those creatures from mythology and other stories. Then try to relate that knowledge to the objects you have found in the Adventure. Many times, the solution to the puzzle is already at hand; you just didn't realize it.

The creators of Adventures are generally subtle people. They are not ones to make dungeons where everything can be solved by bashing, killing, or blowing up anything in sight. Finesse is the key. So you have found a knife? Probably you will not need it to stab someone, but jimmying a door or picking a lock . . . well, that is just fine. Of course, read anything that is somewhat legible in the Adventures; often they are critically needed clues. Can't read something?

Perhaps you can make it legible by washing the letters, magnifying them, or translating them.

Do not be afraid to try anything. Sometimes the most outrageous ideas produce results. We remember one door that we could not open any way; finally, we became frustrated and KICKed the door. Lo and behold, it swung open a bit . . . and we could squeeze through.

After moving through about ten locations, you are going to run into the most common syndrome in Adventures: getting lost. There is not a person alive who can remember all the locations and interconnections in an Adventure game. Anyone who has ever beaten even the smallest Adventures has used a map. Go ahead and try to play through one without a map; you will soon understand the need for it. So, in the next chapter, we'll talk about mapping.

Chapter 4

Mapping—a Basic Skill

Drawing an Adventure map is very easy, although a few tricky areas may confuse you from time to time. A map is absolutely essential, so go pick up some graph paper (8 divisions per inch seems to work the best), sharpen up a few pencils or pens of different colors, and have some scotch tape handy.

Let's begin the game, and the map, and say we are at location "East of House." Fine; take some graph paper, draw a box (6 × 6 works best), and label it "East of House." Next, if the long description gives any exits from this location, mark them; use North as up, South as down, East as right, and West as left. For instance, Diagram 3 shows two exits, to the south and west.

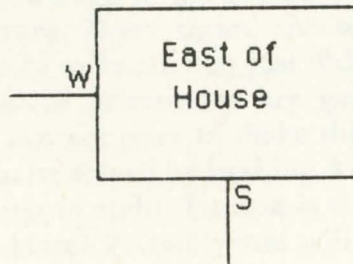


Diagram 3

Next, pick one of these directions, and move either South or West. Let's take West as an example. The next location is "At the House." Fine; draw another box and label it appropriately, and hook the "West" line from "East of House," as shown in Diagram 4.

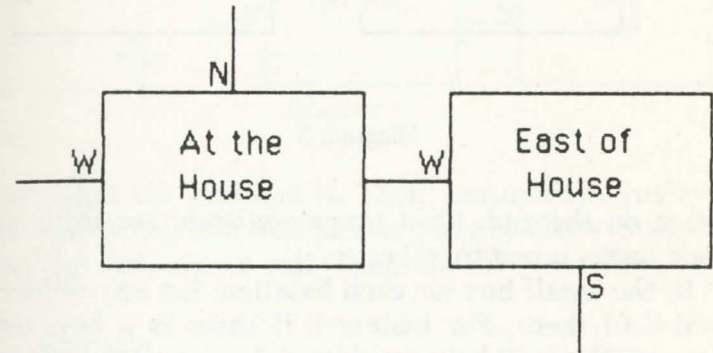


Diagram 4

Now, can you get back to "East of House" by going East? It would be a good thing to check. Very often this is not the case; you cannot return the way you came. Try to think of the paths between locations as twisting trails that start out going (for instance) West, but wind all over everything. By the time they end up in the new location, the actual trail end could be to the north, or anywhere else.

Sure enough, let's say the new location lists two exits: one to the North, one to the West. Try the North exit; you end up back at the first location. So connect the North exit back to the first location, with a one-way arrow (Diagram 5). Next, try the south exit, and so forth.

You will soon find that you run off the edge of your graph paper. Don't worry; scotch tape another

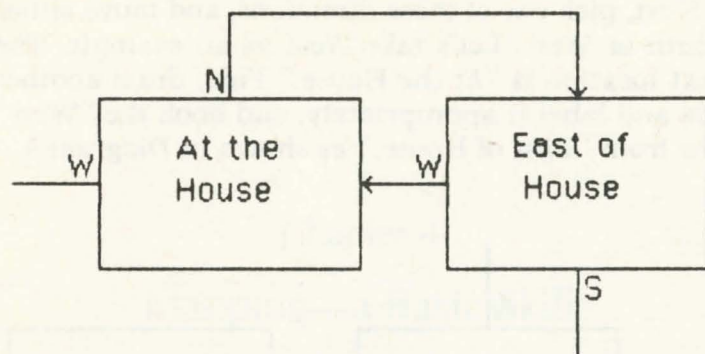


Diagram 5

piece on the end. Most maps we draw are three or four pages taped together.

In the small box for each location, list any objects you find there. For instance, if there is a key, list "Key." This will help you later when you are looking for something to help you through a current problem. Also list any treasure you find, and make a small note of any special techniques or puzzles involved in getting through the room. You can use separate colors for objects, treasures, and special notes, or just one color. We've found that using one color for the map and room names and another color for everything else works very well. That way, when you look at the map, you can easily see that the pliers are found in the tool room, and so forth.

Some locations can be reached from other locations by special spells or phrases. For instance, you can say, "Go Gazebo" from a park and enter a nearby gazebo. Fine; mark the appropriate words on the map and draw a dotted line (Diagram 6). The same goes for magic spells to move you from one location to another.

You will, in time, find exits that are blocked, but such things as rock slides, chasms, or locked doors. Make a note; draw a "stub" of the blocked exit, and

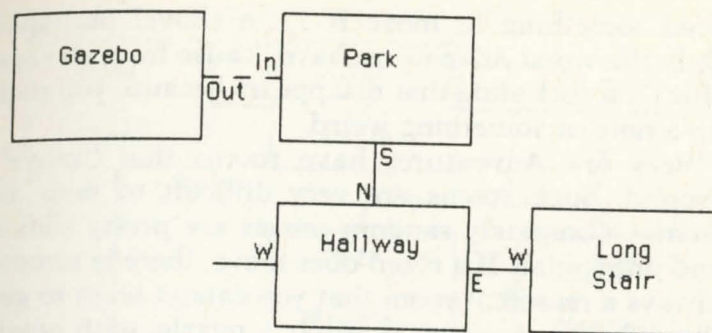


Diagram 6

note what the problem is. Then, periodically review the map when you find new objects or clues to see if you can unblock an exit (Diagram 7).

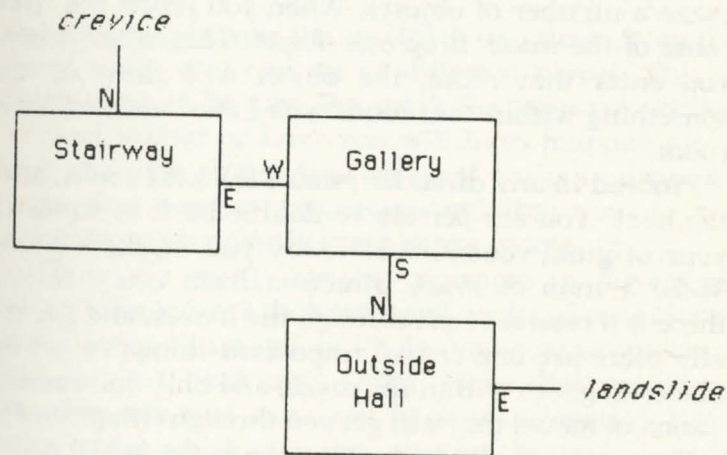


Diagram 7

Most Adventures have fairly logical backgrounds. If you find an exit blocked by a door, and the door has a combination lock, then you need to find the combination. If the lock has a hole for a key, you probably need the key. If there is a rock slide, you

need something to move it ... a shovel perhaps? Only the worst Adventures have "cause from strange effect": a rock slide that disappears because you pick up a note or something weird.

Very few Adventures have rooms that "move" around. Such rooms are very difficult to map, of course. Completely random moves are pretty unfair and unpopular. If a room does move, there is almost always a reason. A room that you cannot seem to get through by movement is surely a puzzle, with possibly a solution.

Of special mention are "mazes." A "maze" is a collection of rooms that are supposed to be indistinguishable from each other, tied together with a frustrating, twisty "maze" of corridors. There is only one way to map mazes. You must carry into the maze a number of objects. When you reach the first room of the maze, drop one object. Thereafter, when you enter that room, the object will show up as something within that room; you have "marked" the room.

Proceed in any direction; mark the next room, and the next. You are certain to double back to some of your original rooms; that's why you marked them. Make a map of every direction from every room; there is a reason to get through the mazes, and generally there are one or two important things to get or places to get to within the maze, and only one combination of moves that will get you through (Diagram 8).

Once you are done mapping the maze, make a list of moves of what is necessary to get through it, and keep it handy. That way you won't have to work through it again; you can just type in the moves needed to work your way through in a few moments. Some mazes you will only need to go through once; others you will have to travel through repeatedly.

There are mazes where the location you end up when moving in a certain direction varies randomly.

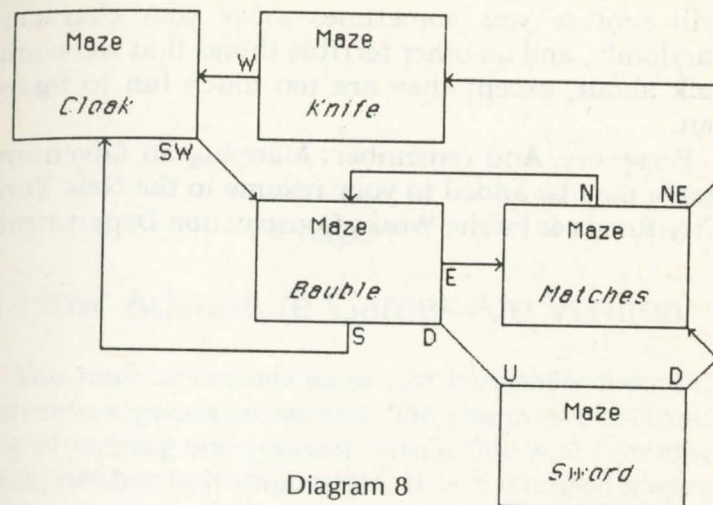


Diagram 8

In other words, you can go North two times from the same room and end up in different places. This is frustrating, to be sure. But mark the paths you end up at, and sooner or later you will have mapped all of the alternate paths. Another good bet is to drop objects that are not treasures—and that you do not need—to permanently mark maze rooms.

There are many one-way passages in Adventure games. Sometimes they are overt, such as "coal chutes you cannot climb up" or "holes you can jump down, but not get back up." Other times they are more sneaky; you just can't get back to a location from another (in which case, the game had better be saved). Sometimes the intent of the designer is to prevent you from going back to an area once you have solved certain puzzles.

You have now mastered the fundamentals of mapping. Any adventure game designers worth their salt will accept as a ground rule that you know how to map and that part of your puzzle-solving ability will be drawing a map. They will try to confound

your maps or make them needlessly complex. They will confuse you, sometimes move your character randomly, and do other terrible things that we would talk about, except they are too much fun to figure out.

Persevere. And remember: Mapping an Adventure game may be added to your resume to the New York City Roads & Public Works Construction Department.

Chapter 5

How Adventure Games Are Written

You may be curious as to just how these amazing Adventure games are written. Or, you might be thinking of writing one yourself. While this is not an easy task, neither is it impossible; it is a straightforward programming problem.

To begin with, Adventures are written in a variety of computer languages. Many are written in BASIC as that is the only language many designers know. The only problem with BASIC is that it is rather slow and lacks some features that are quite helpful to Adventure designers.

The next most popular choice is machine language. Well-written machine language, or "assembler," is as fast as the computer can go, really the fastest possible way to get things done. However, there are some tradeoffs involved in using assembler. Machine code is very difficult to write and involves a great deal of work. Individual statements in machine language cannot do a great deal; computers are pretty limited and nowhere do you see those limitations more than in machine language.

Next, machine code is extremely difficult to debug and test. When something goes wrong in machine code, the machine generally stops working and "dies"; there are no error messages or helpful hints as to what went wrong. (Error messages only begin work-

ing when you write the programs to generate error messages ... and how do you debug those error message programs? Now you are beginning to see why software development is so expensive).

There are some other choices of standard computer languages for Adventures. The Original Adventure was implemented in FORTRAN, a language well suited to number crunching but poorly suited to text, characters, and artificial intelligence. Still, nearly everyone had a FORTRAN on their computer, so Adventure was easy to put on a variety of machines. A few Adventures are also written in PASCAL, an increasingly popular language, but again, this is the exception rather than the rule.

The biggest Adventure software houses have something entirely new for their programs: a dedicated language. Scott Adams has his AIL, Adventure Implementation Language, and Infocom has their ZIL, Zork Implementation Language. These languages are specifically designed for implementing Adventures. Some features include:

- *Easy ways to keep track of what objects are where (particularly when an Adventurer picks up or drops an object). This can be a real problem in other languages.

- *Parsing (making sense of) the player's inputs. For instance, if a player types "GET THE GREEN BOOK", the parser will determine that the command is "GET", ignore the "THE", that the object of the GET is "BOOK", and that the particular book selector is "GREEN". The particular program segment to handle the book will then be called up, and told that the user has requested the book of type green.

- *Running events independent of the character. Many games features events happening independently of the user's character. In Zork III there is an earthquake; in Adventure there is a pirate moving around; in Zork II the "hooded and cloaked figure"

moves independently through shadow-land, and so on. The program must have the intelligence to direct these independent events without the programmer spending too much time writing the specifications for the events, or the programmer will tend to avoid using independent events. Furthermore, these events must not occupy too much of the computer's attention, or the game will visibly slow and annoy the user. In the particular case of the independent wanderers in the dungeon, some restrictions must apply to them as well; for instance, in the Original Adventure, a special piece of code had to be added to prevent the Pirate from wandering into the Bear's den and being eaten, for if the Pirate was eaten, there was no way to meet him in his Den and win the game.

In addition, some events must be started and "timed" through several turns. Perhaps a balloon might take a while to inflate or drift upwards, or a lake might take some time to fill or empty. An independent handler must take care of these events and report them to the user; these implementation languages make this task easy.

- *These languages offer machine-independent code. What this means is that you write the Adventure once, in the Adventure implementation language, and then it can be easily moved from machine to machine. If you write an Adventure in a language that is quite tied to a machine's internals, then you have difficulty moving the Adventure among machines; anything in the program that is machine-specific must be changed. In contrast, with the Adventure language approach, you must write an "interface," or machine-specific code, just once for each machine. Once you are done with this machine-specific segment, you can then re-use the interface code any number of times for different programs.

How does this work? Let's assume you write your

Adventure program in a language that looks something like this:

WRITE ("Welcome to Super Adventure!")

Now, the Adventure Language System you have will use machine-specific code to implement that Write. For instance, if you are on a CP/M machine, it will call up the CP/M BIOS to write it out. If you are on an IBM, MS-DOS will do the job, and so forth. The key point here is that the computer is now worrying about the details of making your program work on a given machine, not you.

Of course, you lose a little by being machine-independent. For instance, since machines have different graphic capabilities, machine-independent approaches do not support graphics at all. And even text output presents a problem, for some machines have 80 characters per line, and some 40. You must not write text which is position-dependent.

Give the wide range of machines available today, and the competitive nature of the market, the advantages of being machine-independent, such as staying in business, far outweigh the disadvantages, such as lack of spectacular graphics or special effects. Most of the machine-specific Adventure houses are experiencing poor sales, especially those which have concentrated on the Apple. Some, such as Sirius software, have even gone bankrupt. (On the other hand, the emphasis of the IBM's business applications has not exactly made it an Adventure favorite.) In contrast, Infocom, whose games are available across a wide variety of machines, is doing quite well and is the acknowledged king of Adventure games.

What does a AIL or ZIL look like? Alas, that is a trade secret. Some details are available, but the really useful sections are all proprietary. However, some details of the database is known; the database is

really the key to writing one of these games. All that the program does (and most of them are quite small) is to obey the instructions of the database. Here the distinction between data and instructions is pretty blurred; is a database that tells the computer to accept a "North" instruction, and where to go, a database or a program?

This database is quite detailed. Every room must be described and the interconnections mapped out in detail. To do this, you create a database consisting of a number of entries for each room. I happen to have a source code listing of the original Adventure (come to think of it, I have the source code to an older Zork as well), so I can tell you what their databases look like.

The database entries are:

1) Room name (short). This is what you generally write down on the Adventure map and what is given you on subsequent visits to the room.

2) Room description (long). This is the detailed description of the room given you any time you first enter it or type LOOK.

3) This room's internal number, for use in (4).

4) For directions N, S, E, W, NE, NW, SE, SW, U, D, give the room number you end up in by going that direction. Or give a "0" if you are not supposed to be able to move that direction. Or give a fraction if you want there to be a possibility of moving in a certain direction.

This last feature is an especially confusing capability of Adventure. Let's say the database lists this:

.3 Cave

.4 Mountain

.3 Ocean

under "North". When you enter a "North" command, the machine will roll a dice internally. De-

pending on that roll, you will go to one of three places. There are 3 chances out of 10 of ending up in Cave, four chances for the Mountain, and three chances for the Ocean.

5) Object numbers found in this room originally. This includes treasures, tools, objects, and the like. Generally a treasure does not become "active" until it is first found. For instance, in Original Adventure, a treasure cannot be picked up by the Pirate and stolen until it is originally found (which gives you the dubious pleasure of finding everything before the Pirate steals it).

6) Special words have significance only in this room. For instance, "Plugh" from a certain room in Adventure will take you back to the well house you started from, and is a great way to transport treasures out of the cave. (Note: for a good laugh, try using the Adventure magic word "Plugh" in "Zork.")

7) Special words to process with a custom routine for just this room. By way of example, look at filling or draining the lake in "Zork I." Only in the room where there are reservoir controls does the program ever need to process a "DRAIN" or "FILL" command. In other rooms, the word makes no sense, so you ignore it.

8) Conditional movement flags. There are a number of "flags" in Adventure which can be either "true" or "false." They all start out as "false" at the Adventure's start. As you solve puzzles and move through the maze, some get changed to "true." When the flags are true, you can then make some conditional movement or perform some action that you cannot otherwise.

For instance, let us say we are in a room with a locked door. We cannot move North through that door because it is closed and locked. Flag #1 tells us if the door is locked; Flag #2 tells us if the door is closed.

The database looks something like this:

If (door is locked) DON'T ACCEPT "OPEN DOOR"; say "DOOR IS LOCKED" in reply.

If (door is not locked) ACCEPT "OPEN DOOR"; action is "OPEN DOOR" (and mark the door as being open).

IF (door is not open) DON'T ACCEPT "GO NORTH"; say "YOU CANNOT GO THAT WAY; DOOR IS CLOSED".

and so forth, where "door is not open" or "door is locked" are tests of the flags.

These flags are the way the database communicates across its many portions and to the resident special sections for special situations. Flags can have many meanings. Some are yes/no; e.g., is the door open or closed? And some can have many values, as with the combination of a combination lock.

Also possible are conditions based on ownership of a given object. For instance, you cannot unlock the lock without the proper key.

Next, there is a separate database of all objects in the program, which lists their characteristics (can they be picked up? Do they affect other objects? Do other objects affect them?) For instance, it is possible to put out a lit candle by dousing it in water. Also, some objects can contain others, which involves some knowledge of the dimensions of the objects in question.

Finally, our Adventure lists numbers of objects for use within the program. This makes sense, for to a computer, working with numbers is always faster than working with text. Only at the very last output or input stages are things converted from numbers to text, or vice versa.

There's an eldritch sort of beauty in the idea that to a computer, you are not stuck in a large grotto,

trying to battle a fierce dragon with an Elvish sword. The computer is just shuffling numbers around; as far as it knows, you are calculating a spreadsheet or running an accounting package. Talk about an object lesson in the relativity of reality!

Chapter 6

Enchanter

Introduction

Name of Adventure: Enchanter

Manufacturer: Infocom, Inc.
55 Wheeler Street
Cambridge, Mass. 02138

Type of Adventure: Fantasy with Magic

Versions Available: \$49.95
Apple II, Atari, Commodore 64,
IBM PC, TRS-80 Model I,
TRS-80 Model III
\$59.95
CP/M 80, DEC Rainbow,
NEC PC8000, NEC APC.
TI Professional, Osborne
\$69.95
DEC RT-II

Rating:

Game Background

The evil warlock Krill has subjugated the land. Year by year his strength grows, yet he must be destroyed before he can perfect a spell to destroy the world. Many powerful members of the Circle of Enchanters have attempted to defeat Krill's power, but all have failed. Now you, a fledgling Enchanter, not even a member of the Circle, have been chosen to defeat the plans of the evil Krill.

Many years ago, before your birth, the Elders of the Circle foresaw that the only way to defeat Krill was to send an inexperienced Enchanter, one with cleverness and the ability to learn and gain enough experience to defeat the evil warlock. The Circle of Enchanters feel you are their last hope. Krill's destructive spell is almost complete.

Your goal is to find and learn spells, gain experience through solving magical puzzles, and destroy Krill. Your reward is to become a full-fledged member of the Circle of Enchanters.

Tips

There are 400 possible points in a perfect game.

When you find a scroll, always Gnusto it into your Spell Book. If you cannot Gnusto it, you can only use the spell once. Use it wisely, because spells can be used to solve more than one puzzle.

Examine the places you are in. Open windows, move things; try to manipulate your character's environment. It might help you solve some problems.

You must "memorize" or "learn" spells from your Spell Book before you can cast them. If you feel like

you might soon be in a ticklish situation, you should "learn" some handy spells beforehand.

If you feel that you are about to attempt something which may get you killed, save the game before doing it. If you do get killed, you can restore the game at the point it was when you saved it.

The map begins on page 293.

Transposed Clues

In the Beginning

Which way do I go to get to the Castle?

— UIF MPOH SPBE EPFTO'U HP BOZXIFS ZPV

XBOU UP HP.

— ZPV NJHIU USZ DMJNCJOH UIF MPOFMZ

NPVOUBJO. ZPV DBO TFF GBSUIFS

GSPN B IJHI WBOUBHF QPJOU.

— UIF DBTUMF PG LSJMM JT UP UIF FBTU.

What should I do if I get hungry or thirsty?

— VTVBMMZ JU JT B HPPE JEFB UP FBU PS

ESJOL TPNFUIJOH.

— IBWF ZPV CFFO JOTJEF UIF TIBDL BOE

MPPLFE BSPVOE DBSFGVMMZ?

— UISF JT B TUSFBN GVMM PG XBUFS PG

JOTJEF TIBDL.

— UIFSF JT B TUSFBN GVMM PG XBUFS PG

UP ESJOL BU TIBEZ CSPPL.

Why is the Village deserted?

— JU'T OPU UPUBMMZ EFTFSUFE.

— B XJUDI MJWFT UIFSF.

— XPVME ZPV XBOU UP MJWF OFYU EPPS UP

UIF FWJM XBSMPDL LSJMM?

— FWFSZCPEZ CVU UIF XJUDI NPWFE BXBZ.

Should I climb the Lonely Mountain?

— XIZ OPU? JU'T HPPE FYFSDJTF.

— ZPV DBO TFF HSFBU EJTUBODFT GSPN UIF

UPQ PG B NPVOUBJO.

— ZPV DBO TFF XIJDI EJSFDUJPO UIF DBTUMF

PG LSJMM JT.

— JU'T OPU OFDFTTBSZ UP DMJNC UIF MPOFMZ

NPVOUBJO.

How do I get past the locked gate?

— EP ZPV IBWF B TQFMM XIJDI NJHIU PQFO

UIF HBUF.

— IBWF ZPV NFU UIF XJUDI ZFU?

— TIF MJWFT JO UIF EFTFSUFE WJMMBHF.

— JG ZPV HP JOUP IFS IPWFM, TIF XJMM HJWF

ZPV B TDSPMM BOE TFOE ZPV PO ZPVS XBZ

BHBJO.

— VTF UIF SFASPW TQFMM UP PQFO UIF HBUF.

(CF TVSF UP HOVTUP JU JOUP ZPVS TQFMM

CPPL GJSTU.)

At the Castle

What should I do when it is pitch black?

— UVSO PO B MJHIU CFGPSF ZPV HFU FBUFO

CZ B HSVF.

— HP TPNFQMBDF XIFSF JU JT OPU EBSL.

— ZPV DPVME MJHIU UIF MBOUFSO ZPV TIPVME

CF DBSSZJOH.

— UIFSF BSF OP NBUDIFT; UIJT JT B HBNF XJUI

NBHJD.

— VTF UIF GSPUA TQFMM UP MJHIU UIF

MBOUFSO.

Is there any significance to the dreams I keep having?

— ZFT.

— UIFZ BSF DMVFT PG B TPSU.

— SFNFNCFS UIF POF BCPVU UIF HJSM BOE

UIF CFEQPTU. TIF JT IJEJOH B TDSPMM ZPV

XJMM OFFE.

— JG ZPV IBWF B ESFBN BCPVU MPTJOH

TPNFUIJOH, ZPV IBWF QSPCBCMZ VTFE B

TDSPMM JODPSSFDUMZ. ZPV DBOOPU

TVDDFTTGVMZ DPNQMFUF UIF HBNF GSPN

UIBU QPJOU.

Is the Bed safe to sleep in?

— NPTU CFET BSF TBGF UP TMFFQ JO.

— TP JT UIJT POF.

— XIZ EPO'U ZPV FYBNJOF UIF CFEQPTU,

UIPVHI, KVTU JO DBTF.

— ZPV NJHIU GJOE TPNFUIJOH ZPV OFFE, MJLF

B TDSPMM.

— QSFTT UIF DBSWJOH PO UIF CFEQPTU. B

TFDSFU DPNQBSUNFOU XJMM CF SFWFBMFE.

JOTJEF JT B WBYVN TDSPMM.

How do I get the Jewelled Egg open?

— BSF ZPV TVSF ZPV XBOU UP PQFO JU.

— IBWF ZPV USJFE QVTIJOH UIF CVUUPOT BOE

NPWJOH UIF MFWFST?

— SFNFNCFS, UIJT JT B HBNF XJUI NBHJD;

MPPL UISPVHI ZPVS TQFMM CPPL GPS POF

UIBU NJHIU XPSL.

— VTF UIF SFASPW TQFMM (UIF TDSPMM JT

BMXBZT TISFEEFE).

How do I repair the Shredded Scroll?

— DIFDL ZPVS TQFMM CPPL UP TFF JG ZPV

IBWF POF XIJDI XJMM XPSL.

— TFF JG ZPV DBO GJOE B TDSPMM TPNFXIFSF

XIJDI XJMM XPSL.

— MPPL JO UIF GPSFTU.

— VTF UIF LSFCG TQFMM.

How do I open the North Gate?

— IPX EJE ZPV PQFO UIF MPDLFE HBUF?

— DBTU B TQFMM PO JU.

— VTF UIF SFASPW TQFMM.

Do the frogs in the Swamp have any relevance to the rest of the game?

— PG DPVSTF.

— ZPV NJHIU USZ MJTUFOJOH UP XIBU UIFZ

IBWF UP TBZ.

— VTF UIF OJUGPM TQFMM UP VOEFSTUBOE

The Guarded Door, the Hall of Mirrors

How do I get past the Guarded Door?

— ZPV DPVME DBTU B TQFMM PO JU.

— EPO'U VTF UIF LVMDBE TDSPMM, UIPVHI.

— UIF HVBSEFE EPPS JT BO JMMVTJPO XIJDI

BGGFDUT ZPV CFDBVTF ZPV VTF NBHJD.

— TPNFPOF XIP EPFTO'U VTF NBHJD DBO PQFO

UIF EPPS BOE EJTQFMM UIF JMMVTJPO.

— UIF BEWFOUVSFS DBO PQFO UIF HVBSEFE

EPPS.

How can I get to the Adventurer?

— ZPV DBO'U HFU UP UIF BEWFOUVSFS.

— ZPV NVTU HFU UIF BEWFOUVSFS UP ZPV.

— UIF TISFEEFE TDSPMM JT WFSZ VTFGVM,

JG ZPV IBWF SFQBSFE JU.

— VTF AJGNJB UP TVNNPO UIF BEWFOUVSFS

UP ZPV.

The Adventurer doesn't seem very friendly. How can I get him to cooperate?

— ZPV DPVME DBTU B TQFMM PO IJN.

— DBTU B TQFMM XIJDI XJMM NBLF IJN NPSF

GSJFOEMZ UPXBSET ZPV.

— VTF UIF WBYVN TQFMM.

— UFMM IJN UP GPMMPX ZPV BOE HP UP UIF

HVBSEFE EPPS; BTL IJN UP PQFO JU.

The Translucent Rooms

Is there anything special about the Translucent Rooms?

— ZFT.

— IBWF ZPV CFFO UP UIF NBQ SPPN ZFU?

— ZPV DBOOPU EJTDPWFS UIF TFDSFU PG UIF

USBOTMVDFOU SPPNT VOUEJ ZPV HFU

TPNF UIJOHT GSPN UIF NBQ SPPN.

Where is the Map Room?

— XIFSF UIF NBQT BSF.

— MPPL GPS JU PO UIF OPSUI TJEF PG UIF

DBTUMF.

— UIF NBQ SPPN JT CFIJOE UIF HVBSEFE EPPS.

How can I get into Translucent Room P?

— IBWF ZPV HPUUFO UIF NBQ BOE QFODJM

GSPN UIF NBQ SPPN?

— UIF NBQ BOE QFODJM BSF NBHJDBM.

— UIFSF JT B SFMBUIJPOTIJQ CFUXFFO UIF

MJOFT ESBXO PO UIF NBQ BOE UIF

QBTTBHFT CFUXFFO USBOTMVDFOU SPPNT.

— JG ZPV VTF UIF QFODJM UP ESBX B MJOF PO

UIF NBQ GSPN POF USBOTMVDFOU SPPN

UP BOPUIFS, B QBTTBHF XJMM BQQFBS. JG

ZPV FSBTF B MJOF, UIF QBTTBHF

EJTBQQFBST.

Why can't I move when I enter Translucent Room P?

— CFDBVTF UIFSF JT B HSFBU FWJM JO UIF

SPPN XJUI ZPV.

— ZPV DBOOPU NPWF PS EP BOZUIJOH XIJMF

UIF FWJM JT JO UIF TBNF SPPN.

— ZPV NVTU XBJU VOUEJ UIF FWJM MFBWFT

CFGPSF BUUFNQJJOH BOZUIJOH.

A Great Evil has been released in the World. What can I do now?

— TBZ ZPVS QSBZFST.

— DBTU B TQFMM, JG ZPV IBWF POF UIBU

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QPXFSGVM.

— OPUIJOH. UIF XPSME XJMM CF EFTUSPZFE.

How can I avoid releasing the Great Evil?

— TUBZ PVU PG USBOTMVDFOU SPPN Q.

— USBQ UIF FWJM JO B EJGGFSFOU

USBOTMVDFOU SPPN.

— ZPV DBO VTF UIF QFODJM UXJDF UP ESBX B

MJOF BOE UXJDF UP FSBTF B MJOF.

— HP UP U-SPPN W. ESBX B MJOF GSPN U-SPPN

G UP U-SPPN Q. XBJU VOUEJ UIF FWJM IBT

QBTTFE ZPV, UIFO FSBTF UIF MJOF GSPN

U-SPPN W UP U-SPPN N, UIFO FSBTF UIF

MJOF GSPN U-SPPN S UP U-SPPN C. UIF FWJM

TIPVME CF USBQQFE JO USBOTMVDFOU

SPPNT S, N BOE I. UP MFBWF UIF

USBOTMVDFOU SPPNT, ESBX B MJOF GSPN

U-SPPN L UP U-SPPN C.

The Temple Area

Why do I keep dreaming about having no light or possessions around lots of pictures?

— JU JT B DMVF.

— JO UIF HBMMFSZ UIFSF BSF MPUT PG

QJDUVSFT.

— USZ ESPQQJOH ZPVS MBOUFSO BOE

QPTTFTTJPOT BOE HP JOUP UIF HBMMFSZ.

— POF PG UIF QPSUSBJUT XJMM MJHIU VQ.

What is the Black Candle good for?

— BOPUIFS TPDVDF PG MJHIU.

— OPUIJOH.

How can I open the Rope-Tied Box?

— USZ VTJOH UIF SFASPW TQFMM.

— UIF SFASPW TQFMM JT OPU QPXFSGVM

FOPVHI UP PQFO UIF CPY.

— B NBHJDBM EBHHFS DBO DVU UIF SPQF TP

UIF CPY DBO CF PQFOFE.

— UIF EBHHFS JT UIF POF VTFE UP TBDSJGJDF

ZPV.

How can I avoid getting sacrificed in the Temple?

— EPO'U HP JO UIF UFNQMF.

— EPO'U HFU DBQUVSFE CZ UIF TIBQFT.

— EPO'U HP UP LSJMM'T DBTUMF.

— ZPV DBOOPU BWPJE CFJOH TBDSJGJDFE, CVU

ZPV DBO BWPJE TVDI BO VOObUVSBM EFBUI.

How can I survive the sacrifice and be able to continue the game?

— GJSTU ZPV NVTU GJOE UIF PANPP TDSPMM.

JU JT TPNFXIFS JO UIF HBMMFSZ.

— MFBSO UIF PANPP BOE OJUGPM TQFMMT.

UIFO ESPQ BMM ZPVS QPTTFTTJPOT BOE HP

UP UIF UFNQMF BOE HFU DBQUVSFE. DBTU

UIF PANPP TQFMM PO ZPVSTFMG BOE UIF

OJUGPM TQFMM PO UIF TIBQFT. UIFO XBJU

UP CF TBDSJGJD FE. BGUFS TVSWJWJOH UIF

TBDSJGJD F, LFFQ UIF EBHHFS.

The Control Room

How can I get into the Control Room without getting killed?

— USZ SVOOJOH SFBM GBTU.

— MPPL GPS B TQFMM XIJDI DBO NBLF ZPV

NPWF GBTUFS.

— UIF FYFY TQFMM DBO NBLF UIJOHT HP

GBTUFS. JU JT GPVOE JO UIF TFDSFU

QBTTBHF.

— DBTU UIF FYFY TQFMM PO ZPVSTFMG. UIFO

SVO UISPVHI UIF FOHJOF SPPN.

How can I get out of the Control Room without getting killed?

— SVO GBTU?

— ZPV DBO'U HFU PVU XJUIPVU B TIJFME.

— UIFSF JT OP TIJFME.

How can I get the Kulcad Scroll?

— ZPV DBO'U HFU UIF TDSPMM.

— ZPV DBO GJOE TPNFUIJOH FMTF UP HFU UIF

TDSPMM GPS ZPV.

— UIFSF JT B SBJOCPX UVSUMF BU UIF CFBDI.

— UIF UVSUMF'T TIFMM XJMM QSPUFDU JU

GSPN UIF TQFBST.

— UFMM UIF UVSUMF UP HP TF, HFU UIF

TDSPMM, UIFO OX.

How can I get the Turtle to the Engine Room?

— USZ UBMLJOH UP JU.

— DBTU UIF OJUGPM TQFMM PO UIF UVSUMF.

— UFMM UIF UVSUMF UP GPMMPX ZPV, BOE

HP UP UIF FOHJOF SPPN.

How can I keep the Turtle from getting squashed?

— DBTU B TQFMM PO JU UP NBLF JU HP

GBTUFS.

— DBTU UIF FYFY TQFMM PO UIF UVSUMF.

— CF TVSF UP UFMM JU XIBU ZPV XBOU JU UP

EP.

The Junction Area

What is the Dusty Book good for?

— JU IBT UXP TUPSJFT JO JU. ZPV NJHIU XBOU

UP SFBE UIFN.

— UIF TUPSJFT BSF DMVFT.

— PUIFS UIBO UIBU, UIF CPPL JT HPPE GPS

OPUIJOH.

Do the rat tracks have any significance?

— ZFT.

— ZPV NJHIU USZ GPMMPXJOH UIFN. UIFZ

MFBE TPNFXIFS.

— UIFS JT B IPMF XJUI TPNFUIJOH JO JU.

SFBDI JO BOE HFU JU.

— JO UIF IPMF JT B HPOEBS TDSPMM.

How can I avoid being captured by the Shapes?

— BWPJE UIF BSFBT UIF TIBQFT GSFRVFOU.

— SVO GBTUFS.

— DBTU B TQFMM PO UIFN.

— DBTU UIF WBYVN TQFMM PO UIF TIBQFT, PS

UIF NFMCPs TQFMM PO ZPVSTFMG.

Why can't I get anywhere on the Spiral Stair?

— CFDBVTF JU JT JOGJOJUF.

— CFDBVTF JU JT OPU SFBMMZ UIFS. JU JT

BO JMMVTJPO.

— DBTU B TQFMM XIJDI EJ TQFMT JMMVTJPOT.

— VTF UIF LVMDBE TDSPMM, CVU CF DBSFGVM.

How can I get rid of Krill when all my possessions fall?

— JU JT WFSZ EJGGJDVMU, JG ZPV IBWFO'U

MFBSOFE UIF SJHIU TQFMMT CFGPSFIBOE.

— MFBSO UIF HPOEBS, HVODIP, BOE WBYVN

TQFMMT CFGPSF ZPV DBTU UIF LVMDBE

TQFMM PO UIF TQJSBM TUBJS.

Where is Krill?

— JO UIF XBSMPDL'T UPXFS.

— XIFO ZPV TUBSU UP GBMM, VTF UIF JAZVL

UIFO GMZ FBTU.

List of Objects

Bread It keeps you from dying of hunger when you eat it. It is found in the Oven in Inside Shack.

Dusty Book It is interesting reading. It contains information on the Great Evil which is somewhere in the Translucent rooms. The book is found in the library.

Jewelled Egg The egg contains the shredded Zifmia Scroll. It is found in the Jewel Room.

Jug It is a container which can be filled with water from the stream at Shady Brook to keep you from dying of thirst. It is found in Inside Shack.

Lantern The lantern is not exactly necessary; you can cast a Frotz on any object. However, it is comfortable to have a lantern as a source of light. It is found in Inside Shack.

Lighted Portrait It is not the portrait which is valuable, it is that which is behind it—the Ozmoos Scroll. The portrait is in the Gallery, but can only be seen when you carry no possessions or light source.

Map It is a map of the translucent rooms. When you draw or erase lines on the map with the Pencil, passages between the Rooms appear or disappear. It is found in the Map Room.

Pencil The pencil is magic, and is used to draw or erase lines on the Map. It can be used to draw and erase twice.

Rope-Tied Box The box is tied shut with a magical Gordian knot. It contains the Melbor Scroll. The box is found in the Closet.

Sacrificial Dagger This is a magic dagger used to cut the rope on the Rope-Tied Box. It is found on the Altar with you after your sacrifice.

Scrolls/Spells These are all very useful and are found in various places. Some of them you know at the start of your quest; others you find along the way. See List of Spells for individual information.

Miscellaneous Objects Silver Spoon; Black Candle

List of Spells

Blorb Spell of Protection. Creates a magic box around anything you wish to protect. A Rezrov spell will open the box. This spell is found in your Spell Book.

Cleesh Change a Creature into a Small Amphibian. Changes only living creatures into newts. Cleesh is specifically used to change the monster in Krill's Lair. This spell is found under a lily pad in the Swamp.

Exex Move with Greater Speed. Makes specific creatures or things move with greater speed. Exex is specifically used to make the turtle go faster. This spell is found in the Secret Passage.

Filfre Gratuitous Fireworks. Applauds the fact that Enchanter was developed by Mark Blank and Dave Lebling. It is found in the Map Room, and can only be used once.

Frotz Darkness to light. Causes any object to become a source of illumination; once lit, you can't darken the object. Use this spell when you find yourself in the dark. This spell is found in your Spell Book.

Gnusto Write Magic to Spell Book. Writes any found scroll spells into your Spell Book. This allows you to use a scroll more than once. This spell is found in your Spell Book.

Gondar Quench an Open Flame. Puts out fires. This spell is used to put out a dragon's fire. The scroll is found in a hole in the Library. It can only be used once.

Gunch Banish Victim to Another Plane. Causes any unwanted creatures to go away permanently. It is specifically used to defeat Krill. The scroll is found in Translucent Room P, and can only be used once.

Krebf Repair Willful Damage. Used to repair things which are destroyed intentionally. It is used specifically to repair the scroll found in the Jewelled Egg. The Krebf scroll is found in the Forest.

Kulcad Dispell a Magic Spell. Exposes magical illusions. It is specifically used on the Spiral Staircase, to dispell that illusion. The scroll is found in the Control Room, and can only be used once.

Melbor Protect Magic Users. This spell can protect you from evil beings and unseen shapes. It allows you to walk around undisturbed in the Temple and Junction area. It is found in the Rope-Tied Box.

Nitfol Bridge of Language to all Animals. You never know what some frogs might say, or how important it could be to converse with a turtle. It is used to have the Rainbow Turtle get the scroll in the Control Room. This spell is found in your Spell Book.

Ozmoo Survive Unnatural Death. Helps you to survive an unnatural death, such as a sacrifice. It is specifically used to avoid being permanently killed when being sacrificed on the Altar. Ozmoo is found behind the lighted portrait in the Gallery.

Rezrov Open even Locked or Enchanted Objects. This spell is used to open locked gates and the Jewelled Egg. The scroll is found in the Witch's Hovel.

Vaxum Make a Hostile Creature your Friend. This spell can be used on many of the evil creatures and shapes found, but it is specifically intended for the Adventurer. The scroll is found in the Bedpost.

Zifmia Summon a Being. You can summon anyone you can name, even the creators of the game (they just fix the bug). The most useful person to summon is the Adventurer. This scroll is found in the Jewelled Egg.

Order of Play

- | | Points |
|--|----------|
| 1. Inside Shack Get the Jug and Lantern. Open the oven door to get the Bread. | |
| 2. Shady Brook Fill Jug with water. Drink. Eat if you are hungry. | 15
10 |
| 3. Witch's Hovel The witch gives you the Rezrov Scroll. Gnusto it. | |
| 4. Outside Gate Cast Rezrov on the gate to open it. | 20 |
| 5. SW Tower It is pitch black, so cast a Frotz on the lantern. | 20 |

- | | |
|---|---------|
| 6. Bedroom Sleep in the bed and dream of a beautiful girl who fiddles with the bedpost, hiding something. When you wake up, examine the bedpost, open the secret compartment by pressing on a carving. Remove the Vaxum Scroll. Gnusto it. | 20 |
| 7. Jewel Room Get the Jewelled Egg. | |
| 8. North Gate Cast Rezrov to open gate. | |
| 9. Forest Get the Krebf Scroll. Gnusto it. Rezrov the Jewelled Egg. Krebf the shredded scroll. The shredded scroll is Zifmia. Gnusto it. | 10
5 |
| 10. Swamp Nitfol the frogs and listen to them for awhile. They tell you to look under a lily pad. Get the Cleesh scroll. Gnusto it. | |
| 11. Hall of Mirrors Find the Adventurer and Zifmia him. Then Vaxum him. Tell him to follow you. Go to the Guarded Door. | 10 |
| 12. Guarded Door Tell the Adventurer to open the door. He has no problem doing it. | 35 |
| 13. Map Room Get the Map and the almost worn out Pencil. Use the Filfre scroll to see the Gratuitous Fireworks. | |
| 14. Library Get the Dusty Book and read it. If any shapes bother you, Vaxum them. | |
| 15. Translucent Rooms On the Map the rooms are labeled B, K, J, V, M, R, H, F, and a currently innaccessable room labeled P. Go to room V and draw a line from room F to room P on the Map with the Pencil. Wait until the Evil is in room M (2 turns) then erase the line from V to M, then erase the line from B to R. The Evil is | 50 |

- now trapped. Go to room P and get the Guncho scroll. Go to Room K and draw a line from K to B.
16. **Cell** Examine the Cell walls and read the graffiti. Remove the loose block and enter the Secret Passage.
17. **Secret Passage** Get the Exex Scroll and Gnusto It. Get the Silver Spoon if you wish.
18. **Beach** Nitfol the Rainbow Turtle and tell it to follow you. Go to the Engine Room.
19. **Engine Room** Exex the Turtle and tell it to go southeast, get the Kulcad Scroll, and return. Get the Kulcad Scroll from the Turtle. 25
20. **South Gate** Drop all your possessions, including your lantern, and go to the Gallery.
21. **Gallery** A portrait of the Wizard of Frobozz lights up when you have no possessions or light source. Move the portrait and get the Ozmoo Scroll. Gnusto it. You can get the Black Candle also. Go back and get the rest of your possessions. 25
22. **Closet** There is a Rope-Tied Box here. Learn the Ozmoo, Exex, and Nitfol spells. Drop all your possessions and go to the Temple.
23. **Temple** You will be accosted by the hunched shapes in the Temple, relieved of any possessions, and thrown into the North Cell. Ozmoo yourself, then Nitfol the Guards (for fun), then wait. You will be taken to the Altar and sacrificed. You will awaken with the Dagger. Get the Dagger, then return to the Closet. 35

24. **Closet** Cut the rope on the Box with the Dagger. Open the Box and get the Melbor Scroll. Gnusto it. Get the rest of your possessions. 25
25. **Library** Learn Melbor, and Melbor yourself so the shapes don't bother you. Look for rat tracks and follow them. Examine a Rathole in which you find the Gondar Scroll. 25
26. **Landing** Learn Gondar, Cleesh or Vaxum, and Guncho. Nitfol yourself if you like.
27. **Spiral Stair** Kulcad the Spiral Stair. It disappears and you start to fall. Providentially, an Izyuk Scroll appears. Learn Izyuk, Izyuk yourself, and fly east. 20
28. **Warlock's Tower** Krill sees you and sends a Dragon after you. Gondar the Dragon, Krill then sends a Creature after you. Cleesh or Vaxum the Creature. Then Guncho Krill. 50

Total Points 400

Chapter 7

Infidel

Introduction

Name of Adventure: Infidel

Manufacturer: Infocom, Inc.
55 Wheeler Street
Cambridge, Mass. 02138

Type of Adventure: Adventure

Versions Available: \$49.95
Apple II, Atari, Commodore 64,
IBM PC, TRS-80 Model I,
TRS-80 Model III
\$59.95
CP/M 80, DEC Rainbow,
NEC PC8000, NEC APC,
TI Professional, Osborne
\$69.95
DEC RT-11

Rating: **1/2

Game Background

You have deceived your employer Craig and his client Rose. Sixty-five years ago, her father led an expedition to Egypt, hoping to find the lost Pyramid. There he found conclusive proof that the Pyramid exists, and his death. He left his infant daughter a map showing the location of the Pyramid, a limestone cube covered with hieroglyphics, and a partial dictionary of the hieroglyphic definitions.

Rose, thinking you are an expert archaeologist, has asked you to find the lost Pyramid in memory of her dead father. You agree, and she leaves her father's legacy in your care.

However, because of your irresponsible nature, your expedition is beset by problems. The navigation box falls off the truck and breaks; you must send for another one from Cairo. Your native workers turn sullen under your leadership, and start to rebel. You interrupt a ceremony on a Holy Day and demand they get back to work randomly digging holes in the desert sand until the new navigation box arrives.

At this point, you are drugged by your workers, and left alone to search for the lost Pyramid. Your goal is to find the Pyramid and discover its secrets.

Tips

There are 400 points in a perfect game.

Put the treasures you find, or objects which may be useful, into your Knapsack. You can carry more.

When you take off your Knapsack to get something, always remember to put it on again.

Save the game before you try anything you think may be dangerous. It's much more enjoyable if you don't have to repeat sections six dozen times because you've been killed.

The map begins on page 301.

Transposed Clues

Around the Campsite

What should I do about the Plane flying above me?

— NPTU QFPQMF XBWF BU UIF QJMPUT.

— USZ XBJUJOH PVUTJEF UP TFF JG JU ESPQT

TPNFUIJOH GPS ZPV.

— UIF QMBOF XJMM ESPQ B DSBUEF JO B

QBSBDIVUF. JU XJMM MBOE JO GSPOU PG

ZPV JG ZPV XBJU PVUTJEF. JG ZPV HP JOUP

POF PG UIF UFOUT, ZPV NBZ OFWFS GJOE JU.

I'm hot and thirsy. Is there anything to drink around here?

— USZ MPPLJOH BSPVOE. ZPV BSF OFBS UIF

OJMF SJWFS, ZPV LOPX.

— UIFSF JT B DBOUFFO JO UIF LOBQTBDL JO

UIF XPSL UFOU. ZPV DPVME GJMM JU XJUI

XBUFS GSPN UIF SJWFS.

— JG ZPV EPO'U ESJOL BOZUIJOH, ZPV XJMM

TPPO EJF PG IFBU FYIBVTUJPO.

How can I open the Locked Trunk? I can't find a key anywhere.

— UIF EJTHSVOUNMFE XPSLFST UPPL UIF LFZ

XJUI UIFN. GPSUVOBUFMZ, UIFZ MFGU PUIFS

JUFNT BSPVOE UIF DBNQ.

— UIFSF'T NPSF UIBO POF XBZ UP PQFO B

USVOL. USZ CSFBLJOH UIF MPDL.

— UIF BYF JO UIF TVQQMZ UFOU DBO CF WFSZ

VTFGVM GPS CSFBLJOH UIJOHT.

— CSFBL UIF MPDL XJUI UIF BYF, UIFO SFNPWF

UIF MPDL BOE PQFO UIF USVOL.

Is the Ancient Cube good for anything?

— XPVME UIF QSPGFTTPS IBWF LFQU UIF DVCF

JG JU XBTO'U?

— UIF DVCF JT B QJFDF PG UIF QZSBNJE, QSPPG

UIBU JU FYJTUT.

— JU JT BMTP B LFZ UP FOUFSJOH UIF

QZSBNJE.

The Pyramid

How can I find the Pyramid?

— ZPV IBWF UP EJH GPS JU. TBOE IBT CFFO

ESJGUJOH PWFS JU GPS UIPVTBOET PG

ZFBST.

— B TIPWFM XPVME CF WFSZ VTFGVM.

— UIFSF JT B TIPWFM JO UIF TVQQMZ UFOU.

— UIFSF JT BMTP B VTFGVM QJFDF PG

FRVJQNFOU JO UIF DSBUF UIBU UIF QMBOF

ESPQQFE.

How does the Black Box work?

— QSFTT UIF CVUUPU, BOE SFBE UIF EJBMT.

— UIF CMBDL CPY EJTQMBZT UIF FYBDU

MBUJUVEF BOE MPOHJUVEF PG JUT

MPDBUJPO FBDI UJNF UIF CVUUPU JT

QSFTTFE.

Where is the Pyramid?

— VOEFS UIF EFTFSU TBOE TPNFXIFSF.

— UIF QSPGFTTTPS'T BODJFOU NBQ IBT UIF

MBUJUVEF BOE MPOHJUVEF PG UIF

QZSBNJE NBSLFE PO JU.

— BDDPSEJOH UP UIF NBQ, UIF QZSBNJE JT

MPDBUFE BU 24°11'3" O BOE 32°12'43" F.

— NPWF BSPVOE JO UIF EFTFSU BOE QSFTT

UIF CVUUPU PO UIF CPY VOUJM JU SFBET

24°11'13" O BOE 32°12'43"F. UIFO EJH. BCPVU

5 UJNFT. LFFQ EJHHJOH.

I finally found the Pyramid. How do I get in?

— MPPL GPS B QZSBNJE-TUZMF LFZ.

— UIFSF JT B DVCF-TIBQFE IPMF JO UIF

QZSBNJE.

— ZPV IBWF BO BODJFOU DVCF TBJE UP CF B

QBSU PG UIF QZSBNJE.

— QVU UIF BODJFOU DVCF JO UIF IPMF JO UIF

The Chamber of Ra

What is the Alabaster Jar for?

— MPUT PG UIJOHT XFSF QVU JO KBST. USZ

PQFOJOH JU.

— UIFSF JT TPNF TPSU PG PJM JO UIF KBS.

— JU JT IJHIMZ GMBNNBCMF.

I can't light the Torch. What shall I do?

— EP ZPV IBWF B NBUDI?

— UIFSF JT B NBUDICPPL BU UIF DFOUSBM

GJSFQJU.

— MPPL GPS TPNFUIJOH UP EJQ UIF UPSDI JO.

— UIF KBS IBT TPNF PJM JO JU.

— EJQ UIF UPSDI JO UIF KBS, UIFO MJHIU UIF

UPSDI XJUI B NBUDI.

How do I get down the Steep Staircase without getting killed?

— USZ VTJOH B SPQF.

— UIFSF JT B SPQF JO ZPVS LOBQTBDL.

— UJF JU UP UIF BMUBS, UIFO UISPX JU EPXO

UIF TUBJSDBTF. DMJNC EPXO UIF SPQF.

The Barge Area

What is the Beam good for?

— CFBNT IBWF BMXBZT CFFO LOPXO BT HPPE

CSBDFT.

— UIJT JT BO BODJFOU QZSBNJE. UIFSF BSF

QSPCBCMZ USBQT TFU GPS VOXBSZ UIJFWFT.

— ZPV DBO VTF UIF CFBN UP BWPJE UIF USBQT.

Can I move the Beam?

— ZFT, CVU ZPV NVTU CF WFSZ DBSFGVM.

— ZPV NVTU SFNPWF UIF TIJN JO UIF TMPU

CFMPX EFDL.

— ZPV DBOOPU MJGU UIF CFBN XIJMF IPMEJOH

UIF UPSDI. ZPV NVTU QVU JU TPNFXIFSF.

— JG ZPV KVTU ESPQ UIF UPSDI, UIF CBSHF

XJMM DBUDI GJSF.

— QVU UIF UPSDI JO UIF LOPUIPMF. UIFO MJGU

UIF CFBN.

How can I get around the Barge?

— HP UP UIF GBS FBTU PS XFTU foe PG UIF

CBSHF DIBNCFS.

Is there anything I should know about the dead thief?

— ZFT.

— FYBNJOF IJN DBSFGVMMZ. IF EJFE PG

QPJTPO.

— UIF SJOH IF JT XFBSJOH LJMMFE IJN.

The Circular Room

When I walk down the corridor, the door in front of me closes fully. How can I get in?

— OPUJDF UIBU UIF EPPS JO UIF DPSSJEPS

EJSFDUMZ CFIJOE ZPV PQFOT GVMMZ.

— JG ZPV DPVME CF JO UXP QMBDFT BU PODF,

ZPV XPVME IBWF JU NBEF.

— GJOE TPNFUIJOH UIBU XFIJHIT BCPVU XIBU

ZPV EP, UIFO QVU JU JO POF DPSSJEPS, BOE

HP UISPVHI UIF EPPS BU UIF PQOPTJUF FOE.

— UIF FOUJSF TUBUVF XFIJHIT BCPVU XIBU

ZPV EP.

How can I move the Statue?

— QVTI UIF TUBUVF PWFS. UIF IFBE XJMM

CSFBL PGG.

— QJDL VQ UIF IFBE. SPMU UIF CPEZ PG UIF

TUBUVF UP XIFS F ZPV XBOU JU.

The Cubes

Why are there only eight cubes?

— CFDBVTF POF PG UIFN JT IJEJOH B TFDSFU

QBTTBHF.

What is the Brick Panel for?

— EFDPSBUJPO?

— UIFZ BSF B LFZ UP FOUFSJOH UIF TFDSFU

QBTTBHF.

— ZPV NVTU SFNPWF TQFDJGJD CSJDLT GSPN

UIF QBOFM JO B DFSUBJO PSEFS UP SFWFBM

UIF QBTTBHF.

— SFNPWF CSJDL 1, 3, BOE 5. UIF TFDSFU

QBTTBHF XJMM BQQFBS.

I am at the bottom of the staircase, and there is a wall in front of me. What should I do?

— TUBJSDBTFT HFOFSBMMZ MFBE TPNFXIFS.

QFSIBQT UIF XBMM JT KVTU UIFSF UP

EFDFJWF UIJFWFT.

— USZ CSFBLJOH UIF QMBTUF.

— VTF UIF BYF.

Can I get past the second wall?

— ZFT, CVU ZPV OFFE UP CF DBSFGVM. UIFSF

JT B USBQ.

— B CPUUPNMFTT QJU BQQFBST XIFO ZPV

CSFBL UIF QMBTUF.

How can I avoid falling into the Bottomless Pit?

— KVNQ PWFS JU?

— EPO'U HP UIBU XBZ?

— USZ GJOEJOH TPNFUIJOH XIJDI ZPV DBO

MBZ PWFS JU BOE XBML BDSPTT PO.

— VTF UIF CFBN GSPN UIF CBSHF. QVU JU JO

UIF OJDIFT BOE TUBOE PO JU CFGPSF ZPV

CSFBL UIF QMBTUF.

The Antechamber

How can I get into the Annex without getting killed?

— MPPL GPS TPNFUIJOH ZPV DBO XFEHF

CFUXFFO UIF SPDLT.

— UIF CFBN JT OJDF BOE TUVSEZ.

— XFEHF UIF CFBN CFUXFFO UIF SPDLT, UIF

PQFO UIF EPPS. XIFO ZPV SFNPWF UIF CFBN,

CF BCMF UP SFUVSO UP UIF BOOFY.

What is the Stone Slab for?

— JU IBT GPVS JOEFOUBUJPOT JO JU, KVTU

UIF SJHIU TJAF GPS UIF DMVTUFST.

— UIF DMVTUFST BSF GPVOE JO UIF SPPNT PG

OFQUIZT, TFMLJT, JTJT, BOE OFJUI.

— BGUFS BMM UIF DMVTUFST BSF DPSSFDMZ

QMBDFE, ZPV DBO MJGU UIF TMBC.

— UIF EJBNPOE DMVTUFS, GPVOE JO UIF SPPN

PG OFQIUZT, HPFT JO UIF GJSTU IPMF. UIF

SVCZ DMVTUFS, GPVOE JO UIF SPPN PG

TFMLJT, HPFT JO UIF UIJSE TFDPOE IPMF. UIF

FNFSBME DMVTUFS, GPVOE JO UIF SPPN PG

JTJT HPFT JO UIF UIJSE IPMF. UIF PQBM

DMVTUFS, GPVOE JO UIF SPPN PG OFJUI,

HPFT JO UIF GPVSUI IPMF. UIF MJGU UIF

TMBC.

What is the Spatula good for?

— UIF CPPL ZPV GPVOE XJUI UIF TQBUVMB JT

WFSZ GSBHJMF.

— ZPV DBO POMZ PQFO JU PS SFBE JU XJUI UIF

TQBUVMB.

How can I get into the Burial Chamber without getting killed?

— GJOE TPNFUIJOH UP XFEHF VOEFS UIF

MJOUFM.

— VTF UIF CFBN.

— XFEHF UIF CFBN VOEFS UIF MJOUFM.

How can I get the Scarab?

— ZPV DPVME KVTU QJDL JU VQ, CVU J

XPVMEO'U SFDPNNFOE JU.

— USZ TFUUIJOH UIF DIBMJDF ZPV GPVOE JO

UIF UFNQMF PO UIF EJTD.

— UIF TJMWFS DIBMJDF OFFET NPSF XFJHIU

UP CBMBODF XJUI UIF HPME POF.

— GJMM UIF TJMWFS DIBMJDF XJUI XBUFS

GSPN UIF DBOUFFO.

— UIFO QJDL VQ UIF TDBSBC.

How can I open the Sarcophagus?

— FYBNJOF UIF UPQ PG UIF TBSDPQIBHVT.

— ZPV NVTU GJSTU GJMM UIF SFDFTTFT XJUI

UIF QSPQFS PCKFDUT.

— QVU UIF CPPL JO UIF MBSHF SFDFTT BOE

UIF TDBSBC JO UIF TNBMM SFDFTT.

— OPX ZPV NVTU UVSO UIF TUBUVFT JO UIF

QSPQFS PSEFS, BT TIPXO JO UIF

HPEEFTT'T SPPNT.

— GJSTU UVSO OFJUI, UIFO TFMLJT, UIFO

JTJT, UIFO OFQUIZT.

— OPX ZPV DBO PQFO UIF TBSDPQIBHVT.

— ZPV DBOOPU BWPJE HFUUIJOH LJMMFE.

List of Objects

Ancient Book This is used in opening the Sarcophagus. It is found in the Annex.

Ancient Map The map is used to determine the exact latitude and longitude of the pyramid. It is found in the Locked Trunk.

Axe This object is used to break down plaster walls and seals. It is found in the Supply Tent.

Beam This object is used for three different things. First, you stand on it to break the plaster in the Narrow Passageway. Then it is used to wedge in the doorway to the Annex, and lastly, the Beam is used to hold up the lintel of the doorway to the Burial Chamber. It is found on the Barge.

Bronze Torch This is used to light your way through the Pyramid. It is found in the Chamber of Ra.

Bricks The Bricks are removed to access a secret passageway. You must remove the first, third, and fifth bricks from the panel. The Bricks are found in the Cube Room.

Canteen This is used to carry the water which you will need to fill the Silver Chalice. You can also use it to carry water to drink. It is found in the Knapsack in the Work Tent.

Cube This is used to open the Pyramid. Insert the Cube into the opening in the Pyramid. An entrance will appear. The Cube is found in the Ancient Map inside the Locked Trunk.

Knapsack This is used to carry most of your equipment. It is found in the Work Tent.

Matchbook This is used to light the Bronze Torch. It is found at the Central Firepit.

Navigation Box This box, along with the map, is used to find the exact location of the Pyramid. It is dropped from the plane and should land in front of you if you are outside.

Papyrus Scroll This scroll tells you which bricks to remove from the panel in the Cube Room, and in which order to remove them. It is found in the Fore Cabin.

Pink Alabaster Jar This jar is full of an extremely inflammable substance which you must dip the Torch into before you light it. It is found in the Chamber of Ra.

Rope The Rope is used to get down the Steep Staircase without breaking your neck. It is found in the Knapsack in the Work Tent.

Shim This wedges the Beam (mast) in place on the Barge. You must remove it before you can lift the Beam. It is found in the West End of the Hold.

Shovel This is used to dig to find the pyramid. It is found in the Supply Tent.

Statue The Statue is used to provide weight to counterbalance doors near the Circular Room. You must try to get the Statue, which will teeter and fall, breaking off the head. Take the Head and

roll the Statue to the Hall opposite the one you wish to enter. The Statue is found in the Circular Room.

Other Objects: Crate, Cigarette Pack, Trunk, Broken Lock, Cot, Note

List of Treasures

Diamond Cluster This treasure is found in the Room of Nephthys and is used in opening the Slab. It goes in the first hole of the Slab.

Emerald Cluster This treasure is found in the Room of Isis, and is used in opening the Slab. It goes in the third hole of the Slab.

Golden Chalice This is found in the Golden Alcove, and is used to get the Scarab. It is found in the Golden Alcove.

Golden Cluster This is found in the Circular room. There is no use for it.

Jeweled Ring The ring is found in the Inner Chamber on the hand of a long-dead thief. It is poisoned, and there is no use for it.

Opal Cluster This treasure is found in the Room of Neith, and is used in opening the Slab. It goes in the fourth hole of the Slab.

Ruby Cluster This cluster is found in the Room of Selkis, and is also used in opening the Slab. It goes in the second hole of the Slab.

Scarab This treasure is found, appropriately enough, in the Treasury. It is used in opening the Sarcophagus.

Silver Chalice This is found in the Silver Alcove, and is used to get the Scarab. You must fill it with water.

Order of Play

Points

1. **Outside Your Tent** Wave at the plane as it circles overhead, and wait for the crate to land in front of you. Open the crate. Get the Navigation Box.
2. **Central Firepit** Get the Matchbook. Leave the cigarette pack.
3. **Work Tent** Read the note. It tells you that some items you will need are in the Trunk. Get the Canteen out of the Knapsack. Get the Knapsack.
4. **Supply Tent** Get the Axe and Shovel.
5. **Near the Nile** Open the Canteen and fill it with water. Close the Canteen. Take a drink.
6. **Inside Your Tent** Break the lock on the Trunk, then remove the lock and open the Trunk. Get the Ancient Map and piece of Dried Beef. Leave the Inspection Sticker. 5
7. **Outside Your Tent** Put down the Knapsack and put the Axe, Canteen, Matchbook, Dried Beef, and Map in it. Get the Knapsack. Examine the map that came with the game package. Note the longitude and latitude of where the Cube was found: 24°11'3"N, 32°12'43"E. Press the button on the Box and note your location. It should be 24°11'7"N, 32°12'37"E.
8. **24°11'3"N, 32°12'43"E** Dig with the Shovel five times, until you uncover the top of the Pyramid. Insert the Cube in the opening. An entrance to the Pyramid will 25
20

appear. The hieroglyphics say "Through this entrance lies the door to the Queen and all her treasures."

9. **Chamber of Ra** Get the Pink Alabaster Jar and open it. Get the Bronze Torch and dip it in the liquid in the Jar. Close the Jar and put it in the Knapsack. Get the Matchbook, open it, and light a Match. Then light the Torch and drop the Match. Put the Matchbook back in the Knapsack.
10. **Fore Cabin** Get the Papyrus Scroll and read it. It says "Remove one, three, then five, and a new pathway will appear." This is a clue to the Cube area.
11. **West End of Hold** Put the Torch in the Knothole. Examine the Slot, remove the Shim, drop it, and lift the Beam. It will land on the deck above you. Get the Torch.
12. **Center of Barge** Get the Beam. 15
13. **Inner Chamber** Read the hieroglyphics on the wall. They say "Balance the gold and the silver and remove the Queen's Scarab."
14. **Golden Alcove** Get the Golden Chalice. 15
15. **Silver Alcove** Get the Silver Chalice. Put both the Chalices in the Knapsack. 15
16. **Chamber of Ra** Drop the Beam. Get the Rope out of your Knapsack and tie it to the Altar. Throw the Rope down the Steep Staircase, and climb down. 30
17. **Circular Room** Get the Statue. It will fall and the Head will break off. Get the Head and roll the Statue to the Northwest Hall. Drop the Head and go to the Southeast Hall.

18. **Room of Neith** Get the Opal Cluster and read the hieroglyphics, which say, "First. Turn to the southeast and place first offering to Ra." Go to the Northwest Hall where you left the Statue, get the Head, roll the Statue to the Southwest Hall and drop the Head. 25
5
19. **Room of Selkis** Get the Ruby Cluster and read the hieroglyphics, which say, "Second. Turn to the northeast and place second offering to Ra." Go to the Southeast Hall where you left the Statue, get the Head, roll the Statue to the Northeast Hall and drop the Head. 25
5
20. **Room of Isis** Get the Emerald Cluster and read the hieroglyphics, which say, "Third. Turn to the southwest and place third offering to Ra." Go to the Northeast Hall where you left the Statue, get the Head, roll the Statue to the Southeast Hall and drop the Head. 25
5
21. **Room of Nephthys** Get the Diamond Cluster and read the hieroglyphics, which say, "Fourth. Turn to the northwest and place fourth offering to Ra." 25
5
22. **Chamber of Ra** Put all the Clusters in the Knapsack, then get the Beam.
23. **Cube** There are hieroglyphics on the floor which say, "Go east from the south room to go to the Queen."
24. **Cube** Examine the panel. In it are nine Bricks, numbered one to nine. Remove the first, third, and fifth Brick. A doorway leading East appears. 25

25. **Bottom of Stairs** The hieroglyphics say, "Remove the plaster and go west." Break the plaster with the Axe, which should be in your Knapsack. 10
26. **Narrow Passageway** Read the hieroglyphics, which say, "Put the mast (Beam) in the niches and remove the plaster." Put the Beam in the niches, then stand on the Beam and break the plaster with the Axe. Open the door. 25
27. **Antechamber** Get the Beam. Go to the south end and read the hieroglyphics, which say, "Put the mast (Beam) between the doorway and open the door." So wedge the beam in the doorway, and open the door.
28. **Annex** Put the Diamond Cluster in the First Hole on the Slab, the Ruby Cluster in the Second Hole, the Emerald Cluster in the Third Hole, and the Opal Cluster in the Fourth Hole. Open the Slab and get the Ancient Book and the Spatula. 10
29. **Antechamber** Get the Beam, then go to the north end and read the hieroglyphics. They say, "Put the mast (Beam) beneath the lintel and remove the plaster." So break the Seal with the Axe and open the Door. 40
30. **Treasury** Put the Golden Chalice on the left disc and the Silver Chalice on the right disc. Get out your Canteen and pour water into the Silver Chalice. Then get the Scarab. 10
31. **Burial Chamber** Open the Book with the Spatula and read it. It says, "Put the Book on the Queen's large area and the Scarab 35

on the Queen's small area." Put the Book on the large area, and the Scarab on the small area. Then turn the Neith Statue, the Selkis Statue, the Isis Statue, and the Nephthys Statue. Open the Sarcophagus.

Total Points 400

Chapter 8

Planetfall

Introduction

Name of Adventure: Planetfall

Manufacturer: Infocom, Inc.
55 Wheeler Street
Cambridge, Mass. 02138

Type of Adventure: Science Fiction

Versions Available: \$49.95
Apple II, Atari, Commodore 64,
IBM PC, TRS-80 Model I,
TRS-80 Model III
\$59.95
CP/M 80, DEC Rainbow,
NEC PC8000, NEC APC,
TI Professional, Osborne
\$69.95
DEC RT-11

Rating: **½

Game Background

You joined the Space Patrol to have adventures, explore the galaxy, and overcome extreme dangers. On the *SPS Feinstein*, you discover that the only adventure you will have is deciding which end of the scrub brush polishes the best; the only exploration you will do is in the corridor on Deck Nine; the biggest danger is that Ensign Blather will discover you away from your post and give you demerits or send you to the brig. So much for the romance and adventure of the Space Patrol.

However, one day as you are scrubbing near the emergency bulkhead on Deck Nine, the *SPS Feinstein* is rocked by explosions. You make it to the Escape Pod, launch, and watch as the *SPS Feinstein* is obscured in clouds of debris.

Later, the Pod lands on a planet near an installation of some sort. Monitors show that some systems appear to be operative. Others show that a malfunction has occurred.

You must somehow fix the inoperative systems, thereby discovering the purpose of the installation, to win the game.

Tips

There are 80 points in a perfect game.

Many of the objects you find are not used for anything. Be selective about the ones you carry.

You have a limited number of turns to complete the repairs.

The map beings on page 309.

Transposed Clues

The *Feinstein*

*I keep getting demerits if I try to explore the ship.
What am I supposed to do?*

— USZ UP BWPJE FOTJHO CMBUIFS.

— UBLF JOWFOUPSZ. TFF JG BOZUIJOH ZPV

BSF DBSSZJOH HJWFT ZPV B DMVF.

— ZPV BSF TVQQPTFE UP CF TDSVCCJOH BOE

QPMJTIJOH PO EFDL OJOF.

*An Ambassador from some planet came by and
left slime all over. Why did he do that?*

— UIFZ BMXBZT MFBWF TMJNF; UIFZ BSF

OBUVSBMMZ TMJNFZ QFPQMF.

— J TVHHFTU ZPV DMFBO JU VQ CFGPSF

FOTJHO CMBUIFS TIPXT VQ BOE HJWFT ZPV

EFNFSJUT PS QVUT ZPV JO UIF CSJH.

How can I get out of the Brig?

— USZ HFUUJOH B MBXZFS.

— ZPV DBO'U. KVTU TUBZ PO EFDL OJOF BOE

TDSVC, BOE ZPV XPO'U HFU UISPXO JO.

What are the explosions caused by?

— XIP DBSFT? J'E HFU JO UIF OFBSFTU FTDBQF

QPE JG J XFSF ZPV.

— UIF OFBSFTU FTDBQF QPE JT EJSFDUMZ UP

QPSU (MFGU). JU PQFOT BVUPNBUJDBMMZ

XIFO UIF FYQMPTJPOT TUBSU.

The Escape Pod

I keep getting killed in the Escape Pod. What can I do??

— UIF QPE EPFT TPNF WJPMFOU NBOVFWFST

XIFO JU MBVODIFT. JU XPVME CF B HPPE

JEFB UP TUSBQ ZPVSTFMG EPXO.

— UIFSF JT MPUT PG XFCCJOH BSPVOE. JU

MPPLT WFSZ TFDVSF.

— HFU JO UIF XFCCJOH. JU XJMM QSPUFDU

ZPV EVSJOH UIF GMJHIU BOE MBOEJOH.

Is there anything useful in the Escape Pod?

— ZFT.

— UIFSF JT B TVSWJWBM LJU.

— ZPV DBO'U GJOE JU VOUJM UIF QPE MBOET.

The Escape Pod landed under water. How can I get out?

— PQFO UIF IBUDI.

— EPO'U XBJU UPP MPOH PS ZPV XJMM HFU

DSVTIFE CZ UIF VOEFSXBUFS QSFTTVSF.

— UIFO HP VQ UP UIF TVSGBDF.

The Mess Area

How can I read the writing? It doesn't even look like English.

— UIF MBOHVBHF JT QIPOFUJDBMMZ

PSJFOUFE.

— USZ TBZJOH XIBU ZPV SFBE PVU MPVE.

I can't open the door with the dial on it. Why not?

— UIF EPPS JT MPDLFE.

— UIF EJBM JT BDUVBMMZ B DPNCJOBUIJPO

MPDL.

— ZPV NVTU GJOE UIF DPNCJOBUIJPO UP PQFO

UIF EPPS GSPN UIJT TJEF.

— UIF DPNCJOBUIJPO JT JO UIF QPDLFU PG B

MBC TNPDL JO MBC TUPSBHF.

Where is the Key to the padlocked door?

— TPNFCPEZ ESPQQFE JU TPNFXIFS.

— JU GFMM JOUP B DSFWJDF.

— MPPL JO UIF BENJO DPSSJEPS TPUUI GPS

UIF DSFWJDF; UIF LFZ JT BU UIF CPUUPN

PG JU.

Is the Canteen good for anything?

— ZFT.

— NPTU DBOUFFOT BSF VTFGVM XIFO UIFZ

BSF GVMM.

— UIJT DBOUFFO DPVME CF VTFE UP IPME

TPNFUIJOH OVUSJUPVT.

— JU JT PDUBHPOBM, KVTU SJHIU UP GJU

VOEFS UIF TQPVU PG UIF NBDIJOF JO UIF

LJUDIFO.

What are all the dormitories good for?

— NPTU EPSNJUPSJFT BSF MJWFE JO, CVU

UIFTF BSFO'U.

— UIFTF EP IBWF CFET.

— NPTU CFET BSF GPS TMFFQJOH JO.

— ZPV DBO TMFFQ JO UIF EPSNJUPSJFT XIFO

ZPV CFDPNF UJSFE.

What can I eat when I get hungry?

— EJE ZPV SFNFCFS UIF TVSWJWBM LJU

GSPN UIF FTDBQF QPE?

— UIFS JT TPNF HPP JO UIFS UP FBU.

— UIFS JT B DBO PG TQBN JO TUPSBHF SPPN

XFTU. ZPV XJMM IBWF QSPCMFNT

PQFOJOH JU.

— PO UIF PUIFS IBOE, ZPV DPVME USZ UIF

LJUDIFO.

— UIFSF JT B NBDIJOF XIJDI EJTQFOTFT B

QSPUFJO-SJDI MJRVJE JOUP UIF DBOUFFO

JO UIF LJUDIFO.

Why can't I open the south door in the Mess Hall?

— JU JT MPDLFE.

— POMZ QFPQMF XIP IBWF UIF QSPQFS

— XIFO ZPV IBWF UIF QSPQFS BVUIPSJABUJPO,

ZPV DBSSZ B LJUDIFO BDDFTT DBSE.

— TJODF UIFSF JT OPCPEZ BSPVOE UP DBSF

BCPVU QSPQFS BVUIPSJABUJPO, BMM ZPV

OFFE JT B LJUDIFO BDDFTT DBSE.

— UIFSF JT B LJUDIFO BDDFTT DBSE JO UIF

EFTL JO UIF TNBMM PGGJDF.

The Admin Area

What are the Systems Monitors for?

— UIFZ TIPX UIF TUBUVT PG BMM UIF TZTUFNT

SVOOJOH JO UIF DPNQMFY.

— TPNF PG UIF TZTUFNT TIPX UIBU UIFZ BSF

NBMGVODUJPOJOH. PUIFST BSF XPSLJOH.

— UIF MJCSBSZ, MJGF TVQQPSU, BOE SFBBDUPS

TZTUFNT BSF XPSLJOH.

— UIF QMBOFUBSZ EFGFOTF, QMBOFUBSZ

DPVSTF DPOUSPM, QSPKFUDU DPVSTF

DPOUSPM, BOE DPNNVOJDBUJPOT TIPX

NBMGVODUJJPOT.

How can I get the Key out of the crevice?

— MPPL GPS TPNFUIJOH TNBMM FOPVHI UP

SFBDI JOUP JU?

— UIF LFZ JT NBEF PVU PG B NFUBM XIJDI B

NBHOFU BUUSBDUT.

— UIFSF JT B NBHOFU JO UIF UPPM SPPN.

— UIF NFUBM CBS JT B NBHOFU. HFU UIF LFZ

XJUI UIF CBS. (TPNF WFSTJPOT SFRVJSF

ZPV UP TBZ "IPME CBS PWFS DSFWJDF"

UP HFU UIF LFZ.)

How can I get across the Rift in the Admin Corridor?

— KVNQ?

— VTF B NPUPSDZDMF, JG ZPV DBO GJOE POF.

— MPPL GPS TPNFUIJOH XIJDI XJMM FYUFOE

BDSPTT UIF SJGU.

— UIFS JT B MBEEFS JO TUPSBHF SPPN XFTU.

QVU JU EPXO BOE FYUFOE JU BDSPTT UIF

SJGU.

Is there any significance to the maps in the Plan Room?

— ZFT.

— OPUJDF UIBU UIFS BSF UXP DPNQMFYFT,

LBMBNPOUFF BOE MBXBOEB.

— ZPV NVTU HFU UP UIF MBXBOEB DPNQMFY

JO PSEFS UP TVDDFTTGVMZ DPNQMFUF

UIF HBNF.

The Machine Shop Area

What is the Chemical Dispenser for?

— EJTQFOTJOH DIFNJDBMT.

— TPNFUJNFT UIF DPPMBOU TZTUFN JO UIF

DPNNOVDJBUJPOT SPPN OFFET TPNF PG UIF

DIFNJDBMT, JG JU JT NBMGVODUJPOJOH.

— VTF UIF GMBTL GSPN UIF UPPM SPPN UP

DBSSZ UIF DIFNJDBMT GSPN UIF

EJTQFOTFS UP UIF DPNNVOJDBUJPOT SPPN.

Is the Robot operational?

— USZ UVSOJOH JU PO.

— ZFT, UIF SPCPU JT PQFSBUJPOBM. IJT OBNF

JT GMPZE.

Do I really need all the parts in Storage Room East?

— OP, KVTU POF PG UIFN.

— ZPV POMZ OFFE UIF 90 PIN CFEJTUFS.

What is the Laser good for?

— OPUIJOH, XIFO UIF CBUUFSZ JT EFBE.

— JU DBO CF VTFE UP SFQBJN NBMGVODUJPOT

JO EFMJDBUF DPNQPOFOUT, TVDI BT B

DPNQVUFS.

— JU DBO BMTP CF VTFE GPS QSPUFDUJPO.

How can I get the Reactor Elevator to work?

— ZPV NVTU GJOE B SFBUDUPS FMFWBUPS

BDDFTT DBSE.

— UIFSF JT OP SFBUDUPS FMFWBUPS BDDFTT

DBSE.

The Elevator Area

The elevators won't run when I get in them. Why not?

— ZPV OFFE UP IBWF QSPQFS BVUIPSJABUJPO.

— XIFO ZPV IBWF QSPQFS BVUIPSJABUJPO,

ZPV DBSSZ BO VQQFS PS MPXFS FMFWBUPS

BDDFTT DBSE.

— MPPL GPS BO VQQFS FMFWBUPS BDDFTT

DBSE BOE B MPXFS FMFWBUPS BDDFTT

DBSE; ZPV OFFE CPUI.

Where is the Upper Elevator Access Card?

— UIF VQQFS FMFWBUPS HPFT UP B IJHIMZ

SFTQPOTJJCJMJUJZ XPVME CF BVUIPSJAFE UP

IBWF POF.

— USZ MPPLJOH JO UIF BENJO BSFB.

— BO PGGJDF XPVME CF B HPPE QMBDF UP

TFBSDI.

— UIF VQQFS FMFWBUPS BDDFTT DBSE JT JO

UIF EFTL JO UIF TNBMM PGGJDF.

Where is the Lower Elevator Access Card:

— GMPZE NJHIU LOPX XIFSF JU JT. BTL IJN.

— USZ TFBSDIJOH IJN.

— ZPV HFU CFUUF SFTVMUT JG ZPV UVSO

GMPZE PGG CFGPSF TFBSDIJOH IJN.

— UIFSF JT B QBOFM PO GMPZE XIJDI PQFOT

UP SFWFBM B MPXFS FMFWBUPS BDDFTT

DBSE. EPO'U GPSHFU UP UVSO GMPZE

CBDL PO. ZPV OFFE IJN.

How can I use the Teleportation Booth?

— ZPV OFFE UP IBWF B UFMFQPSUBUJPO

BDDFTT DBSE.

— UIF POMZ UFMFQPSUBUJPO BDDFTT DBSE JT

JO UIF MBXBOEB DPNQMFY.

— UIF DBSE JT JO UIF QPDLFU PG B MBC TNPDL

JO MBC TUPSBHF.

The Tower Core Area

How can I get the Helicopter to go?

— JU MPPLT QSFUUZ SVTUZ. NBZCF TPNF PJM

XPVME IFMQ.

— ZPV BMTP OFFE B IFMJDPQUFS BDDFTT DBSE

BVUIPSJAJOH ZPV UP GMZ JU.

— ZPV XJMM OPU CF BCMF UP HFU UIF

IFMJDPQUFS XPSLJOH. UIFSF JT OP

IFMJDPQUFS BDDFTT DBSE.

What is the Communications System for?

— JU JT TVQQPTFE UP CF TFOEJOH B NFTTBHF

XBSOJOH TIJQT BXBZ GSPN UIF BSFB EVF UP

B QMBHVF, CVU JU JT NBMGVODUJPOJOH.

— ZPV OFFE UP GJY JU.

— VTF UIF DIFNJDBMT GSPN UIF EJTQFOTFS

JO UIF NBDIJOF TIPQ UP SFQBJS UIF

DPNNVOJDBUJPOT QSPCMFNT.

How can I fix the Coolant System?

— OPUJDF UIF DPMPS PG UIF MJHIU HMPXJOH

PO UIF FOVODJBUPS QBOFM JO UIF DPNN

SPPN. JU DPSSFTQPOET UP UIF DPPMFOUT

GPVOE JO UIF DIFNJDBM EJTQFOTFS JO UIF

NBDIJOF TIPQ.

— HFU UIF GMBTL GSPN UIF UPPM SPPN BOE

QVU JU VOEFS UIF TQPVVU PG UIF DIFNJDBM

EJTFQOTFS. UIFO QSFTT UIF CVUUP O PO

UIF EJTFQOTFS XIJDI JT UIF TBNF DPMPS

BT UIF MJHIU PO UIF FOVODJBUPS QBOFM.

UIF GMBTL XJMM GJMM XJUI B MJRVJE.

QPV S UIBU MJRVJE JOUP UIF IPMF JO UIF

DPPMBOU TZTUFN.

— ZPV OFFE UP LFFQ QPV SJOH EJGGFSFOU

MJRVJET JO JU VOUMJ UIF ZBSOJOH MJHIU

HPFT PVU.

The Kalamontee Platform Area

What is the Shuttle Car good for?

— TIVUUMJOH UP BOE GSP.

— TQFDJGJDBMMZ, TIVUUMJOH GSPN UIF

LBMBNPOUFF DPNQMFY UP UIF MBXBOEB

DPNQMFY BOE CBDL, JG ZPV EPO'U SBUF B

UFMFQPSUBUJPO BDDFTT DBSE.

How can I operate the Shuttle Car?

— GJSTU, ZPV OFFE B TIVUUMF DBSE.

— UIFSF JT B TIVUUMF DBSE JO UIF EFTL JO

UIF MBSHF PGGJDF.

— JG ZPV XBOU UP HP FBTU, ZPV TIPVME CF

JO BMGJF DPOUSPM FBTU. JG ZPV XBOU UP

HP XFTU, ZPV TIPVME CF JO BMGJF

DPOUSPM XFTU.

— QVTI UIF MFWFS. UIF TIVUUMF DBS XJMM

HP FBTU PS XFTU, EFQFOEJOH PO XIJDI

DPOUSPM SPPN ZPV BSF JO.

How can I avoid crashing the Shuttle Car?

— GPMMPX UIF TQFFE MJNJUT.

— VTF UIF MFWFS UP DPOUSPM ZPVS TQFFE.

— QVTI UIF MFWFS UP JODSFBTF TQFFE, BOE

QVMM UIF MFWFS UP EFDSFBTF TQFFE.

— UIF UJNJOH JT DSJUJDBM.

— QVTI UIF MFWFS VOUEM UIF EJTQMBZ SFBET

45 (UIF TQFFE MJNJU), UIF QVMM UIF

MFWFS. XIFO ZPV TFF B TJHO XIJDI TBZT

“IBMGXBZ QPJOU—CFHJO EFDFMFSBUJPO,”

QVMM UIF MFWFS BHBJO. QVTI UIF MFWFS

XIFO UIF EJTQMBZ TBZT 5. XIFO ZPV TFF

UIF DPODSFUF QMBUGPSN, QVMM UIF

MFWFS BOE XBJU VOUEM UIF TIVUUMF DBS

DPNFT UP B TUPQ.

The Systems Corridor

How can I fix Planetary Defense?

— ZPV OFFE UP PQFO UIF BDDFTT QBOFM.

— SFQMBDF UIF OPO-XPSLJOH GSPNJUA CPBSE

XJUI POF UIBU XPSLT.

— UIF TFDPOE GSPNJUA CPBSE JT CBE.

Where is a good Fromitz Board?

— UIFSF JT B GSPNJUA CPBSE JO TUPSBHF

SPPN FBTU, CVU JU NJHIU OPU XPSL.

— UIFSF JT BMTP B GSPNJUA CPBSE JO UIF

SPCPU SPPN.

— ZPV DBO'U HP JO UIF SPCPU SPPN, CVU

GMPZE DBO.

— BTL GMPZE UP HFU UIF TIJOZ GSPNJUA

CPBSE.

— ZPV NBZ IBWF UP BTL IJN TFWFSBM UJNFT.

How can I fix Course Control?

— PQFO UIF DVCF.

— JOTJEF UIF DVCF JT B GVTFE CFEJTUFS.

ZPV OFFE UP SFNPWF JU.

— UIFO SFQMBDF JU XJUI UIF CFEJTUFS ZPV

GPVOE JO TUPSBHF SPPN FBTU.

— DMPTF UIF DVCF.

I can't get the Fused Bedister out. Help!

— UIFS BSF NBOZ UPPMT BSPVOE. POF PG

UIFN XJMM XPSL.

— JG ZPV IBE B TUVDL CFEJTUFS, XIBU XPVME

ZPV VTF UP SFNPWF JU?

— B QBS PG QMJFST XPVME CF WFSZ VTFGVM.

— UIFS BSF TPNF QMJFST JO UIF UPPM SPPN.

The Main Lab Area

How can I get into the Radiation Lab?

— PQFO UIF EPPS BU SBEJBUJPO MPDL FBTU.

— VOGPSUVOBUFMZ, ZPV XJMM EJF PG

SBEJBUJPO FYQPTVSF XJUIPVU B SBEJBUJPO

TVJU.

— UIFS JT OP SBEJBUJPO TVJU.

How can I get into the Bio Lab?

— UIFS BSF UXP XBZT.

— POF JT UISPVHI UIF EPPS BU CJP MPDL FBTU.

— UIF PUIFS JT UISPVHI UIF EPPS JO UIF MBC

PGGJDF.

What is the paper with 384 written on it good for?

— JU JT B DPNCJOBUIPO.

— UIF DPNCJOBUIPO JT UP UIF EPPS XJUI UIF

EJBM JO UIF SFD BSFB.

— JU JT SFBMMZ OPU HPPE GPS BOZUIJOH.

UIF POMZ UIJOH CFIJOE UIF EPPS JT B

DPOGFSFODF SPPN BOE UFMFQPSUBUIPO

CPPUI 1.

How can I get the Miniaturization Booth Access Card without getting killed?

— ZPV DBO'U.

— GMFTI BOE CMPPE BSF WFSZ TVTDFQUJCMF

UP UIF NPOTUFST MVSLJOH JOTJEF.

— ZPV DPVME BTL GMPZE UP HFU UIF DBSE.

— UIFO BHBJO, IF NJHIU WPMVOUFFS.

— GMPZE XJMM OPU WPMVOUFFS UP HFU UIF

NJOJBUVSJABUIPO BDDFTT DBSE VOMFTT

IF IBT TFFO UIF DPNQVUFS QSJOUVPVU JO

UIF DPNQVUFS SPPN.

The Computer

What is wrong with the Computer?

— JU JTO'U XPSLJOH.

— UIFS F JT B QSPCMFN JO POF PG JUT

DJSDVJUT.

— UIJT DPNQVUFS XBT WFSZ XFMM

QSPHSBNNFE. JU EJBHOPTFT JUT PXO

QSPCMFNT BOE QSJOUT UIFN PVU.

— SFBE UIF DPNQVUFS QSJOUNPVU. JU

UFMMT ZPV IPX DMPTF UIF QSPKFUDU JT

UP DPNQMFUJPO, BOE XIFS F UIF

NBMGVODUJPO JT.

— UIF NBMGVODUJPO JT JO DJSDVJU 384.

What can I use to fix the Computer?

— ZPV OFFE TPNF UPPMT.

— UIF MBTFS JT B HPPE UPPM GPS GJYJOH

EFMJDBUF FRVJQNFOU.

— VOGPSUVOBUFMZ, ZPV OFFE B OFX CBUUFSZ.

— UIFS F JT B OFX MBTFS CBUUFSZ JO MBC

TUPSBHF.

How do I fix the Computer?

— ZPV OFFE UIF NJOJBUSJABUJPO BDDFTT

DBSE. JU JT JO UIF CJP MBC.

— HP JOUP UIF NJOJBUSJABUJPO CPPUI,

TMJEF UIF DBSE UISPVHI UIF TMPU, BOE

“UZQF 384.” ZPV XJMM CF NJOJBUSJAFE

BOE USBOTQPSUFE JOTJEF UIF

NBMGVODUJPOJOH DJSDVJU.

— MPDBUF UIF QSPCMFN, BOE VTF UIF MBTFS

UP GJY JU.

*I keep destroying the Relay along with the Speck.
How can I avoid doing that?*

— USZ FYBNJOJOH UIF MBTFS. UIFSF JT NPSF

UIBO POF TFUUJOH.

— USZ UIF MPXFTU TFUUJOH. JU XJMM OPU

EFTUSPZ UIF SFMBZ, CVU XJMM

EJTJOUJHSBUF UIF TQFDL.

— ZPV OFFE UP BJN UIF MBTFS BOE TIPPU

TFWFBSM UJNFT UP DPNQMFUFMZ EFTUSPZ

UIF TQFDL.

I've been attacked by a giant microbe. What can I do?

— SVO?

— TIPPU BU JU XJUI UIF MBTFS. CF TVSF UP

DIBOHF UIF TFUUIJOH CBDL UP UIF IJHIFTU

OVNCFS.

I can't seem to kill the microbe. Can I get rid of it?

— ZFT.

— UIF NJDSPCF JT BUUSBDUFE CZ IFBU.

— UIF MBTFS IFBUT VQ BT ZPV TIPPU JU.

— TIPPU UIF MBTFS BU UIF NJDSPCF VOUEJM

JU CFDPNFT WFSZ IPU, UIFU UISPX UIF

MBTFS PWFS UIF FEHF. UIF NJDSPCF XJMM

GPMMPX JU JOTUFBE PG HPCCMJOH ZPV

The End

How can I get through the Bio Lab from the Lab Office without getting killed?

— UIFSF BSF TPNF CVUUPOT PO UIF XBMM. ZPV

DPVME USZ QSFTTJOH UIFN.

— POF PG UIFN UVSOT UIF MJHIUT PO BOE PGG.

— UIF SFE CVUUPU SFMFBTFT B HBT JOUP UIF

CJP MBC.

— VOGPSUVOBUFMZ, JU XJMM LJMM ZPV

VOMFTT ZPV IBWF B HBT NBTL PO.

— UIFSF JT B HBT NBTL JO UIF EFTL.

*The Mutants have followed me out of the Bio Lab.
What can I do?*

— VI PI. ZPV'SF JO USPVCMF OPX.

— HP UP UIF QSPKDPO PGGJDF. EPO'U NBLF

BOZ XSPOH UVSOT PS UIFZ XJMM HPCCMF

ZPV VQ.

— HP JOUP UIF SPPO XIJDI IBT BQQFBSFE

TJODF ZPV XFSF UIFSF MBTU.

— JU JT UIF DSZP FMFWBUPS. QSFTT UIF

CVUUPU TP UIF EPPST DMPTF. ZPV'WF KVTU

List of Objects

Battery The battery is to power the Laser. It is found in Lab Storage.

Bedister, 90 ohm The Bedister is used to repair Course Control in Lawanda. It is found in Storage Room East.

Canteen The canteen is used to hold the Protein Rich Liquid found in the Kitchen. That is what you eat after your survival kit rations run out. It is found in the Mess Hall.

Flask The flask is used to hold the chemicals from the Chemical Dispenser. You use the flask to transport the proper chemicals to the Comm Room, where you pour them into a unit. The flask is found in the Tool Room.

Floyd Floyd is a robot. You need to turn him on so he can help you repair the complex. He is found in the Robot Shop.

Gas Mask The Mask is used to protect yourself from the gas released into the Bio Lab. It is found in the desk in the Lab Office.

Key The key unlocks the door to Storage Room West. It is found at Administration Corridor South in the crevice.

Kitchen Access Card Allows you access to the Kitchen, where you can fill the Canteen with Protein Rich Liquid, and use it as food. It is found in the Desk of the Small Office.

Ladder You lay the ladder across the chasm north of the Administration Corridor. Before you lay the ladder across the chasm, you must extend it. This allows you to go North. It is found in Storage Room West.

Laser The laser is used to repair the relay in the computer, and also to defeat the monster you find there. The laser is found in the Tool Room.

Lower Elevator Access Card This card is used to get down to Shuttle Car Alfie. It is found inside of Floyd.

Medicine The medicine will help delay the effects of the disease you have contracted. It is found in the Infirmary.

Metal Bar The metal bar is actually a magnet. You use it to get the key in Administration Corridor South. It is found in the Tool Room.

Miniaturization Booth Access Card This card allows you to access the Miniaturization Booth to fix the broken relay in the computer. Floyd must get it for you. It is found in the Bio Lab.

Pliers The pliers are used to remove a dead Bedister and install a good one in Course Control. The pliers are found in the Tool Room.

Printout You must read the printout to find the location of the broken relay in the computer. Floyd also must be with you. The printout is found in the Computer Room.

Shiny Fromitz Board This board is used to fix Planetary Defense. You must get Floyd to get it for you. It is found in the Robot Room.

Shuttle Card This card allows you to use Shuttle Car Alfie to get to the Lawanda Platform, or Shuttle

Car Betty to get to the Kalamontee Platform. It is found in the Desk in the Large Office.

Survival Kit The survival kit has brown, green, and red meals in it. The meals help allow you to survive long enough to find the Spam and Eggs and the Kitchen Access Card. It is found in the Escape Pod.

Teleportation Access Card This card is used to teleport from Lawanda to Kalamontee and back so you can eat and get necessary supplies. It is found in the pocket of the Lab Smock in Lab Storage.

Upper Elevator Access Card This card allows you to use the Upper Elevator. It is found in the Desk in the Small Office.

Miscellaneous Objects Oil Can, B Mega Fuse, Towel, Brown Spool, Spam and Eggs, 17 cm Fromitz Board, Cardboard Box, Green Spool, Lab Smock, K Mega Fuse, Spool, Flashlight, Dead Battery.

Order of Play

Points

1. **Deck Nine** Wait around polishing the floor and talking to the ambassador until you hear the explosion and the door to port slides open.
2. **Escape Pod** Get in the safety webbing and wait for the pod to land underwater. After it lands, get out of the webbing, get the Survival Kit, and open the pod door. Go up. 3
3. **Crag** At this point, you are out of the water and on dry land. Drop the Scrub Brush 3

(and the brochure if the ambassador gave you one.)

4. **Systems Monitors** Notice that the monitors for Planetary Defense, Planetary Course Control, Project Course Control, and Communications show that there is a malfunction. You are supposed to repair the problems.
5. **Tool Room** Get the Metal Bar, the Laser, the Flask, and the Pliers. Take the dead battery out of the Laser and discard it.
6. **Machine Shop** Put the Flask under the spout of the dispenser.
7. **Robot Shop** Turn on the robot. 2
8. **Corridor Junction** Drop the Pliers, Survival Kit, and Laser.
9. **Admin Corridor South** Examine the crevice in the floor. Use the Metal Bar (a magnet) to get the Key. In some versions of the game, you must "hold bar over crevice" to get the Key.
10. **Mess Corridor** Open the padlock with the Key, then remove the padlock and open the door.
11. **Storage West** Drop the Magnet (Metal Bar), Key, and padlock. Then get the Ladder. 4
12. **Admin Corridor** Drop the Ladder and extend it. Put the Ladder across the rift. Cross the rift on the Ladder. 4
13. **Small Office** Examine the desk and open the drawer. Get the Kitchen Access Card and the Upper Elevator Access Card. 1
1

14. **Large Office** Examine the desk and open the drawer. Get the Shuttle Card. 1
15. **Corridor Junction** Drop everything but the Kitchen Access Card and the Survival Kit (if there is any goo left).
16. **Dorm A, B, C, D** Get in a bunk and go to sleep. Remember to pick up everything before you leave the room.
17. **Mess Hall** Get the Canteen. Slide the Kitchen Access Card through the slot.
18. **Kitchen** Examine the machine. Open the Canteen, then put it in the niche. Press the button, and a brown liquid fills the Canteen. Get the Canteen and close it. 4
19. **Corridor Junction** Drop the Kitchen Access Card and the Canteen. Get the Upper Elevator Access Card and the Flask.
20. **Elevator Lobby** Press the blue button and wait for the blue door to slide open.
21. **Upper Elevator** Slide the Upper Elevator Access Card through the slot and press the Up button. Wait for the door to open, then exit south. 4
22. **Comm Room** Read the message on the screen, then press the Glowing Button and read that message. Note the color of the light on the enunciator Panel. Go to the Machine Shop, put the Flask under the spout, and press the button that is the same color as the light. Get the Flask and return to the Comm Room. Pour the liquid into the hole. Another color light should come on. Get the right color liquid from the Machine Shop and pour it into the 6

hole. Repeat this until the coolant system warning light goes off. Drop the Flask. You have just repaired the Communications System.

23. **Upper Elevator** Slide the Upper Elevator Access Card through the slot and press the Down button. Wait for the door to open, then exit the Upper Elevator.
24. **Storage East** Get the 90 ohm Bedister.
25. **Corridor Junction** Get the Canteen, Pliers, and Shuttle Card.
26. **Elevator Lobby** Wait for Floyd. When he enters, turn him off. Open him up and get the Lower Elevator Access Card. Be sure to turn him back on. Press the red button and wait for the Lower Elevator. 1
27. **Lower Elevator** Slide the Lower Elevator Access Card through the slot and press the down button. Wait for the elevator to stop, then exit north. 4
28. **Alfie Control East** Slide the Shuttle Card through the slot. Push the lever and wait until the display reads 45. Then pull the lever. Wait until you see a sign which says "Halfway Point—Begin Deceleration," then pull lever again. Push the lever when the display says 5. When you see the concrete platform, pull the lever and wait until the shuttle comes to a stop. Exit the Shuttle Car. 4
29. **Repair Room** Wait for Floyd to join you. Tell him to get the good Fromitz Board.
30. **Planetary Defense** Open the access panel and remove the second Fromitz Board. 6

Insert the good Fromitz Board in the access panel. Close the access panel and drop the fried Fromitz Board. You have just fixed Planetary Defense.

31. **Course Control** Open the cube and remove the fused Bedister with the Pliers. Then insert the good Bedister in the Cube. Close the cube and drop the fused Bedister and the Pliers. You have just fixed Planetary Course Control. 6
32. **Computer Room** Wait for Floyd to enter and see that the computer is not working. Read the printout and note where the malfunction occurred.
33. **Bio Lock East** Look through the window into the Bio Lab. When Floyd volunteers to get the card, open the door for him, then close it. Wait until he knocks, open the door, then close it. After Floyd dies, get the Miniaturization Access Card. 2
1
34. **Lab Storage** Get the new Battery and insert it in the Laser. Open the pocket of the Lab Uniform and get the Teleportation Access Card. (You may need it to get back to Kalamontee to get something to eat.)
35. **Miniaturization Booth** Slide the Miniaturization Access Card through the slot, and type 384. Go east. 4
36. **Strip Near Relay** Examine the Laser. Set the dial on the Laser to 1. Look at the Relay. Fire the Laser at the Speck. Continue firing until the Speck is destroyed. Set the dial on the Laser to 6. 2
37. **Middle of Strip** Fire the Laser at the Microbe until the Laser gets very warm. Then 8

throw the Laser over the side. The Microbe will follow it.

38. **Miniaturization Booth** The Main Miniaturization and Teleportation Booth malfunctions, and you are deposited in the Auxiliary Booth. 4
39. **Lab Office** Examine the Desk, then open it and get the Gas Mask. Wear the Gas Mask, then push the red button. Open the Lab Office door and go west. Open the Lab Door and continue to the Projcon Office. The Mutants will follow you.
40. **Cryo Elevator** As soon as you get here, press the button or the Mutants will kill you. The elevator door will close. You have won the game. 5

Total Points 80

Chapter 9

Zork I

Introduction

Name of Adventure: Zork I, The Great Underground Empire

Manufacturer: Infocom, Inc.
55 Wheeler Street
Cambridge, Mass. 02138

Type of Adventure: Fantasy

Versions Available: \$49.95
Apple II, Atari, Commodore 64,
IBM PC, TRS-80 Model I
TRS-80 Model III
\$59.95
CP/M 80, DEC Rainbow,
NEC PC8000, NEC APC,
TI Professional, Osborne
\$69.95
DEC RT-11

Rating:

Game Background

You are an adventurer looking for treasure in the Great Underground Empire. In the beginning, you find yourself in front of a White House near a large forest. You must then find your way through Hades and down the Frigid River, through the Coal Mine Maze and into the Cellar; up to the Dam, and across the Reservoir. And in each of these areas you must solve seemingly insoluble puzzles and surmount impossible dangers.

Other adventurers have gone before you, but none have returned. Their bleached bones remind you of the seemingly impossible task of survival. Beings from everyday life and book-fed fantasy vie for your attentions, and your life. If you survive, you will achieve the privilege of being able to complete the second adventure in the series: Zork II, The Wizard of Frobozz.

Tips

There are 350 points in a perfect game.

Examine everything. Remember that even the most innocuous object may have a critical purpose, or no purpose at all.

Save the game frequently. Objects needed to solve puzzles are scattered from one end of the Empire to the other, and are not necessarily located near the puzzle location. It is not obvious when something will be needed later in the game. If you don't get an object at once, you may not ever be able to get it.

It is easy to back yourself into a corner and get killed, or just get lost. Save the game before you try

anything daring, or even something obvious, like pressing a button. Something unpleasant may happen.

You get points for finding a treasure, sometimes for doing something with it, and for putting it in a special storage location. Be sure to explore all the possibilities of a treasure.

The map begins on page 319.

Transposed Clues

Around the White House

How do I get started?

— USZ XBOEFSJOH BSPVOE. ZPV NJHIU XBOU

UP DIFDL UIF NBJMCPY.

— UIF XIJUF IPVTF IBT TFDSFUT PG JUT PXO.

USZ HPJOH JO JU.

What do I do with the Leaflet?

— NPTU QFPQMF SFBE XIBU UIFZ HFU JO UIF

NBJM.

How do I get into the White House?

— TUBSU BU UIF QSNBSJFT.

— USZ UIF EPPS.

— QSFUFOE ZPV BSF B CVSHMBS. MPPL GPS B

XJOEPX.

I can't get in the window. What shall I do?

— USZ PQFOJOH UIF XJOEPX CFGPSF ZPV USZ

UP HP JO.

How can I open the Grating?

— ZPV DBO POMZ PQFO UIF HSBUIJOH GSPN

CFMPX.

— ZPV NVTU IBWF B LFZ.

Is there any significance to the bird chirping in the Forest?

— ZFT.

— UIF CJSE IBT B USFBTVSF GPS ZPV, JG ZPV

LOPX IPX UP BTL GPS JU.

— ZPV NGHIU USZ DMJNCJOH B USFF UP TFF

XIBU ZPV DBO TFF.

I found a Jewelled Egg. What should I do with it?

— ZPV DBO TUPSF JU XJUI ZPVS PUIFS

USFBTVSFT.

— ZPV DPMVE USZ PQFOJOH JU.

— POMZ TPNFPOF XJUI HSFBU NBOVBM

EFYUFSJUZ, MJLF B UIJFG, DBO PQFO UIF

FHH.

— MFU UIF UIJFG TUFBM JU; UIFO ZPV DBO

HFU JU CBDL MBUFS, BGUFS JU JT PQFOFE.

Is the Canary good for anything?

— ZFT.

— JU DBO TJOH UP UIF CJSET JO UIF GPSFTU.

— B CJSE XJMM ESPQ B USFBTVSF JG ZPV

DMJNC UIF USFF JO UIF GPSFTU BOE XJOE

VQ UIF DBOBSZ BOE MFU JU TJOH.

Inside the House

What should I do with the Bottle and Sack?

— UIF CPUUMF IBT XBUFS JO JU; ZPV NJHIU

HFU UIJSTUZ.

— UIF TBDL NJHIU IBWF TPNFUIJOH HPPE UP

FBU JO JU.

— UIFZ BSF VTFGVM MBUFS JO UIF HBNF.

Why can't I see anything in the Attic?

— CFDBVTF JU JT EBSL.

— ZPV OFFE B MJHIU PS ZPV XJMM HFU FBUFO

CZ B HSVF.

— USZ MJHIUJOH UIF MBNQ.

What is the Trophy Case good for?

— TUPSJOH USPQIJFT.

— ZPVS USPQIJFT.

— QVU UIF USFBTVSFT ZPV GJOE JOUP UIF

USPQIZ DBTF.

How do I get into the Great Underground Empire?

— USZ HPJOH EPXOTUBJST. NPTU IPVTFT IBWF

DFMMBST.

— UIFSF JT B USBQEPPS IJEEFO TPNFXIFSF JO

UIF IPVTF.

— NPWF UIF SVH JO UIF MJWJOH SPPN. UIF

USBQ EPPS JT VOEFS JU.

Cellar Area

How can I get the Painting out of the Cellar?

— UIFSF BSF UXP XBZT.

— HP UISPVHI UIF NBAF BOE VOMPD L UIF

HSBUJOH UP HFU UP UIF GPSFTU.

— HP UP UIF TUVEJP BOE HP VQ UIF DIJNOFZ.

ZPV XJMM IBWF UP MFBWF TPNF PG ZPVS

FRVJQNFOU JO UIF TUVEJP.

The Troll keeps trying to kill me. What can I do?

— HP UIF PUIFS XBZ.

— USZ VTJOH UIF FMWJTI TXPSE UP LJMM IJN.

— JG ZPV NJTT UIF GJSTU UJNF, LFFQ USZJOH.

The Maze Area

Help. I'm lost in a Maze. How do I get out?

— XIP TBZT ZPV BSF TVQQPTFE UP HFU PVU?

— USZ FYQMPSJOH JU BOE NBQQJOH JU.

SFNFNCFS UIBU HPJOH OPSUI JOUP B SPPN,

BOE TPVUI PVU PG UIBU SPPN EPFT OPU

FOTVSF ZPV XJMM FOE VQ XIFSF ZPV CFHBO.

— ESPQ BO JUFN JO FBDI SPPN, UIFO NPWF PO

UP BOPUIFS SPPN. ZPV XJMM CF BCMF UP

UFMM XIFSF ZPV BSF BOE XIFSF ZPV DBNF

GSPN CZ UIF JUFNT JO UIF SPPNT.

The Thief keeps stealing things from me. What can I do?

— TUFBM UIFN CBDL?

— LJMM IJN. BGUFS BMM, IF USJFE UP LJMM

ZPV.

— VTF UIF OBTUZ LOJGF UP LJMM UIF UIJFG.

Is the Skeleton good for anything?

— ZPV DPVME VTF JU JO B NFE DMBTT.

— JU JT B HSBQIJD XBSOJOH BCPVU HFUUIJOH

MPTU JO UIF NBAF.

— OP.

What does the Key unlock?

— UIF HSBUIJOH JO UIF GPSFTU.

Why does the Sword glow around the Rusty Knife?

— JU HMPXFE XIFO UIF USPMU XBT BSPVOE

UPP.

— JU XBSOT ZPV PG FWJM.

— UIF SVTUZ LOJGF XJMM LJMM ZPV JG ZPV

USZ UP VTF JU UP LJMM BOZCPEZ.

How do I get by the Cyclops?

— USZ GFFEJOH IJN UIF IPU QFQQFST GSPN

UIF TBDL ZPV GPVOE JO UIF LJUDIFO.

— USZ HJWJOH IJN UIF CPUUMF PG XBUFS.

— JG ZPV XFSF B DZDMPQT, XIP XPVME ZPV

CF UIF NPTU BGSBJE PG?

— SFNFNCFS IPNFS'T "PEZTTFZ"? XIP XBT UIF

IFSP XIP LJMMFE UIF DZDMPQT?

— NFOUJPO VMZTTFT. UIF DZDMPQT XJMM

GMFF JO UFSSPS, PQFOJOH B OFX QBTTBHF.

The Dam Area

How can I get the Platinum Bar?

— QJDL JU VQ.

— UIF SPPN OFFET UP CF NVDI RVJFUF S UIPVHI.

— OPUJDF UIBU XIFOFWFS ZPV USZ B

DPNNBOE, JU JT FDIPFE.

— USZ TBZJOH "FDIP"

Can I get across the Reservoir?

— ZFT.

— ZPV DPVME MPPL GPS B CPBU.

— JG UIF SFTFSWPJS XBT ESBJOFE, ZPV DPVME

XBML BDSPTT.

— USZ ESBJOJOH UIF SFTFSWPJS GSPN UIF

EBN.

What do the buttons in the Maintenance Room do?

— BOZUIJOH GSPN GMPPEJOH UIF SPPN UP

UVSOJOH UIF MJHIUT PO BOE PGG.

— UIF CMVF CVUUPU GMPPET UIF SPPN.

— UIF SFE CVUUPU UVSOT UIF MJHIUT PO PS

PGG.

— UIF ZFMMPX CVUUPU VOMPDLT UIF CPMU,

UIF CSPXO CVUUPU MPDLT UIF CPMU.

How do I drain the Reservoir?

— PQFO UIF TMVJDF HBUFT.

— ZPV NVTU QSFTT UIF ZFMMPX CVUUPU JO UIF

NBJOUFOBODF SPPN UP VOMPDLT UIF CPMU.

— UVSO UIF CPMU XJUI B XSFODI. UIF TMVJDF

HBUFT XJMM PQFO BOE UIF SFTFSWPJS

XJMM ESBJO.

The Frigid River

How can I get across the Frigid River?

— ZPV DPVME TXJN, CVU ZPV XPVME

QSPCBCMZ GSFFAF UP EFBUI.

— UIFSF JT BO JOGMBUBCMF CPBU BU EBN

CBTF. MPPL GPS BO BJS QVNQ.

— UIF QVNQ JT BU SFTFSWPJS OPSUI.

What is the Buoy good for?

— UIFZ BSF VTVBMMZ NBSLFST UP XBSO PG

TIBMMPX XBUFS PS B DIBOOFM.

— UIJT POF JTO'U;NBZCF ZPV TIPVME FYBNJOF

JU NPSF DMPTFMZ.

— USZ QVMMJOH JU PVU PG UIF XBUFS BOE

PQFOJOH JU.

— UIFSF JT BO FNFSBME JO JU.

Why is there a Shovel on the Sandy Beach?

— NBZCF TPNFPOF VTFE JU UP CVJME B TBOE

DBTUMF.

— NBZCF UIFZ CVSJFE B USFBTVSF XJUI JU.

— USZ EJHHJOH JO UIF TBOEZ DBWF.

— JG ZPV EJH EFFQ FOPVHI, ZPV XJMM GJOE

B TDBSBC.

The Temple Area

How can I get down to the Torch Room?

— ZPV DPVME KVNQ, CVU UIF GBMM XJMM

QSPCBCMZ LJMM ZPV.

— TFF JG ZPV BSF DBSSZJOH BOZUIJOH UIBU

NJHIU CF VTFGVM OPX.

— UIF SPQF ZPV GPVOE JO UIF BUUJD DBO CF

VTFE.

— UJE UIF SPQF UP UIF SBJMJOH BOE DMJNC

EPXO. CFXBSF: JU JT B POF XBZ USJQ.

What is the Torch good for?

— JU JT B HPPE TFDPOE TPVSDF PG MJHIU.

— JU JT VTFGVM JO BO BSFB XIJDI JT EBSL

BOE ZPV DBOOPU CSJOH ZPVS MBNQ JOUP.

— QVU UIF UPSDI JO UIF CBTLFU BOE MPXFS

JU JOUP UIF ESBGUZ SPPN. UIFO XIFO ZPV

TRVFFAF UISPVHI UIF OBSSPX QBTTBHF

XJUIPVU ZPVS MBNQ, ZPV XJMM OPU HFU

FBUFO CZ B HSVF.

Is there a Mummy in the Gold Coffin?

— XIP LOPXT?

— ZFT, CVU UIFSF JT TPNFUIJOH FMTF UIFSF,

UPP.

— JU JT B SBJOCPX TDFQUSF.

How can I get the Gold Coffin to the Trophy Case?

— DBSSZ JU.

— DBSSZ JU UP UIF UFNQMF. JU XJMM CF TBJE

UIBU ZPV IBWFO'U B QSBZFS PG HFUUIJOH

JU PVU.

— QSBZ. ZPV BOE UIF DPGGJO XJMM TVEEFOMZ

CF JO UIF GPSFTU.

Can I do anything with the Rainbow Sceptre?

— ZPV DBO XBWF JU BSPVOE BOE QSFUFOE

ZPV'SF B QIBSBPI.

— ZPV DBO QVU JU JO UIF USPOIZ DBTF.

— ZPV DBO UBLF JU UP FOE PG SBJOCPX BOE

XBWF JU. UIF SBJOCPX XJMM CFDPNF TPMJE

FOPVHI UP XBML PO.

How do I get into Hades?

— BSF ZPV TVSF ZPV XBOU UP?

— UIFSF JT BO PME NPWJF CZ KJNNZ TUFXBSU,

DJSDB 1963. UIF UJUMF PG UIF NPWJF JT

TJHOJGJDBOU.

— UIF NPWJF JT DBMMFE "UIF CFMM, UIF CPPL,

BOE UIF DBOEMF".

— BU UIF FOUSBODF UP IBEFT, SJOH UIF CFMM,

SFBE UIF CPPL, BOE MJHIU UIF DBOEMFT.

ZPV DBO OPX HFU JOUP UIF MBOE PG

MJWJOH EFBE.

The Coal Mine

A Bat keeps bugging me. How can I get rid of it?

— JU JT OP PSEJOBSZ CBU. FYBNJOF JU

DBSFGVMMZ.

— JU JT B WBNQJSF CBU. BT FWFSZPOF LOPXT,

UIFZ IBUF UIF TNFMM PG HBSMJD.

— UIFSF JT TPNF HBSMJD JO UIF TBDL ZPV

GPVOE JO UIF LJUDIFO. JG ZPV HFU JU PVU,

UIF CBU XJMM MFBWF ZPV BMPOF.

How can I get through the Coal Mine?

— JU JT B NBAF. ZPV NVTU NBQ JU.

— ESPQ PCKFDUT BOE VTF UIFN UP EFUFSNJOF

EJSFDUIJPOT BOE MPDBUIJPOT PG SPPNT.

I can't get through the narrow passage from the Timber Room if I carry my Lamp. How do I get through and avoid being eaten by a Grue?

— TFF JG ZPV DBO HFU BOPUIFS TPVSDF PG

MJHIU JOUP UIF SPPN BU UIF FOE PG UIF

QBTTBHF.

— UIF JWPSZ UPSDI JT B HPPE TPVSDF PG

MJHIU.

— QVU UIF JWPSZ UPSDI JOUP UIF CBTLFU JO

UIF TIBGU SPPN BOE MPXFS JU. XIFO ZPV HP

UISPVHI UIF QBTTBHF, UIF UPSDI XJMM

MJHIU UIF XBZ.

Is the Machine good for anything?

— ZFT, JU DPVME CF UIF OFYU UIJOH UP B

HJSM'T CFTU GSJFOE.

— JU NBLFT EJBNPOET.

— QVU B MVNQ PG DPBM JO UIF NBDIJOF, UIFO

UVSO JU PO.

— VTF UIF TDSFXESJWFS UP UVSO UIF NBDIJOF

PO.

List of Objects

Air Pump This is used to inflate the Magic Boat. It is found in the Atlantis Room.

Black Book You ring the Bell, light the Candles, and read the Book to get into Hell. The Book is found on the Altar.

Boat This is a Magic Boat which you use to float down the Frigid River. It is useful to get the Buoy and the Scarab, and to get across the River. You must inflate it with the Air Pump. The Boat is found at the Dam Base.

Brass Bell This object is used to get into Hell, along with the Book and the Candles. It is found in the Temple.

Brown Sack This is not good for anything, but it contains a Clove of Garlic and Lunch, which are useful. It is found in the Kitchen.

Buoy This Red Buoy contains a Large Emerald. The Buoy is floating in the middle of the Frigid River.

Candles These are used to get into Hell, along with the Bell and the Book. If they blow out, use the Matchbook to light them. They are found on the Altar.

Coal The coal is put in the Machine and turns into a Diamond. It is found at the Dead End in the Coal Mine.

Clove of Garlic This object is used to deter the vampire Bats in the Coal Mine. It is found in the Brown Sack in the Kitchen.

Glass Bottle This bottle is filled with water and is very useful if you get thirsty. It is found in the Kitchen.

Lamp This battery-powered lantern is used to light the way in the dark areas. Otherwise, you might get eaten by a Grue. It is found on the Trophy Case in the Living Room.

Lunch If you get hungry, a lunch of hot peppers could come in very handy. Or you could feed it to the Cyclops. The Lunch is found in the Brown Sack in the kitchen.

Matchbook This matchbook is used to light the Candles after they blow out. It is found in the Dam Control Lobby.

Nasty-Looking Knife This knife is used to kill the Thief. It is found in the Attic.

Rope The rope can be tied to the railing to get down into the Torch Room. It is found in the Attic.

Screwdriver This tool is used to turn on the Machine in the Machine Room which turns Coal into Diamonds. It is found in the Maintenance Room.

Shovel This object is used to dig for the Scarab. It is found at the Sandy Beach.

Skeleton Key This key is used to open the Grate. It is found in the Maze near the luckless adventurer.

Sword This Elvish Sword is used to kill the Troll. It is found in the Living Room.

Tube There is goo in the tube which can be used to patch the leak in the water pipe if you press the Blue Button. Otherwise, it's not useful for anything. It is found in the Maintenance Room.

Wrench This object is used to turn the Bolt which opens the Sluice Gates on Flood Control Dam #3. You must press the Yellow Button before turning the Bolt. It is found in the Maintenance Room.

Other Objects Rusty Knife, Stiletto, Pile of Leaves, Burned-out Lantern, Bird's Nest, Bloody Axe, Guidebooks, Leaflet, Skeleton, Broken Timber, Tan Label.

List of Treasures

Brass Bauble The Bauble is dropped by the songbird after you wind up the Canary. It is found on the Forest Path.

Clockwork Canary At Up A Tree, you wind up the Canary, and its singing will attract a bird which will

drop a treasure. The Canary is found in the Jewel-Encrusted Egg.

Crystal Skull You must get through the Gates of Hell before you can get the Skull. It is found in the Land of the Living Dead.

Crystal Trident You must drain the Reservoir before you can get the Trident. It is found in the Atlantis Room.

Diamond This treasure used to be a pile of Coal. You find it in the Machine after you turn it on in the Machine Room.

Gold Coffin This contains the Egyptian Sceptre. To get the Coffin to the Living Room, you must take it to the Altar and pray. The Coffin is found in the Egyptian Room.

Ivory Torch It is used to light the way in the Coal Mine area when you can't get the Lamp in. It is found in the Torch Room.

Jeweled Scarab This treasure is found in the Sandy Cave. You must dig for it with the Shovel.

Jewel-Encrusted Egg This treasure has a Clockwork Canary inside it, but the Egg can only be opened by the Thief. It is found Up A Tree.

Platinum Bar This is found in the Loud Room. To get it, you must say "Echo."

Pot of Gold After the Sceptre makes the Rainbow solid, walk over it to Aragain Falls. The Pot of Gold is found at the End of the Rainbow, of course.

Sceptre At End of Rainbow, wave the Sceptre and the rainbow will become solid. The Sceptre is found in the Gold Coffin.

Trunk of Jewels The Reservoir must be drained before you can get the Trunk. It is found at the Reservoir.

Other Treasures Beautiful Painting, Jade Figurine, Sapphire Bracelet, Bag of Coins, Silver Chalice, Emerald

Order of Play

- | | Points |
|--|--------|
| 1. Forest Path Climb the big tree you see here. | |
| 2. Up A Tree In the tree is a Nest with a Jewel-Encrusted Egg in it. Get the egg. | 5 |
| 3. Behind House Open the window and go in the house. | 10 |
| 4. Kitchen Get the Brown Sack and Glass Bottle. | |
| 5. Living Room Drop the Sack and the Bottle, and get the Lamp and the Sword. Turn on the Lamp. | |
| 6. Attic Get the Nasty-Looking Knife and the Coil of Rope. | |
| 7. Living Room Move the rug and a trapdoor appears. Drop the Rope. Open the trapdoor and go down. | 25 |
| 8. Gallery Get the Beautiful Painting. | 4 |
| 9. Troll Room Kill the Troll with your Sword. It will probably take more than one try. After he is dead, go west into | 5 |

- the Maze. A Thief will probably appear and steal all your treasures, including your Sword.
10. **Maze** Go south, east, and up. There will be a Bag of Coins here and a Skeleton Key; get them both. Go southwest, east, south, and southeast. 10
 11. **Cyclops Room** There is a Cyclops in here; say "Ulysses" and he will run away. Go up the staircase. 25
 12. **Treasure Room** Kill the Thief with the Nasty Knife. It will probably take more than one try. The treasures that the Thief stole are all here. Examine the Egg; there will be a Clockwork Canary inside it. Drop the Nasty Knife. Get the Painting. 6
 13. **Living Room** Open the Trophy Case and put the Coins, Egg, and Painting in the Case. 16
 14. **Up A Tree** Wind the Canary and it will sing. A bird will fly by and drop a Brass Bauble.
 15. **Forest Path** Get the Bauble. 1
 16. **Living Room** Put the Canary and the Bauble in the Case. 5
 17. **Treasure Room** Get the Silver Chalice. 10
 18. **Living Room** Put the Silver Chalice in the Case. 5
 19. **Loud Room** Say "echo" and you can give commands again. Get the Platinum Bar. 10
 20. **Dome Room** Tie the Rope to the wooden railing and go down the Rope. 13

21. **Egyptian Room** Get the Solid Gold Coffin. 10
22. **Altar** Try to go down the hole, then Pray. You will suddenly be transported to the Forest.
24. **Living Room** Open the Coffin and remove the Sceptre. Put the Coffin and the Platinum Bar in the Case. 4
20
25. **End of Rainbow** Wave the Sceptre, and the Rainbow will become solid enough to walk on. Walk over the Rainbow, and then return. A Pot of Gold will be found. Get it. 10
26. **Living Room** Put the Sceptre and Gold in the Case. 16
27. **Dam Lobby** Get the Matchbook.
28. **Maintenance Room** Get the Wrench. Then press the Yellow Button. Get the Screwdriver.
29. **Dam** Turn the Bolt with the Wrench. The sluice gates will open. Drop the Wrench.
30. **Torch Room** Get the Ivory Torch. Turn off the Lamp. 14
31. **Temple** Get the Brass Bell.
32. **Altar** Get the Black Book and the Candles.
33. **Entrance to Hades** Ring the Bell. If you drop the Candles, pick them up. Light the Candles. Read the Book. You can now enter Hell.
34. **Land of the Living Dead** Get the Crystal Skull. 10
35. **Reservoir** Drop the Matchbook, Candles, and the Book. Get the Trunk, which is full of Jewels. 15

36. **Reservoir North** Drop the Screwdriver.
37. **Atlantis Room** Get the Crystal Trident. 4
38. **Living Room** Put the Trident, Skull, and Trunk of Jewels in the Case. Get the Garlic out of the Brown Sack. 26
39. **Reservoir North** Get the Screwdriver.
40. **Bat Room** Get the Jade Figurine. 5
41. **Shaft Room** Put the Torch and the Jade Figurine in the Basket. Turn on the Lamp.
42. **Gas Room** Go east into the Coal Mine Maze.
43. **Coal Mine** Go northeast, southeast, southwest, and down.
44. **Dead End** Get the pile of Coal.
45. **Ladder Top** Go up into the Coal Mine Maze.
46. **Coal Mine** Go north, east, south, and north.
47. **Machine Room** Open the lid on the Machine and put the Coal in. Then close the lid. Turn the switch with the Screwdriver. Open the lid and get the Huge Diamond. 10
48. **Drafty Room** Put the Diamond and Torch in the Basket.
49. **Timber Room** Get the Lamp and Garlic.
50. **Ladder Top** Go up into the Coal Mine.
51. **Coal Mine** Go north, east, south, then north.
52. **Gas Room** Get the Sapphire Encrusted Bracelet. 5

53. **Shaft Room** Raise the Basket, then get the Torch, Diamond, and Jade Figurine. Turn the Lamp off.
54. **Living Room** Put the Jade Figurine, Diamond, and Sapphire Bracelet in the Case. 20
55. **Atlantis Room** Get the Air Pump.
56. **Dam Base** Inflate the Magic Boat with the Pump. Read the Tan Label; it instructs you how to operate the Boat. Get in the Boat and say "Launch."
57. **Frigid River** Wait until you see a Red Buoy, get it, and then go east.
58. **Sandy Beach** Get out of the Boat, and get the Shovel you see on the beach. Open the Buoy and get the Large Emerald inside it. Drop the Buoy. 5
59. **Sandy Cave** Dig with the Shovel until you can get the Jeweled Scarab. 5
60. **Sandy Beach** Get back in the Boat and launch it. Then go west.
61. **White Cliffs Beach** Get out of the Boat.
62. **Living Room** Put the Emerald, Scarab, and Torch in the Case. A voice will whisper "Look to your treasures for the final secret." A Map will have appeared in the Trophy Case. Get the Map. 21
63. **Stone Barrow** Follow the Map to the Stone Barrow and then go in the Tomb. You have won the game.

Total Points 350

Chapter 10

Zork II

Introduction

Name of Adventure: Zork II, The Wizard of Frobozz

Manufacturer: Infocom, Inc.
55 Wheeler Street
Cambridge, Mass. 02138

Type of Adventure: Fantasy

Versions Available: \$49.95
Apple II, Atari, Commodore 64,
IBM PC, TRS-80 Model I,
TRS-80 Model III
\$59.95
CP/M 80, DEC Rainbow,
NEC PC8000, NEC APC,
TI Professional, Osborne
\$69.95
DEC RT-11

Rating: ...1/2

Game Background

You have successfully completed the first great adventure: Zork I, The Great Underground Empire. Now you are embarking on your second adventure: Zork II, The Wizard of Frobozz. The puzzles here are more difficult to solve, the traps more innocuous and dangerous. The dungeon is populated by creatures both benign and lethal, objects both outre and commonplace.

In the beginning, you find yourself inside a Barrow near that same White House which started your first adventure. Your old friends, the Ancient Elvish Sword and the Lamp, are there waiting for you. As you continue downwards, you will have many mysterious chambers to explore and dangers to avoid. The Wizard of Frobozz points his wand and periodically casts spells on you for his amusement; it would be nice to have a wand like that.

If you survive this second adventure, you can deign to continue on to the third in the series: Zork III, The Dungeon Master.

Tips

There are 400 points in a perfect game.

Examine everything. Remember that even the most innocuous object may have a critical purpose, or no purpose at all.

Save the game frequently. Objects needed to solve puzzles are scattered from one end of the adventure to the other, and are not necessarily located near the puzzle location. It is not obvious when some-

thing will be needed later in the game. If you don't get an object at once, you may not ever be able to get it.

It is easy to back yourself into a corner and get killed, or just get lost. Save the game before you try anything daring, or even something obvious, like pressing a button. Something unpleasant may happen.

You get points for finding a treasure, and also sometimes for doing something with it. Be sure to explore all the possibilities of a treasure.

The map begins on page 327.

Transposed Clues

In the Beginning

What is the Sword good for?

— NPTU TXPSET BSF HPPE GPS IBDLJOH BOE

TMBTIJOH.

— BOE PDDBTJPOBMMZ MPQQJOH UIF IFBET

PGG PG ESBHPOT.

— UIJT TXPSE ZPV XJMM OFFE JO UIF DPME

SPPN. ZPV XJMM IBWF UP GJHVSF PVU IPX

UP VTF JU UIFSF.

Do I really need the Lamp?

— ZPV EP JG ZPV EPO'U IBWF FZFT UIBU TFF

JO UIF EBSL.

— JG ZPV EPO'U IBWF JU, ZPV XJMM HFU FBUFO

CZ B HSVF JO UIF EBSL.

— ZFT, ZPV SFBMMZ OFFE UIF MBNQ.

Is anyone coming to tea in the Gazebo?

— OPU UIBU J LOPX PG. EJE ZPV TFOE PVU

JOWJUBUJPOT?

— OP, CVU NBOZ PG UIF JUFNT XJMM DPNF JO

WFSZ IBOEZ MBUFS.

— GPS JOTUBODF, UIF UFBQPU BOE UIF

OFXTQBQFS. VTF ZPVS JNBHJOBUIPO.

How can I get the Key away from the Unicorn?

— VOJDPSOT BSF TBJE UP CF EPDJMF XJUI

ZPVOH NBJEFOT.

— BMM ZPV OFFE UP EP JT GJOE B NBJEFO,

BOE HFU IFS UP UIF HBAFCP.

— UIFSF JT B QSJODFTT JO UIF ESBHPO MBJS.

— SFTDVF UIF QSJODFTT, UIFO GPMMPX IFS

UP UIF HBAFCP. TIF XJMM HJWF ZPV UIF LFZ.

What is going on in the Carousel Room? I don't get to where I thought I was going.

— EPFT UIF UFSN "DBSPVTFM" CSJOH

BOZUIJOH UP NJOE?

— PG DPVSTF, UIFSF BSF OP IPSTFT JO UIF

SPPN, CVU UIF JEFB JT UIF TBNF.

— UIF SPPN SPUBUFT, MJLF B DBSPVTFM.

— ZPVS DIBODFT PG FYJUJOH XIFSF ZPV XBOU

UP WBSZ; TPNFUJNFT ZPV NVTU SFUVSO UP

UIF DBSPVTFM SPPN BOE FYJU TFWFSBM

UJNFT UP HFU UP XIFSF ZPV XBOU UP HP.

The Riddle Area

What is the answer to the riddle? I'm puzzled.

— XFMM, NPVOUBJOT BSF BT UBMM BT B

IPVTF, BOE TPSU PG DJSDVMBS.

— XFMM, NBVOB MPB JT UIF UBMMFTU

NPVOUBJO JO UIF XPSME, CVU EPFTO'U

DPVOU CFDBVTF NPTU PG JU JT VOEFS

XBUFS.

— XFMM, ZPV DBO ESBX VQ XBUFS.

— XFMM, ZPV DBO ESJOL XBUFS GSPN B DVQ.

— XFMM, ZPV TIPVME LOPX UIF BOTXFS CZ

OPX; ZPV'WF TFFO JU GJWF UJNFT.

— TBZ "XFMM."

What do I do with the Circular Room?

— NPTU QFPQMF EFDPSBUF SPPNT. IPXFWFS,

UIF SJEEMF JT B IJOU BCPVU XIBU UIJT

SPPN JT.

— UIF DJSDVMBS SPPN JT B XFMM, DPNQMFUF

XJUI PWFSTJAF CVDLFU.

— VOGPSUVOBUFMZ, UIFSF JT OP XBUFS JO UIF

CVDLFU, TP JU JT VOMJLFMZ UIBU JU XJMM

CF ESBXO VQ.

— ZPV DPVME VTF TPNFUIJOH UP DBSSZ

XBUFS JO BOE QPVS JU JO UIF CVDLFU.

How can I get the Bucket down after it goes up?

— JG ZPV BSF BU UIF CPUUPN PG UIF XFMM,

BOE UIF CVDLFU JT BU UIF UPQ, ZPV IBWF

B SFBM QSPCMFN.

— JG ZPV BSF OPU JO UIF CVDLFU, JU JT

EJGGJDVMU UP EP.

— UIF CVDLFU HPFT VQ XIFO XBUFS JT QPVSFE

JOUP JU. JU TFFNT SFBTPOBCMF UIBU JU

XPVME HP EPXO JG UIF XBUFS XBT UBLFO

PVU PG UIF CVDLFU.

— HFU JOUP UIF CVDLFU. VTF UIF UFBQPU UP

SFNPWF UIF XBUFS, BOE UIF CVDLFU XJMM

HP EPXO.

What are the Cakes for?

— TPNF PG UIFN BSF GPS FBUJOH.

— POF DBO LJMM ZPV. BOPUIFS JT WFSZ

BCTPSCFOU.

— SFNFNCFS UIF TPOH "XIJUF SBCCJU" CZ

KFGGFSTPO TUBSTIJQ?

— SFNFNCFS BMJDF JO XPOEFSMBOE?

How can I get through the small hole?

— FBU POF PG UIF DBLFT; ZPV IBWF GPVS UP

DIPPTF GSPN.

— UIF PSBOHF DBLF XJMM LJMM ZPV.

— UIF HSFFO DBLF XJMM NBLF ZPV TISJOL.

Is the Flask good for anything?

— ZFT, CVU OPU GPS ESJOLJOH.

— USZ MPPLJOH BU POF PG UIF DBLFT UISPVHI

UIF GMBTL.

— UIF GMBTL BDUT BT B NBHOJGZJOH HMBTT.

— ZPV DBO SFBE UIF JDJOH MFUUFST PO UIF

DBLFT UIBU XBZ.

How can I get what is in the Pool of Tears?

— ZPV DPVME USZ TXJNNJOH.

— UIFSF JT B CFUUPS XBZ, UIPVHI. USZ

SFBEJOH UIF DBLFT.

— UIF SFE DBLF JT WFSZ BCTPSCFOU.

— UISPX UIF SFE DBLF JOUP UIF QPPM. JU

XJMM FWBQPSBUF, UIFO ZPV DBO XBML PVU

UP HFU XIBU XBT JO UIF QPPM.

The Machine Room

What can I do with the Robot?

— USZ SFBEJOH UIF JOTUSVDUIJPOT.

— ZPV DPVME BMXBZT EJSF DU JU UP BOPUIFS

SPPN.

— NBZCF UIFSF JT TPNFUIJOH ZPV DBOOPU

NPWF, CVU UIF SPCPU DBO NPWF.

— UIF SPCPU DBO MJGU B TUFFM DBHF.

How can I press the Buttons without getting killed?

— ZPV DBO'U. UIFSF JT TPNFUIJOH BSPVOE

UIBU DBO, UIPVHI.

— UIF SPCPU DBO QSFTT UIF CVUUPOT GPS ZPV.

— HFU UIF SPCPU UP UIF NBDIJOF SPPN, UIFO

UFMM JU XIJDI CVUUPU UP QSFTT.

What are the Buttons for?

— UIF USJBOHVMBS CVUUPU DBVTFT B

USFBTVSF UP CF ESPQQFE JOUP UIF

DBSPVTFM SPPN.

— UIF SPVOE CVUUPU USBOTGFST UIF

TQJOOJOH FGGFUDU GSPN UIF DBSPVTFM

SPPN UP UIF MPX SPPN.

How can I get the Red Sphere without getting trapped?

— ZPV DBO'U. ZPV BMXBZT HFU USBQQFE

USZJOH UP HFU UIF SFE TQIFSF. UIF USJDL

JT UP HFU VOUSBQQFE CFGPSF ZPV HFU

LJMMFE.

— ZPV DBO'U MJGU UIF TUFFM DBHF, CVU UIF

SPCPU DBO. UIF SPCPU JT BMTP JNNVOF UP

UIF HBT.

— HFU UIF SPCPU JOUP UIF EJOHZ SPPN, UIFO

USZ UP HFU UIF SFE TQIFSF. XIFO UIF DBHF

USBQT ZPV, UFMM UIF SPCPU UP MJGU UIF

DBHF.

— EPO'U GPSHFU UP HFU UIF SFE TQIFSF.

The Tiny Room

How can I open the Locked Door?

— NPTU MPDLFE EPPST BSF PQFOFE XJUI LFZT.

— UIFSF JT B LFZ BSPVOE UIF OFDL PG UIF

VOJDPSO, CVU JU XPO'U GJU UIJT MPDL.

— USZ MPPLJOH UISPVHI UIF LFZIPMF.

— UIF LFZ JT JO UIF LFZIPMF PO UIF PUIFS

TJEF PG UIF EPPS. UIBU JT XIZ ZPV DBO'U

TFF UISPVHI UIF LFZIPMF.

How can I get the Key?

— ZPV DPVME USZ QPLJOH TPNFUIJOH JO

UIF LFZIPMF UP GPSDF UIF LFZ PVU.

VOGPSUVOBUFMZ, JU XJMM TUJMM CF PO

UIF PUIFS TJEF PG UIF EPPS XIFO JU GBMMT.

— ZPV DPVME TMJEF TPNFUIJOH WFSZ UIJO

VOEFSOFBUI UIF EPPS CFGPSF ZPV USZ UP

QPLF UIF LFZ PVU. NBZCF UIF LFZ XJMM

MBOE PO JU.

— ZPV DPVME VTF UIF MFUUF S PQFOFS ZPV

GPVOE JO UIF HBAFCP UP QPLF UIF LFZ

PVU, BOE UIF QMBDFNBU ZPV GPVOE JO

UIF HBAFCP UP DBUDI UIF LFZ.

— TMJEF UIF QMBDFNBU VOEFS UIF EPPS.

UIFO PQFO UIF LFZIPMF BOE TMJEF UIF

MFUUF S PQFOFS JO UIF IPMF. UIF LFZ

XJMM GBMM PVU POUP UIF QMBDFNBU.

KVTU QVMM UIF QMBDFNBU PVU GSPN

VOEFS UIF EPPS, BOE HFU UIF LFZ.

Dragons and Such

How can I get past the Dragon?

— JU JT WFSZ EJGGJDVMU UP TOFBL CZ JU,

FWFO XIFO JU JT TMFFQJOH.

— ZPV DPVME BMXBTZ NBLF MJLF TU. HFPSHF

BOE TMBZ JU.

— JU XJMM CF WFSZ EJGGJDVMU UP TMBZ

UIF ESBHPO XJUI POMZ B TXPSE UIPVHI,

OP NBUUF S IPX BODJFOU PS FMWJTI.

— NBZCF ZPV DPVME HFU UIF ESBHPO UP

GPMMPX ZPV.

Can I get the Dragon to chase me?

— ZFT.

— USZ BUUBDLJOH UIF ESBHPO XJUI TXPSE.

— JU XJMM CF DVSJPVT FOPVHI UP GPMMPX

ZPV, CVU OPU NBE FOPVHI UP LJMM ZPV,

BU MFBTU OPU SJHIU BXBZ.

Where's a good place to go with a hot-tempered Dragon following me?

— NBZCF UIF ESBHPO OFFET B MJUUMF

TPNFUIJOH UP DPPM JU EPXO.

— UIFSF JT MPUT PG JDF JO UIF JDF SPPN.

— MFBE UIF ESBHPO UP UIF JDF SPPN CZ

QFSJPEJDBMMZ IJUJOH JU XJUI ZPVS

TXPSE. UIF ESBHPO XJMM EFDJEF UIBU UIF

SFGMFDUJPO PG JUTFMG JO UIF JDF JT NVDI

NPSF JOUFSFTUJOH UIBO ZPV BSF.

I found a Princess. What should I do with her?

— ZPV DPVME LJTT IFS UP XBLF IFS VQ.

— EPO'U TVDDVNC UP UFNQUBUJPO UIPVHI; TIF

DPVME HFU WFSZ BOHSZ.

— XIFO TIF MFBWFT UIF SPPN, GPMMPX IFS.

TIF XJMM MFBE ZPV UP TPNFUIJOH ZPV

OFFE WFSZ NVDI.

The Volcano

What is the object at Volcano Bottom?

— JU SVOT PO IPU BJS.

— OP, JUT OPU DPOHSFTT.

— JU JT B IPU BJS CBMMPPPO.

How can I use the Balloon?

— GJSTU ZPV IBWF UP GJMM JU XJUI IPU BJS.

— ZPV DBO NBLF IPU BJS CZ CVSOJOH

TPNFUIJOH JO UIF SFDFQUBDMF PG UIF

CBMMPPPO.

— UIFSF JT B OFXTQBQFS BOE NBUDIFT BU

UIF HBAFCP XIJDI XJMM CF WFSZ VTFGVM

XIFO NBLJOH IPU BJS.

— PQFO UIF SFDFQUBDMF BOE QVU UIF

OFXTQBQFS JO. UIF MJHIU UIF OFXTQBQFS

XJUI B NBUDI. UIF CBMMPO XJMM TUBSU

UP BTDFOE.

— JU JT B HPPE JEFB UP CF JO UIF CBTLFU

XIFO UIF CBMMPPPO BTDFOET.

How can I get the Balloon to land?

— USZ SFBEJOH JOTUSVDUIPOT.

— KVTU TBZ "MBOE."

How can I keep the Balloon from floating away?

— OPUJDF UIF CSBJEFE XJSF EBOHMJOH GSPN

UIF CBMMPPPO. JU MPPLT WFSZ TUVSEZ.

— ZPV DPVME UIF UIF XJSF UP TPNFUIJOH UP

LFFQ UIF CBMMPPPO GSPN GMPBUJOH BXBZ

XIFO ZPV HFU PVU.

— UIF UIF XJSF UP UIF IPPLT BU XJEF MFEHF

BOE OBSSPX MFEHF. UIFO HFU PVU PG UIF

CBMMPPPO.

How can I get the Balloon to descend?

— TUPQ NBLJOH IPU BJS.

— XIFO UIF SFDFQUBDMF JT PQFO, UIF

OFXTQBQFS IBT FOPVHI BJS UP CVSO.

— DMPTF UIF SFDFQUBDMF.

What are the Books in the Library for?

— CPPLT JO MJCSBSZT BSF VTVBMMZ GPS

SFBEJOH.

— TPNFUJNFT QFPQMF VTF CPPLT UP QSFTT

UIJOHT, MJLF GMPXFST, PS UP LFFQ UIJOHT

GMBU.

— USZ MPPLJOH JO UIF CPPLT. UIFSF JT

TPNFUIJOH WBMVBCMF JO POF PG UIFN.

— UIFSF JT B TUBNQ JO UIF QVSQMF CPPL.

UIF PUIFS CPPLT BSF XPSUIMFTT.

How can I open the Box in the Dusty Room?

— JU MPPLT MJLF B TUSPOHCPY. NBZCF ZPV

DBO CMBTU JU PQFO.

— UIFSF JT B CSJDL PG QMBTUJD FYQMPTJWF

JO UIF NBSCMF IBMM. UIF GVTF JT B TUSJOH

GPVOE JO UIF DPCXFCCZ DPSSJEPS.

— QVU UIF CSJDL JO UIF IPMF JO UIF CPY,

UIFO QVU UIF TUSJOH JO UIF CSJDL. ZPV

DBO OPX CMBTU PQFO UIF CPY.

— SFNFNCFS UIBU BGUFS ZPV MJHIU UIF GVTF

ZPV TIPVME MFBWF UIF SPPN. B CMBTU JO

BO FODMPTFE BSFB DBO LJMM ZPV.

The Bank Area

*When I go in one direction from the Safety
Depository, I don't always seem to get where I
think I'm going. Why not?*

— ZPV DBO HFU UP GPVS EJGGFSFOU SPPNT CZ

HPJOH OPSUI GSPN UIF TBGFUZ EFQPTJUPSZ.

— UIF SPPN UIBU ZPV HFU UP EFQFOET PO

XIJDI EJSFDUJPO ZPV XFOU SJHIU CFGPSF

HPJOH OPSUI.

— USZ NBQQJOH UIF BSFB WFSZ DBSFGVMMZ.

I can't find the Bank Vault. Where is it?

— UIF WBVMU JT UP UIF OPSUI PG UIF TBGFUZ

EFQPTJUPSZ.

— SFNFNCFS, UIF EJSFDUJPO ZPV XFOU MBTU

(UP HFU JOUP UIF TBGFUZ EFQPTJUPSZ)

EFUFSNJOFT XIJDI SPPN ZPV FOE VQ JO XIFO

ZPV HP OPSUI.

— UP HFU UP UIF WBVMU, ZPV NVTU GJSTU HP

TPVUI JOUP UIF DIBJSNBO'T PGGJDF, UIF

OPSUI. ZPV XJMM FOE VQ JO UIF TNBMM

SPPN. HP TPVUI PVU PG UIF TNBMM SPPN,

UIFO HP OPSUI BHBJO. ZPV BSF OPX JO UIF

WBVMU.

— UP HFU PVU PG UIF WBVMU, HP OPSUI.

The Wizard's Area

How can I get the Lizard to let me through the Guarded Door?

— UIBU QPPS MJABSE NVTU CF BXGVMMZ

CPSFE, IBOHJOH BSPVOE PO B EPPS BMM UIF

UJNF.

— NBZCF IF XPVME MJLF TPNFUIJOH UP FBU.

— XIBU EP MJABSET VTVBMMZ FBU? DBOEJFE

JOTFDUT?

— ZPV TIPVME IBWF GPVOE TPNF DBOEJFT.

HJWF UIFN UP UIF MJABSE.

— UIF DBOEJFT BSF JO UIF QPPM PG UFBST

JO UIF QPPM SPPN.

The Guarded Door is locked. Where is the Key?

— SFNFCFS UIBU VOJDPSO UIBU XBT SVOOJOH

BSPVOE OFBS UIF HBAFCP? UIF LFZ JT PO

B SJCCPO BSPVOE JUT OFDL.

— ZPV DBO'U DBUDI UIF VOJDPSO, CVU UIFZ

BSF QBSUJBM UP ZPVOH NBJEFOT.

— UIFSF JT B ZPVOH QSJODFTT CFJOH IFME

DBQUJWF CZ B ESBHPO.

— SFTDVF UIF QSJODFTT. TIF XJMM HJWF ZPV

UIF LFZ GSPN BSPVOE UIF VOJDPSO'T OFDL.

Is there anything significant about the Sea Serpent?

— JU JT POMZ B CBCZ, BOE WFSZ MFUIBM.

— UIFSF JT TPNFUIJOH WFSZ WBMVBCMF UP

ZPV JO JUT BRVBSJVN, UIPVHI.

How can I get to the Crystal Sphere?

— JU JT OPU B HPPE JEFB UP HP TXJNNJOH

XJUI UIF TFB TFSQFOU.

— ZPV NVTU EJTBCMF UIF TFB TFSQFOU TP ZPV

DBO HFU UIF DSZTUBM TQIFSF.

— TFB TFSQFOU BSF OPU BJS CSFBUIFST.

— CSFBL UIF BRVBSJVN.

— UISPX UIF TXPSE BU UIF BRVBSJVN. JU

XJMM CSFBL, DBVTJOH UIF XBUFS, UIF TFB

TFSQFOU, BOE UIF DSZTUBM TQIFSF UP

SVTI PVU. JU JT B HPPE JEFB UP FYJU UIF

SPPN, BT TPNFUJNFT UIF TFB TFSQFOU IBT

FOPVHI FOFSHZ UP HFU UP ZPV BOE LJMM

ZPV.

— BGUFS UIF TFB TFSQFOU JT EFBE, UIFO HFU

UIF DSZTUBM TQIFSF.

Is there anything special about the Stands in the Wizard's Workroom?

— ZFT.

— OPUJDF UIBU UIFSF JT B SVCZ TUBOE, B

EJBNPOE TUBOE, BOE B TBQQIJSF TUBOE.

— UIF SVCZ TUBOE JT SFE. UIF EJBNPOE

TUBOE JT DMFBS. UIF TBQQIJSF TUBOE JT

CMVF. ZPV TIPVME IBWF GPVOE TJNJMBS

PCKFDUT XIJDI BSF SFE, DMFBS, BOE CMVF.

— ZPV TIPVME IBWF B SFE TQIFSF, B DSZTUBM

TQIFSF, BOE B CMVF TQIFSF.

What can I do with the Stands?

— USZ QVUUJOH UIF TQIFSFT ZPV GPVOE PO

UIF TUBOET.

— QVU UIF SFE TQIFSF PO UIF SVCZ TUBOE,

UIF DSZTUBM TQIFSF PO UIF EJBNDPOE

TUBOE, BOE UIF CMVF TQIFSF PO UIF

TBQQIJSF TUBOE.

— B CMBDL TQIFSF XJMM BQQFBS.

What is the Black Sphere for?

— UIF PUIFS TQIFSFT IBE DPMPS-DPEFE

TUBOET UP SFTU JO. UIJT POF KVTU IBT B

CMBDL DJSDMF.

— UIF CMBDL DJSDMF JT JO UIF QFOUBHSBN

SPPN.

— TFU UIF CMBDL TQIFSF JO UIF CMBDL

DJSDMF.

What can I ask the Demon to do for me?

— IF XJMM POMZ EP POF UIJOH GPS ZPV.

— UIFSF JT BO PCKFDU UIBU UIF XJABSE IBT

XIJDI ZPV OFFE WFSZ NVDI.

— XIBU EPFT UIF XJABSE IBWF UIBU IF VTFT

UP UPSNFOU ZPV?

— UIF XJABSE'T XBOE XPVME DPNF JO WFSZ

IBOEZ.

— UFMM UIF EFNPO UP HJWF ZPV UIF XBOE.

How can I get the Demon to do what I ask?

— EFNPO BSF WFSZ HPPE CVTJOFTTNFO.

— UIFZ EPO'U EP BOZUIJOH XJUIPVU

SFDFJWJOH B GFF GJSTU.

— USZ HJWJOH UIF EFNPO POF PG ZPVS

USFBTVSFT.

— ZPV NVTU HJWF UIF EFNPO BMM PG ZPVS

USFBTVSFT CFGPSF IF XJMM QFSGPSN UIF

UBTL.

How does the Wand work?

— ZPV KVTU QPJOU JU BU XIBUFWFS ZPV XBOU

B TQFMM DBTU PO BOE TBZ UIF XPSE.

— SFNFCFS UIF XJABSE VTJOH JU PO ZPV?

— POMZ POF LJOE PG XPSE XJMM XPSL. BGUFS

BMM, JU XBT UIF XJABSE PG GSPCPAA'T

XBOE.

— POMZ XPSET CFHJOOJOH XJUI "G" XJMM

XPSL.

The Oddly-Angled Rooms

Can I move the Block in the Menhir Room?

— ZFT, CVU ZPV OFFE TPNFUIJOH TQFDJBM.

— UIF EFNPO XJMM HJWF JU UP ZPV.

— ZPV NVTU QPJOU JU BU UIF CMPDL BOE

TBZ UIF XPSE.

— TBZ "GMPBU."

*I'm having problems in the Oddly-Angled Rooms.
What can I do?*

— UIFZ BSF B NBAF. VOGPSUVOBUFMZ, JU

DBOOPU CF NBQQFE CFDBVTF JU JT SBOEPN.

— UIF POMZ DMVF UP HFUUIJOH PVU PG UIJT

NBAF JT UIF TNBMM EJBNPOE TIBQFE

XJOEPX PO UIF GMPPS PG FBDI SPPN.

— UIFSF JT B LFZ UP HFUUIJOH PVU PG UIF

NBAF. SFNFNCFS UIF XPPEFO DMVC?

— XIFO ZPV SFB DI UIF SPPN JO XIJDI UIF

EJBNPOE TIBQFE XJOEPX JT GMJDLFSJOH

EJNMZ, UIF O ZPV DBO CFHJO GPMMPXJOH

UIF LFZ EJSF DUJPOT.

What is the key to the Oddly-Angled Rooms?

— UIFSF JT B HBNF QMBZFE XJUI B TPSU PG

EJBNPOE BOE B TPSU PG DMVC.

— UIF OFX ZPSL NFUT QMBZ UIJT HBNF.

— UIF HBNF JT CBTFCBMM. UIF LFZ JT UP

GPMMPX UIF EJSF DUJPOT PG B IPNF SVO

PODF ZPV IBWF GPVOE UIF EJBNPOE TIBQFE

XJOEPX XIJDI JT GMJDLFSJOH EJNMZ.

— HP TPVUIFBTU, OPSUIFBTU, OPSUIXFTU, BOE

TPVUIXFTU. ZPV BSF OPX CBDL UP XIFSF

ZPV TUBSUFE GSPN. HP CBDL UP UIF CPUUPN

PG UIF TUBJST, BOE ZPV XJMM GJOE BOPUIFS

PQFOJOH MFBEJOH EPXOXBSE.

How can I get past Cerberus?

— VTF UIF XBOE.

— UIFSF JT BMTP B EPH DPMMBBS XIJDI XJMM

DPNF JO IBOEZ.

— QPJOU UIF XBOE BU DFSCFSVT BOE TBZ

“GFBS.” UIJT LFFQT IJN GSPN UFBSJOH

ZPV MJNC GSPN MJNC XIFO ZPV QVU UIF

DPMMB S PO IJN. BGUFS ZPV IBWF UIF

DPMMB S PO IJN, KVTU XBML CZ.

*I can't get any farther than the Crypt Anteroom.
Help!*

— UIFSF JT B EPPS UIFSF, CVU ZPV DBO'U PQFO

JU VOMFTT ZPV LOPX UIF SJHIU XPSET.

— JG ZPV UVSO PGG UIF MBNQ, ZPV DBO TFF

UIF XPSET.

— UIF XPSET BSF "GFFM GSFF."

— TBZ "GFFM GSFF," BOE UIF EPPS XJMM PQFO.

List of Objects

Balloon This is used to get from the Volcano Bottom to the Wide and Narrow Ledges. When you open the receptacle and burn the Newspaper there the Balloon rises; when you close the receptacle, the Balloon descends. The balloon is found at Volcano Bottom. If you go out the top of the Volcano, you can see the White House from Zork 1.

Black Sphere This Sphere is used to summon the Demon. Put it in the Pentagram in the Pentagram Room. The Sphere is made in the Wizard's Workroom by putting the Blue Sphere on the Sapphire Stand, the Red Sphere on the Ruby Stand, and the Crystal Sphere on the Diamond Stand.

Blue Cake This cake, if eaten after you've shrunk from eating the Green Cake, gets you back to your normal size. It is found on the table in the Tea Room.

Blue Crystal Sphere This Sphere, along with the Red and Crystal Spheres, is used to make the Black Sphere. It is found in the Dreary Room.

Brass Lantern This Lamp is used to light your way around the passages so you don't get eaten by a Grue. It is found inside the Barrow.

Brick This object is actually plastic explosive. It is used along with a fuse to open a box in the Dusty Room. It is found in the Marble Hall.

Candies These are fed to the Lizard in the Guarded Room; the Lizard will go to sleep so you can open the door. The Candies are found in the Pool Room.

China Teapot This object is used to hold water so that you can get the Bucket in the Well to go up and

down like an elevator. When you get in the Bucket and pour out the water in the Teapot, the Bucket ascends; when you fill the Teapot with water from the Bucket, the Bucket descends. This object is found in the Gazebo.

Clear Crystal Sphere This Sphere is used along with the Red and Blue Spheres to make the Black Sphere. It is found in the Aquarium with the Baby Sea Serpent.

Dog Collar You put this around Cerberus' neck to tame him after waving the Wand and saying "fear." It is found in the Kennel.

Green Cake This object, when eaten, causes you to shrink so you can get into the Pool Room. It is found on the table in the Tea Room.

Letter Opener This is used to push the Rusty Key onto the Place Mat. It is found in the Gazebo.

Matchbook The Matches inside it are used to light the fuse for the plastic explosive and the Newspaper. This item is found on a table in the Gazebo.

Newspaper This object, when placed in the Receptacle and lit by a Match, causes the Balloon to ascend. It is found on the table in the Gazebo.

Place Mat The Place Mat is slipped under the door in the Tiny Room so you can push a key out of a keyhole onto it. It is also found on the table in the Gazebo.

Purple Book This Book isn't good for anything, but there is a Flathead Stamp inside it. The Book is found in the library.

Red Cake This object, when thrown into the Pool, causes it to dry up. Then you can get the Candies. The Red Cake is found on the table in the Tea Room.

Red Crystal Sphere This Sphere is used with the Blue and Crystal Spheres to make the Black Sphere. It is found in the Dingy Closet.

Robot You must tell the Robot to lift the cage you are trapped in while trying to get the Red Sphere. You must also tell him to press the Round Button and the Triangular Button in the Machine Room. The Robot is found in the Low Room.

Rusty Key This Key is used to open the door in the Tiny Room. You get the Key by opening the lid on the keyhole, sliding the Place Mat under the door, and putting the Letter Opener in the keyhole. When you pull back (get) the Place Mat, you will also get the Key. The Key is found in the Keyhole of the door in the Tiny Room.

Steel Box This box contains a Stradivarius Violin. The Box appears in the Carousel Room after the Robot has pushed the Triangular Button in the Machine Room.

String The String is actually a fuse. It is used along with plastic explosive to get the box in the Dusty Room open. It is found in the Cobwebby Corridor.

Sword The Sword is used to attack the Dragon to make him follow you into the Ice Room, and to break the glass in the Aquarium. It is found inside the Barrow.

Wand This object is used to lift the Giant Menhir and also to make Cerberus afraid of you. To use the Wand, point it at whatever you want to affect and say a word beginning with "F". It is given to you by the Demon after you give him all your treasures.

Other Objects Orange Cake, Flask, Green Paper, Blue Label, White Book, Blue Book, Green Book, Card, Grue Repellent, Bank Brochure, Wooden Club, Perfect Rose

List of Treasures

Crown This is Lord Dimwit Flathead's Crown, and it is found in the Dusty Room. You must blow up the Box it is in to get to it.

Flathead Stamp This treasure is found inside the Purple Book in the Library.

Golden Dragon Statuette This treasure is found inside a rotten chest in the Dragon's Lair. You must get rid of the Dragon to get it.

Gold Key This key is found around the neck of the Unicorn. It is used to unlock the Guarded Door. To get the Key, you must rescue the Princess from the Dragon; she will give you the Key in the Gazebo.

Moby Ruby This gem is found in the Lava Room.

Pearl Necklace This treasure is found in the Pearl Room.

Portrait This treasure is found in the Chairman's Office in the area of the Bank.

Stradivarius Violin This treasure is found inside a dented box which appears after you have the Robot push the Triangular Button in the Machine Room.

Zorkmid Coin This coin is found on the Narrow Ledge in the Volcano.

Zorkmid Bills There are 200 of them, and they are found in the Vault at the Bank.

Order of Play

Points

1. **Inside the Barrow** Get the Elvish Sword and the Brass Lantern.
2. **Gazebo** Get the China Teapot, Matchbook, Place Mat, Newspaper, and Letter Opener.
3. **Carousel Room** Drop everything but the Teapot and Lamp.
4. **Marble Hall** Get the Brick.
5. **Deep Ford** Fill the Teapot with water at the stream.
6. **Carousel Room** Drop the Brick.
7. **Riddle Room** The riddle is "What is tall as a house, round as a cup, and all the King's horses can't draw it up." The answer, of course is a well, so say "well." 5
8. **Circular Room** There is a Wooden Bucket here; get in it. Pour the water from the Teapot into the Bucket. The Bucket (with you in it) will rise to the top of the well. 15
9. **Top of Well** Get out of the Bucket and drop the Teapot.
10. **Tea Room** Get the Red, Green, and Blue Cakes. Eat the Green Cake. You will now shrink.
11. **Pool Room** Throw the Red Cake into the Pool of Tears. The Pool of Tears will evaporate, leaving Rare Candies. Get the Candies. 15
12. **Posts Room** Eat the Blue Cake, and you will grow.

13. **Low Room** There is a Robot here. Tell the Robot to "Go East."
14. **Machine Room** Tell the Robot to "Push the Round Button," then tell it to "Push the Triangular Button." You will hear a dull thump in the distance. Then tell the Robot to "Go South."
15. **Dingy Closet** There is a Red Sphere here; get it. When you do, alarms go off, a steel cage traps you, and poison gas is released. Tell the Robot to "Lift the Cage." He will throw it across the room. Pick up the Red Sphere. 20
16. **Top of Well** Get the Teapot, then get into the Wooden Bucket. Fill the Teapot with the water in the Bucket. The Bucket will go down. Get out of the Bucket.
17. **Pearl Room** Get the Pearl Necklace. 15
18. **Carousel Room** There is a Dented Steel Box which wasn't here before. Open the Box and get the Violin. 20
19. **Cobwebby Corridor** Get the String.
20. **Guarded Room** Drop the Violin, the Pearl Necklace, the Red Sphere, and the Candies.
21. **Carousel Room** Drop the Teapot and String. Get the Place Mat and the Letter Opener.
22. **Tiny Room** Slide the Place Mat under the door and move the lid to open the keyhole. Put the Letter Opener in the hole. It will push the key out onto the Place Mat. Get the Place Mat; there will be a Key on it. Get the Rusty Key. Unlock the door with the Key, then open it.

23. **Dreary Room** Get the Blue Sphere sitting in the center of the Table. 20
24. **Carousel Room** Drop the Place Mat, the Key, and the Letter Opener. Get the Sword.
25. **Guarded Room** Drop the Blue Sphere.
26. **Dragon Room** Attack the Dragon with the Sword, then go south. The Dragon will follow you. At the **Stone Bridge** attack the Dragon with your Sword, then go south.
27. **Cool Room** Attack the Dragon with the Sword, then go west.
28. **Ice Room** The Dragon will attack his reflection in the ice, melting it and opening a passage to the west. 5
29. **Lava Room** Get the Moby Ruby. 15
30. **Dragon Lair** Open the rotten wooden Chest, and get the Gold Statuette. Kiss the Princess to wake her up, then follow her. Don't lose her. She opens a secret passage which leads to the Gazebo. 20
31. **Gazebo** Wait until the Unicorn shows up. It has a Key tied around its neck. The Princess will give you the Key and a Rose, then depart on the Unicorn. 15
32. **Carousel Room** Drop the Sword and Rose. Get the Matchbook, Newspaper, Brick, and String.
33. **Guarded Room** Drop the Key, Statuette, and Ruby.
34. **Volcano Bottom** Get in the Basket you see. Open the Receptacle and put the 5

Newspaper inside. Light the Newspaper with one of the Matches. The Balloon will start to ascend. Wait until you are near a small ledge, then say "land."

35. **Narrow Ledge** Tie the Braided Wire to the hook in the rock, or the Balloon will float away when you get out. Get out of the Balloon and get the Gold Coin. 15
36. **Library** Get the Purple Book. Open the Book and get the Stamp. Drop the Book 15
37. **Narrow Ledge** Get back in the Balloon. Drop the Coin. Untie the Wire; the Balloon will start ascending again. Wait until you are near a Wide Ledge, then say "land."
38. **Wide Ledge** Tie the Wire to the hook in the rock, and get out of the Basket.
39. **Dusty Room** Put the Brick in the hole in the Box, then put the String in the Brick. Light a Match, then light the String, and go back to the Wide Ledge. Wait until you hear the explosion, then return to the Dusty Room. Get the Crown. 15
40. **Wide Ledge** Get in the Basket and close the Receptacle. Then untie the Wire. The Balloon will start to descend. Wait until you reach Volcano Bottom. Get the Coin.
41. **Guarded Room** Drop the Coin, the Crown, and the Stamp.
42. **Safety Depository** Go south to the Chairman's Office.
43. **Chairman's Office** Get the Portrait hanging on the wall. Then go north. 20

44. **Safety Depository** Drop the Portrait, then go north through the Curtain.
45. **Small Room** Go through the south wall.
46. **Safety Depository** Go north through the Curtain.
47. **Vault** Get the Zorkmid Bills. Go north through the north wall. 25
48. **Safety Depository** Get the Portrait.
49. **Carousel Room** Get the Sword.
50. **Guarded Room** Drop the Portrait and the Bills. Get the Blue and Red Spheres, the Key, and the Candies. Feed the Candies to the Lizard. The Lizard will fall asleep. Unlock the Door with the Key. Open the Door. 10
51. **Aquarium Room** Throw your Sword at the Aquarium which will shatter, then go south. The Baby Sea Serpent will try to bite you but will die first. Get the Crystal Sphere. 20
52. **Wizard's Workroom** Put the Crystal Sphere on the Diamond Stand, the Red Sphere on the Ruby Stand, and the Blue Sphere on the Sapphire Stand. The Blue, Red, and Crystal Spheres will disappear, leaving a Black Sphere. Get the Black Sphere. 30
53. **Pentagram Room** Put the Black Sphere in the Black Circle in the Pentagram. A Demon will appear.
54. **Guarded Room** Get the Ruby, Crown, Zorkmid Bills, Key, and Portrait.
55. **Pentagram Room** Give the Demon all the treasures. 10

56. **Guarded Room** Get the Zorkmid Coin, Stamp, Dragon Statuette, Pearl Necklace, and Violin.
57. **Pentagram Room** Give the Demon all the treasures. Tell the Demon to "Give me the Wand." Get the Wand. 10 30
58. **Menhir Room** Point the Wand at the Giant Menhir and say "float." 10
59. **Kennel** Get the Giant Dog Collar.
60. **Stairway** Go down into the Oddly-Angled Room Maze.
61. **Oddly-Angled Rooms** Move around until the diamond-shaped window in the floor is flickering dimly. Then go southeast, northeast, northwest, and southwest. Then go back to the stairway. A new opening will have appeared leading down.
62. **Cerberus Room** Point the Wand at the Dog and say "fear," then put the Collar on the Dog. 10
63. **Crypt Anteroom** Open the door to the Crypt and go in.
64. **Crypt** Turn off the Lamp, and say "feel free." Open the Secret Door.
65. **Landing** You have won the Game. 10

Total Points: 400

Chapter 11

Zork III

Introduction

Name of Adventure: Zork III, The Dungeon Master

Manufacturer: Infocom, Inc.
55 Wheeler Street
Cambridge, Mass. 02138

Type of Adventure: Fantasy

Versions Available: \$49.95
Apple II, Atari, Commodore 64,
IBM PC, TRS-80 Model I,
TRS-80 Model III
\$59.95
CP/M 80, DEC Rainbow,
NEC PC8000, NEC APC,
TI Professional, Osborne
\$69.95
DEC RT-11

Rating: ..

Game Background

You have successfully completed the first and second great adventures: Zork I, The Great Underground Empire and Zork II, The Wizard of Frobozz. You are now about to embark on the most frustrating and dangerous adventure of them all: Zork III, The Dungeon Master. The puzzles here are very difficult to solve and are often time-dependent. You run into several people, some of whom are helpful, and some who turn out to be enemies. The object of the game is to solve all the puzzles and become the Dungeon Master yourself.

In the beginning, you find yourself on an Endless Stair. You find a familiar looking Lamp, and see an Ancient Elvish Sword embedded in a stone. As you continue downwards, you will have many mysterious chambers to explore and dangers to avoid. Many of them lead only one way, or can only be traveled once. Your wits must be keen to survive and still conquer the almost endless puzzles.

Tips

There are 7 points in a perfect game.

The puzzles must be solved in a certain order, as they build upon one another.

At a certain point, you cannot continue until an Earthquake happens.

Save the game frequently. Sometimes you can only do things once, and must get it right the first time.

It is easy to back yourself into a corner and get killed, or just get lost. Save the game before you

try anything daring, or even something obvious, like pressing a button. Something unpleasant may happen.

Once you have all the points, you must still continue until you have become the Dungeon Master.

The map begins on page 333.

Transposed Clues

The Start

How can I get the Sword out of the Stone?

— IBWF ZPV FWFS IFBSE UIF MFHFOE PG LJOH

BSUIVS? ZPV DPVME USZ QVMMJOH JU PVU.

— ZPV DBO'U HFU UIF TXPSE PVU PG UIF TUPOF.

— ZPV XJMM IBWF JU XIFO ZPV OFFE JU,

UIPVHI.

How can I get past the Lake?

— TJODF UIFSF JT OP CPBU UP CF GPVOE, UIFSF

JT POMZ POF XBZ.

— USZ TXJNNJOH.

— KVTU "KVNQ JO UIF MBLF."

How do I get back the objects I dropped going in?

— UIFZ XFOU EPXO UP UIF CPUUPN PG UIF

MBLF.

— USZ EJWJOH GPS UIF PCKFDUT.

— HP EPXO XIJMF ZPV BSF TXJNNJOH JO UIF

MBLF.

— ZPV XJMM CF BCMF UP QJDL VQ UIF PCKFDUT

ZPV ESPQQFE, QMVT TPNFUIJOH TIJOZ.

— UIF TIJOZ PCKFDU JT BO BNVMFU.

What can I do about the Roc?

— SPD BOE SPMM?

— UIFSF JT OPUIJOH ZPV DBO EP CVU BWPJE JU.

The Scenic Vista

What is the Scenic Vista all about? There's no view!

— ZPV BSF WJFXJOH B UBCMF BOE BO

JOEJDBUPS.

— TDFOJD WJTUB XJMM BDUVBMMZ

USBOTQPSU ZPV TPNFXIFSF FMTF, XIFSF ZPV

XJMM TFF TPNFUIJOH.

— USZ UPVDIJOH UIF UBCMF.

How do I know where I am going?

— OPUJDF UIBU BT ZPV TUBZ JO UIF SPPN, UIF

JOEJDBUPS DIBOHFT.

— JU DZDMFT UISPVHI J, JJ, JJJ, BOE JW.

— UPVDI UIF UBCMF XIFO UIF JOEJDBUPS TIPXT

UIF OVNCFS ZPV XBOU.

— J HPFT UP B SPPN JO UIF DPBM NJOF GSPN

APSL J, JJ HPFT UP SPPN 8 PG APSL JJ, JJJ

HPFT UP UIF EBNQ QBTTBHF GSPN APSL

JJJ. JW HPFT UP UIF UFNQMF TDFOF GSPN

BO OPO-FYJTUFOU APSL JW.

How do I get back once I've gone?

— KVTU XBJU. UIF TDFOF XJMM EJTPMWF BOE

ZPV XJMM SFBQQFBS BU TDFOJD WJTUB.

— VOMFTT ZPV IBQQFO UP CF VOMVDLZ FOPVHI

UP IBWF DIPTFO UP UPVDI UIF UBCMF XIFO

UIF JOEJDBUPS TIPXFE B JW.

— JG ZPV DIPTF JW, UIFO ZPV HFU TBDSJGJDFE.

UPP CBE.

What can I do from Scenic Vista?

— UIFSF JT OP XBZ ZPV DBO TUBZ XIFSF

TDFOJD WJTUB UBLFT ZPV, CVU ZPV DBO

QJDL UIJOHT VQ, PS ESPQ UIFN.

— GPS FYBNQMF, ZPV DPVME QJDL VQ UIF

HSVF SFQFMMFOU JO SPPN 8.

— PS ZPV DPVME MFBWF UIF UPSDI TPNFXIFSF.

— B HPPE QMBDF UP MFBWF UIF UPSDI JT BU

UIF EBNQ QBTTBHF.

The Southern Shore

How can I get past the Dark Place? The Grues keep getting me.

— UIF HSVFT XJMM BMXBZT HFU ZPV VOMFTT

ZPV BSF DBSSZJOH B MJHIU, PS IBWF TPNF

TPSU PG HSVF SFQFMMFOU.

— UIFSF XBT HSVF SFQFMMFOU JO SPPN 8 PG

APSL JJ.

— GPSUVOBUFMZ, GSPN TDFOJD WFTUB ZPV

DBO HFU UP SPPN 8 PG APSL JJ.

— BU TDFOJD WJTUB, UPVDI UIF UBCMF XIFO

UIF JOEJDBUPS TIPXT JJ.

Is there any way to get light into the Dark Place?

— ZFT, CVU JU EPFTO'U BMXBZT XPSL. JU

EFQFOET PO XIJDI WFSTJPO PG APSL JJJ

ZPV IBWF.

— ZPV DBO USBOTQPSU UIF UPSDI BOE/PS UIF

MBNQ UP UIF TPVUI TJEF PG UIF MBLF, CVU

— HFU UIF DIFTU, QVU UIF UPSDI JOTJEF JU,

BOE DMPTF JU; UIFO DBSSZ UIF DIFTU UP

UIF TPVUIFSO TIPSF. UIF XBUFS XJMM

OPU HFU JO UP QVU PVU UIF UPSDI BOE

ZPV DBO FYQMPSF UIF EBSL QMBDF. (OPUF

UIBU UIF APSL JJJ EFTJHOFST EJE OPU UIJOL

ZPV DPVME FWFS HFU B MJHIU JO UIFSF, TP

UIFSF BSF OP EFTDSJQUIPOT PG UIF EBSL

QMBDFT.)

How can I get out of the Key Room?

— GJSTU, CF TVSF UP HFU UIF LFZ.

— UIFO, USZ MJGUJOH UIF NBOIPMF DPWFS.

— UIFO HP EPXO UIF IPMF.

*I can't cross the Aqueduct because it has fallen.
Help!*

— ZPV'SF EPPNFE; ZPV DBO'U HP GPSXBSE

PWFS UIF SVJOFE BSDI, PS CBDL UISPVHI

UIF HSVFT.

— QFSIBQT ZPV TIPVME DSPTT UIF BRVFEVDU

— XIBU IBWF ZPV PCTFSWFE SFDFOUMZ UIBU

XPVME UVNCMF UIF BSDI?

— FBSUIRVBLFT PGUFO DBVTF TUSVDUVSFT UP

GBMM.

— JG ZPV EP OPU DSPTT UIF BRVFEVDU CFGPSF

UIF FBSUIRVBLF, ZPV DBO'U DPOUJOVF, TP

CFUUFS NBLF JU B QSJPSJUZ.

The Land of Shadow

*Is there any significance to the footsteps I keep
hearing?*

— ZFT.

— UIFZ CFMPOH UP TPNFPOF XIP XJMM BUUBDL

ZPV.

— ZPV TIPVME USZ UP LJMM IJN XIFO ZPV

BSF BUUBDLFE.

— ZPVS TXPSE XJMM NBHJDBMMZ BQQFBS.

BUUBDL UIF GJHVSF.

What should I do with the Figure?

— LJMM IJN.

— IF JT XFBSJOH B OJDF IPPE BOE DMPBL,

KVTU MJLF B EVOHFPO NBTUFS'T.

— TJODF ZPV BSF USZJOH UP CFDPNF B

EVOHFPO NBTUFS, QFSIBQT ZPV TIPVME

IBWF B IPPE BOE DMPBL.

— UBLF UIF GJHVSF'T IPPE BOE DMPBL.

Why did I kill myself?

— CFDBVTF ZPV GFMU MJLF MVLF TLZXBMLFS?

— JU JT B DMVF. ZPV BSF USZJOH UP CFDPNF

UIF EVOHFPO NBTUFS.

— UP CFDPNF UIF EVOHFPO NBTUFS, ZPV NVTU

DPMMFDU BMM PG UIF PCKFDUT B EVOHFPO

NBTUFS DBSSJFT.

*There is a Ship sailing on the Flathead Ocean.
Is it good for anything?*

— OP, UIF TIJQ JT OPU VTFGVM UP ZPV.

— UIF TBJMPS IBT TPNFUIJOH ZPV XJMM OFFE,

UIPVHI.

— XIZ EPO'U ZPV USZ TBZJOH IFMMP UP UIF

TBJMPS.

— TBZ "IFMMP TBJMPS." IF XJMM UISPX ZPV B

WJBM.

The Cliff Area

How can I open the Chest?

— ZPV DBO'U PQFO UIF DIFTU, CVU TPNFPOF

FMTF DBO.

— USZ XBJUJOH BSPVOE XIFS ZPV GPVOE UIF

DIFTU. TPNFPOF XJMM PGGFS UP IFMQ.

— UJF UIF SPQF UP UIF DIFTU BOE XBJU.

How can I get back from the Cliff Ledge?

— ZPV DBO'U EP JU BMPOF.

— XBJU GPS ZPVS "GSJFOE" UP DPNF CBDL.

— HSBC UIF SPQF. IF XJMM IFMQ IBVM ZPV VQ.

*My "friend" at the Cliff stole all my treasure.
What can I do?*

— OPUIJOH. JU XBTO'U ZPVS USFBTVSF

BOZXBZ.

— IF EJE HJWF ZPV B TUBGG.

— UIF PCKFDU PG UIJT HBNF JT OPU

DPMMFDUJOH USFBTVSF, JU JT UP CFDPNF

UIF EVOHFPO NBTUFS.

— SFNFCFS UIF EFTDSJQUJPO PG UIF

EVOHFPO NBTUFS. IF IBT B TUBGG.

The Museum Area

How can I open the Great Door?

— ZPV DBO'U, CVU UIFSF JT BO FWFOU DPNJOH

XIJDI XJMM CPUI IFMQ BOE IJOEFS ZPV.

— BO FBSUIRVBLF JT TDIFEVMFE.

— UIF FBSUIRVBLF XJMM PQFO B DSBDL OFBS

UIF EPPS, TP ZPV DBO HFU UISPVHI.

What are the machines for?

— POF PG UIFN NBLFT EJBNOET GSPN

DPBM. BOPUIFS POF TQJOT SPPNT, MJLF B

DBSPVTFM.

— UIF HPME POF JT SFMBUFE UP I. H. XFMMT.

— UIF HPME POF JT B UJNF NBDIJOF.

What can I do with the Gold Machine?

— UIF DVSSFOU EBUF JT 948.

— BDDPSEJOH UP UIF QMBRVF PO UIF XBMM,

B SPCCFSZ PDDVSSFE JO 776.

— ZPV EJE UIF TUFBMJOH JO 776.

— TFU UIF EJBM UP 776, HFU JO, BOE QSFTT

UIF CVUUPUO.

How can I avoid getting killed by the Guards?

— XIFO UIF SPCCFSZ PDDVSSFE, UIFSF XFSF OP

HVBSET JO UIF KFXFM SPPN.

— USZ NPWJOH UIF HPME NBDIJOF.

— NPWF UIF HPME NBDIJOF UP UIF KFXFM

SPPN, UIFO QSFTT UIF CVUUPUO.

Should I take all the Jewels?

— SFNFNCFS, UIJT JTO'U B USFBTVSF IVOU.

— UIF EVOHFPO NBTUFS POMZ XFBST B HPME

SJOH.

— ZPV TIPVME POMZ UBLF UIF HPME SJOH.

The Gold Machine disappeared. How can I get back?

— GJSTU, J XPVME XBJU GPS UIF HVBSET UP

MFBWF.

— USZ HPJOH CBDL UP UIF UFDIOPMPHZ

NVTFVN.

— UIF HPME NBDIJOF JT JO UIF UFDIOPMPHZ

NVTFVN.

— TFU UIF EJBM UP 948 BOE HFU JO BOE QSFTT

How can I get the treasure back to where I need it?

— JU IBT UP HP JO UIF HPME NBDIJOF.

— USZ MJGUJOH UIF TFBU.

— QVU UIF USFBTVSF VOEFS UIF TFBU. JU

XJMM TUJMM CF UIFSF XIFO ZPV HFU CBDL

UP ZPVS PXO UJNF.

The Royal Puzzle

The Royal Puzzle is just one room. How can that be?

— SFNFNCFS UIF MJUUMF QVAAMFT XJUI

BCPVU GJGUFFO MJUUMF TRVBSFT JO UIFN

ZPV QVTI BSPVOE, USZJOH UP HFU UIFN

JOUP PSEFS? ZPV BSF JO B TJNJMBS POF,

MJGF TJAF.

— USZ QVTIJOH B XBMM. UIF TBOETUPOF POFT

NPWF. UIF NBSCMF POFT EPO'U.

How can I get out of the Royal Puzzle?

— UIF POMZ XBZ ZPV DBO HFU PVU JT UISPVHI

UIF IPMF JO UIF DFJMJOH.

— UXP PG UIF TBOETUPOF XBMMT IBWF

MBEEFST BUUBDIFE UP UIFN.

— ZPV OFFE UIF POF XJUI UIF MBEEFS

BUUBDIFE UP UIF FBTU TJEF.

— QVTI UIF XBMM VOUJM ZPV DBO DMJNC

UIF MBEEFS VQ UP UIF IPMF.

Is there anything I need to know about the Royal Puzzle?

— ZFT. UIFSF JT TPNFUIJOH ZPV OFFE IJEEFO

VOEFS B TBOETUPOF XBMM.

— UIFSF JT B CPPL IJEEFO JO B EFQSFTTJPO.

— ZPV OFFE UIF CPPL UP CFDPNF B EVOHFPO

NBTUFS.

I tried to solve the Royal Puzzle until my fingers fell off. Please give me the solution.

— GJSTU, NBQ UIF BSFB WFSZ DBSFGVMMZ.

ZPV DBO EP UIJT CZ OVNCFSJOH UIF

TBOETUPOF XBMMT. UIFO XIFO ZPV NPWF

UIFN, ZPV DBO NBSL UIF OFX MPDBUJPOT,

BOE LOPX XIJDI CMPDL JT XIFSF.

— ZPV DBO'U QVTI NPSF UIBO POF CMPDL BU

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B UJNF.

— BT B MBTU SFTPSU, MPPL BU UIF PSEFS PG

QMBZ TFDUJPO GPS B DPNQMFUF TPMVUJPO.

The Last Part

Okay, I solved the Royal Puzzle, and still haven't won. What now?

— UIFSF JT BO FWFOU UIBU PDDVST JO B

SPPN BCPVU PODF FWFSZ GJWF NPWFT. ZPV

DPVME HP UP BMM SPPNT UIBU ZPV DBO

XBJU JO TBGFMZ BOE XBJU GJWF NPWFT.

— IPX CPSJOH.

— UIF CFTU QMBDF UP XBJU JT UIF

FOHSBWJOHT SPPN.

What should I do with the Old Man?

— SVOOJOH JOUP B MPU PG QFPQMF JO UIJT

EVOHFPO, BSFO'U ZPV?

— TPNFPOF EJE ZPV B GBWPS BU UIF DMJGG,

SFNFNCFS? NBZCF ZPV TIPVME SFUVSO UIF

GBWPS.

— IF MPPLT LJOE PG IVOHSZ.

— HJWF UIF PME NBO UIF CSFBE ZPV GPVOE

PO UIF DMJGG. IF XJMM QPJOU PVU B TFDSFU

EPPS ZPV PUIFSXJTF DBOOPU HFU UISPVHI.

What should I do with the Beam of Light?

— JU DPVME CF B CVSHMBS BMBSN.

— BENJUUFEMZ, B TUSBOHF CVSHMBS BMBSN.

GPS TPNF SFBTPO, ZPV OFFE UP TIVU JU PGG

BGUFS ZPV USJQ JU.

— CVU EPO'U USJQ JU XJUI ZPVS CPEZ!

— VTF UIF TXPSE. QVU UIF TXPSE JO UIF CFBN

PG MJHIU BOE UIF HP TIVU PGG UIF

BMBSN CZ QVTIOH UIF CVUUPU JO UIF

CVUUPU SPPN.

What do I do inside the Mirror? I am confused.

— UIF EFTDSJQUJPO JT NFBOU UP DPOGVTF

ZPV. UIF NJSSPS KVTU UVSOT.

— ZPV DBO UVSO UIF TUSVDUVSF EJGGFSFOU

EJSFDUJPOT BOE QVTI UIF XBMMT, MJLF

JO UIF SPZBM QVAAMF.

— USZ TLFUDIOH UIF NJSSPS GSPN UIF

EFTDSJQUJPO.

The Mirror Room still has me puzzled. What do I do?

— SBJTF UIF TIPSU QPMF. UIJT BQQBSFOUMZ

VOMPDLT UIF NFDIBOJTN.

— QSFTT UIF XIJUF QBOFM VOUEJ UIF BSSPX

PO UIF DPNQBTT SPTF QPJOUT UP UIF TPVUI.

— UIFO KVTU QVTI UIF QJOF QBOFM, BOE ZPV

BSF PVU.

How can I get past the Guardians?

— ZPV DPVME UVSO JOWJTJCMF.

— XIBU EP ZPV IBWF UIBU UIF EVOHFPO

NBTUFS EJEO'U?

— ZPV TIPVME IBWF B WJBM.

— ZPV HFU JU GSPN UIF TBJMPS PO GMBUIFBE

PDFBO.

— UIF MJRVJE JO UIF WJBM JT JOWJTJCMF

GMVJE. ZPV DBO ESJOL JU BOE UIF

HVBSEJBOT PG APSL XJMM OPU TFF ZPV,

BOE CBTI ZPV POF. ZPV XJMM OPU OPUJDF

BOZ EJGGFSFODF JO ZPVSTFMG, CVU ZPV

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XJMM CF JOWJTJCMF UP UIFN.

How do I get in the Dungeon Entrance?

— OP LFZ XJMM EP JU, BOE UIFSF JT OP

DPNCJOBUIPO.

— IPX EJE ZPV HFU UIF DIFTU VQ UIF DMJGG?

— ZPV EJEO'U. TPNFPOF FMTF EJE.

— XIZ EPO'U ZPV TFF JG TPNFPOF JT JO?

— LOPDL PO UIF EPPS. UIF EVOHFPO NBTUFS

XJMM BOTXFS, JG ZPV IBWF BMM UIF

PCKFDUT ZPV OFFE.

What is the Dial at the Parapet for?

— UIF EJBM JT DPOOFDUFE UP UIF QSJTPQ

DFMM.

— USZ TFUUIJOH UIF EJBM UP WBSJPVT

WBMVFT. UIFO QVTI UIF CVUUPQ BOE TFF

XIBU IBQQFOT.

— TFU UIF EJBM UP 4, BOE QSFTT UIF CVUUPQ.

UIFO HP JO UIF DFMM. B CSBTT EPPS IBT

BQQFBSFE.

How can I open the Brass Door?

— ZPV IBWF QSPCBCMZ USJFE UIF LFZ ZPV

GPVOE JO FWFSZ PUIFS EPPS, XIZ OPU UIJT

POF?

— JU GJUT, CVU UIF CSBTT EPPS XPO'U PQFO.

UIFSF JT TPNFUIJOH FMTF UP EP.

— XIJMF ZPV BSF JO UIF DFMM, UFMM UIF

EVOHFPO NBTUFS UP HP UP UIF QBSBQFU,

TFU UIF EJBM UP 1, BOE QSFTT UIF CVUUPQ.

UIF DFMM EPPS XJMM DMPTF, CVU ZPV DBO

OPX PQFO UIF CSBTT EPPS BOE FOUFS UIF

USFBTVSZ PG APSL. ZPV IBWF KVTU XPO UIF

HBNF.

List of Objects

Bread Don't eat it yourself, save it until you find a hungry old man. Then give it to him. The Bread is found on the Cliff.

Dusty Book This Book is found in the Royal Puzzle. It is part of the regalia of a Dungeon Master.

Chest The Chest contains a Staff which you need. The Chest is found on Cliff Ledge.

Gold Machine This is actually a Time Machine which you use to go back into the time of Lord Dimwit Flathead to get a Ring. You push it into the Jewel Room, set the dial, and get in and press the button. The Gold Machine is found in the Technology Museum.

Golden Amulet The Amulet is found at the bottom of the Lake. You need it because that is what a Dungeon Master wears.

Grue Repellent This is used to repel the Grues when you have to travel through the dark without a light source. To use it, just spray it on yourself. It is found in Room 8.

Hood and Cloak These are what Dungeon Masters wear. The Hood and Cloak is worn by someone who

tries to kill you. Try to kill him first, then take the Hood and Cloak.

Key This is used to open a Bronze Door which leads to a treasury. It is found in the Key Room.

Lamp This is your old friend from Zork I and Zork II. It is found on the Endless Stair.

Ring This is a ring worn by Dungeon Masters. It is found in the Jewel Room in the year 776.

Staff This Staff is part of the regalia of a Dungeon Master. It is taken out of a Chest by a Man who helps you.

Sword This is that same Ancient Elvish Sword which you have used in Zork I and Zork II. You cannot get it out of the Stone where you see it first, but you will get it when you need it.

Torch This Torch is used to light your way when you cannot use the Lamp. It is found in the Scenic Vista.

Vial This contains a magic potion which renders you invisible. It is given to you by a sailor after you say "Hello Sailor."

Order of Play

Points

1. **Endless Stair** Get the Lamp and turn it on.
2. **Lake Shore** Drop the Lamp and jump in the Lake. It is very cold, so you must decide quickly where you wish to go. 1

3. **Scenic Vista** Get the Torch that is mounted on the wall. Wait until the indicator says "II", then touch the table. 1
4. **Room 8** You are now in Room 8 of Zork II. There is a can of Grue Repellent here; get it.
5. **Scenic Vista** Wait until the indicator says "III", then touch the table.
6. **Damp Passage** Drop the Torch and wait to be transported back to Scenic Vista.
7. **Western Shore** Jump in the Lake again. The shock of the icy water will cause you to drop all your possessions. Dive under to get them.
8. **Underwater** You will see something shiny in the sand. Get it and the Grue Repellent.
9. **Southern Shore** Spray the Grue Repellent on yourself.
10. **Key Room** Get the Key. Then move the Manhole Cover and go down the hole.
11. **Damp Passage** Pick up the Torch you left here previously.
12. **Land of Shadow** Wander around until a cloaked and hooded figure appears. (This is a variable maze area, so directions may not be consistent.) The Elvish Sword will appear in your hand. Attack the figure with your Sword. If you don't kill him the first time, attack until either you or the figure is dead. Get the figure's Hood and Cloak. 1
13. **Cliff** There is some fresh Bread lying on the ground. Get it. Then go down the Rope.

14. **Cliff Ledge** Wait for a man to appear on the edge of the cliff above you. Tie the Rope to the Chest. The man will haul it up and say he will be back in a short while. Wait for him. He will drop the Rope so you can climb back up with his help. Grab the Rope and climb up. 1
15. **Cliff** The man, after hauling you up, opens the Chest and takes everything but a Staff, which he gives you.
16. **Flathead Ocean** Wait until an old Viking Ship appears, and say "Hello Sailor." He will throw a Vial to you on the shore. Get the Vial. If the Earthquake hasn't happened yet, wait for it.
17. **Museum Entrance** Open the door to the east which leads to the Royal Jewel Collection.
18. **Technology Museum** Examine the Gold Machine. Then push the Gold Machine south.
19. **Museum Entrance** Push the Gold Machine east.
20. **Jewel Room** Get into the Gold Machine and set the dial to 776. Then press the Button. You notice that everything you were holding is gone, and so is the Gold Machine. Not only that, but there are Guards around. Get the Golden Ring, then open the door. Many officials will be bustling around. Wait until you hear the Guards marching away, then open the door again. 1
21. **Museum Entrance** Open the wooden door to the north.

22. **Technology Museum** Go to the Gold Machine and lift up the seat. Put the Ring under the seat. Set the dial to 948 and get in the Gold Machine. Press the Button. Get out of the Gold Machine, lift the seat, and get the Ring.
23. **Royal Puzzle Entrance** Read the notice which says it is quite easy to get lost in the Royal Puzzle. Then go down the hole.
24. **Puzzle** Push the south wall. Go east, south, east, and east. Push the south wall, then get the Dusty Book. Push the south wall again, then push the west wall. Then push the west wall again, and go east, then south. Push the east wall, then go north, north, north, north, and north. Push the east wall, then go west, south, south, south, south, east, east, north, north, and north. Then push the west wall and go east. Then go south, south, south, west, west, west, west, north, north, north, west, and north. Push the east wall three times, then go west, west, and south. Go south again, then east, east, and south. Push the east wall, then go west, west, west, north, north, north, east, and east. Push the south wall twice, then go west, south, south, east, east, and north. Push the west wall twice, then go south and west and push the north wall three times. Then go west and north, and climb up the Ladder.
25. **Jewel Room** Get all the possessions you lost when you used the Gold Machine.
26. **Engravings Room** Wander around near the Engravings Room until you find an old man sleeping. Wake the old man and give

1

- him the Bread. He will show you a secret door. Open the door.
27. **Beam Room** Put your Sword down so that it interrupts the Beam of light.
 28. **Button Room** Press the button.
 29. **Inside Mirror** Raise the Short Pole, then push the White Panel until the Mirror swings shut. Then push the Pine Panel.
 30. **Hallway** Open the Vial and drink the Liquid.
 31. **Dungeon Entrance** Knock on the Door. The Dungeon Master will open it and then follow you.
 32. **Parapet** Set the Dial to 4 and press the button.
 33. **North Corridor** Open the Cell door and go in. A Bronze Door is on the south side of the Cell, locked.
 34. **Prison Cell** Tell the Dungeon Master to go to the Parapet and turn the Dial to 1 and then to press the button. Then unlock the Bronze Door with the Key, and open it.
 35. **Treasury of Zork** You are now the new Dungeon Master and have completed Zork III.

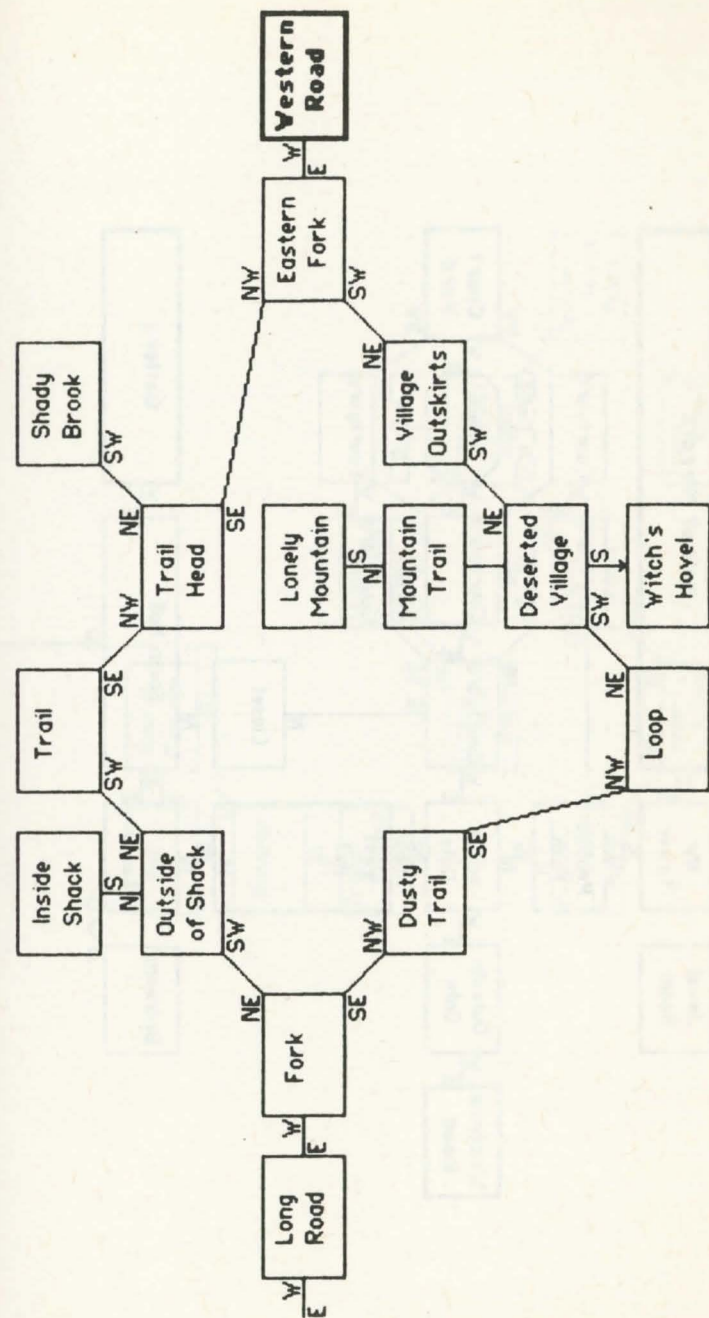
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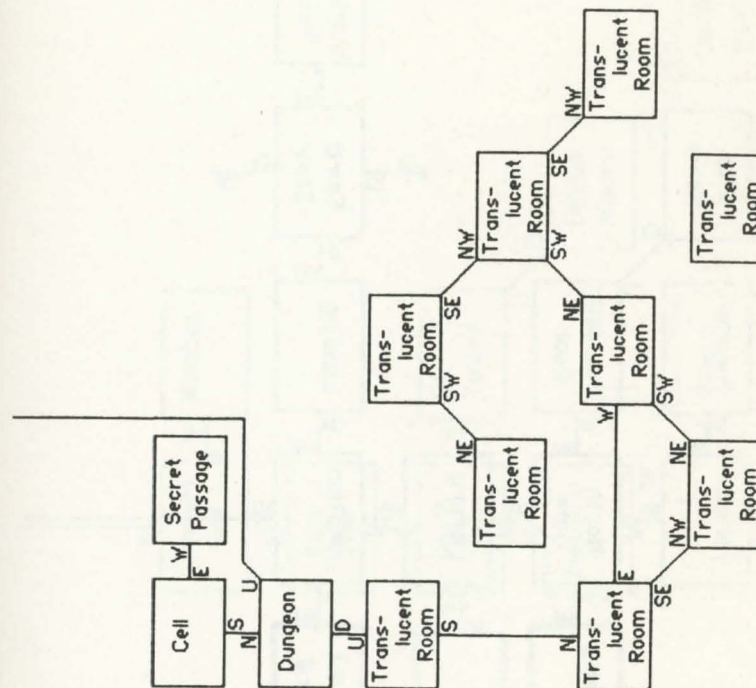
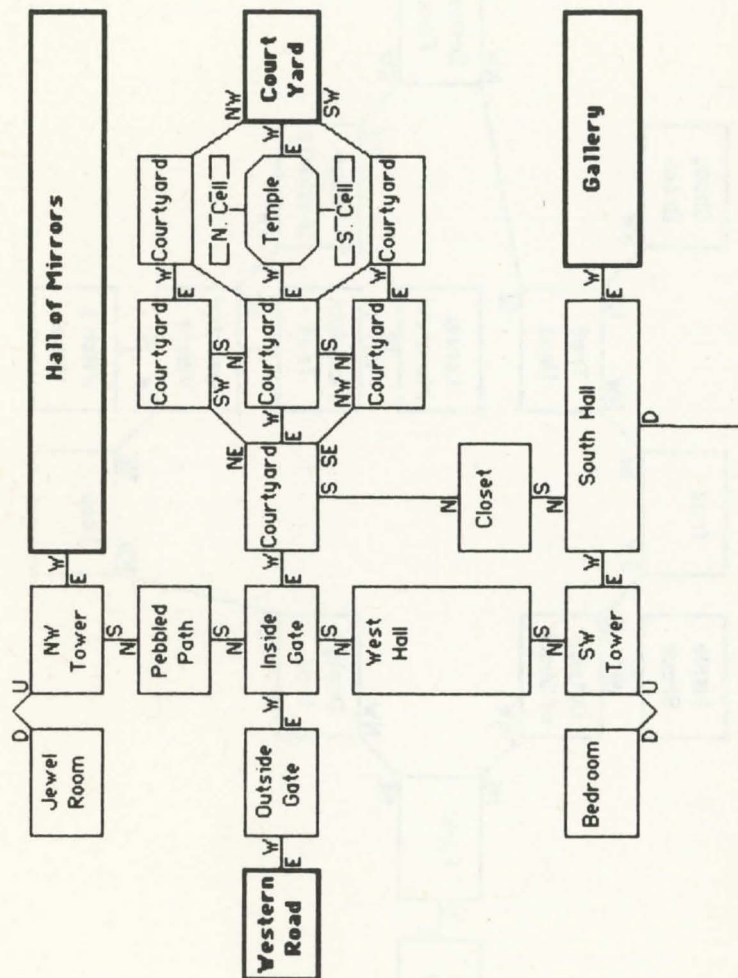
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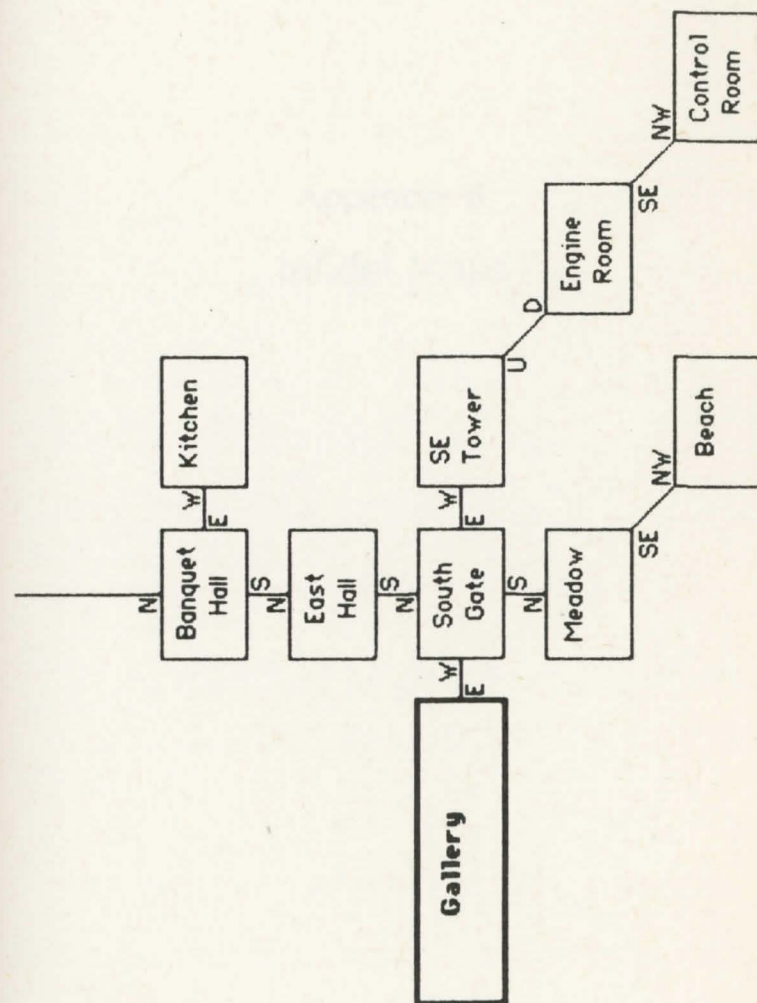
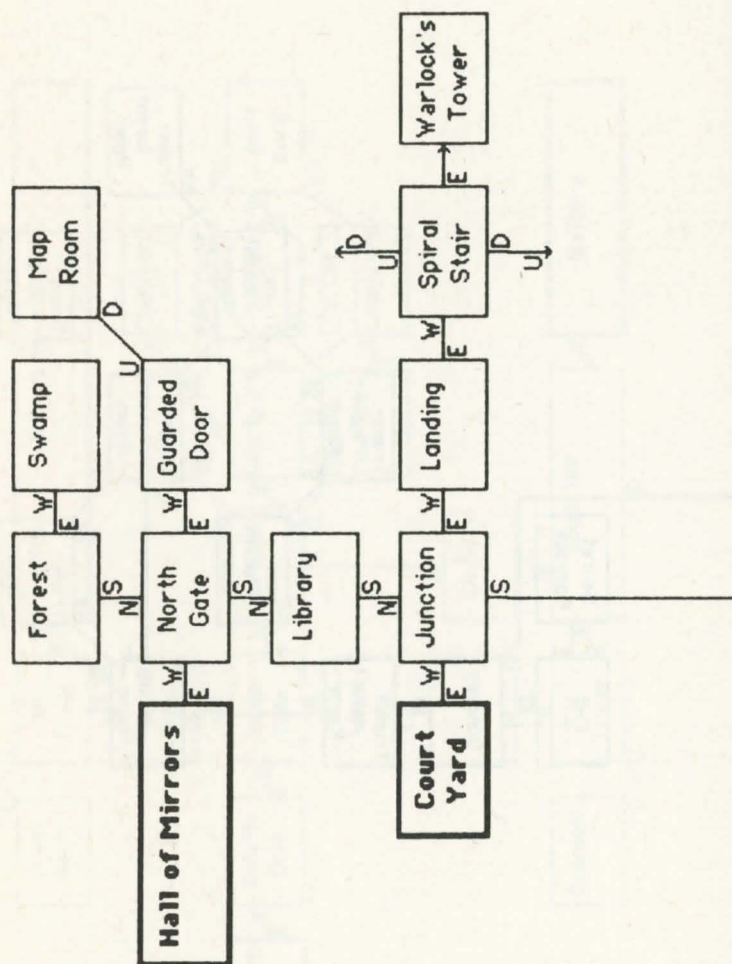
Appendices

Game Maps

Appendix A
Enchanter Maps

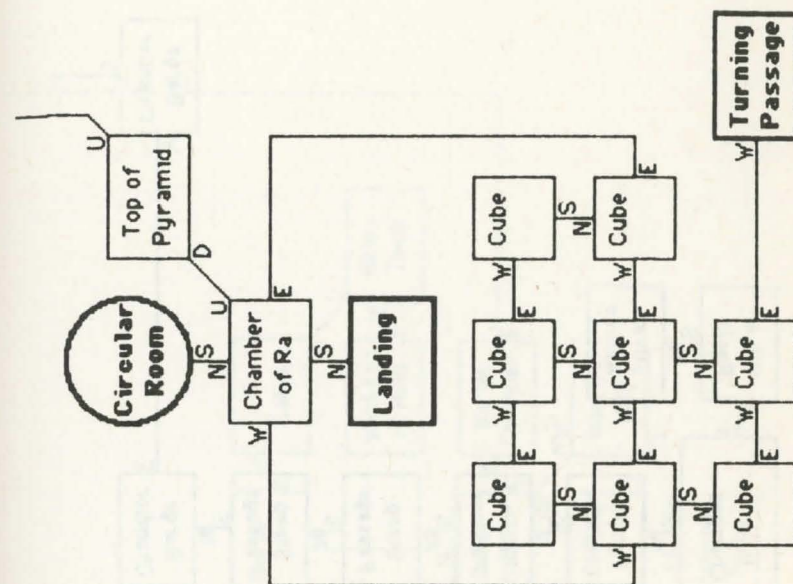
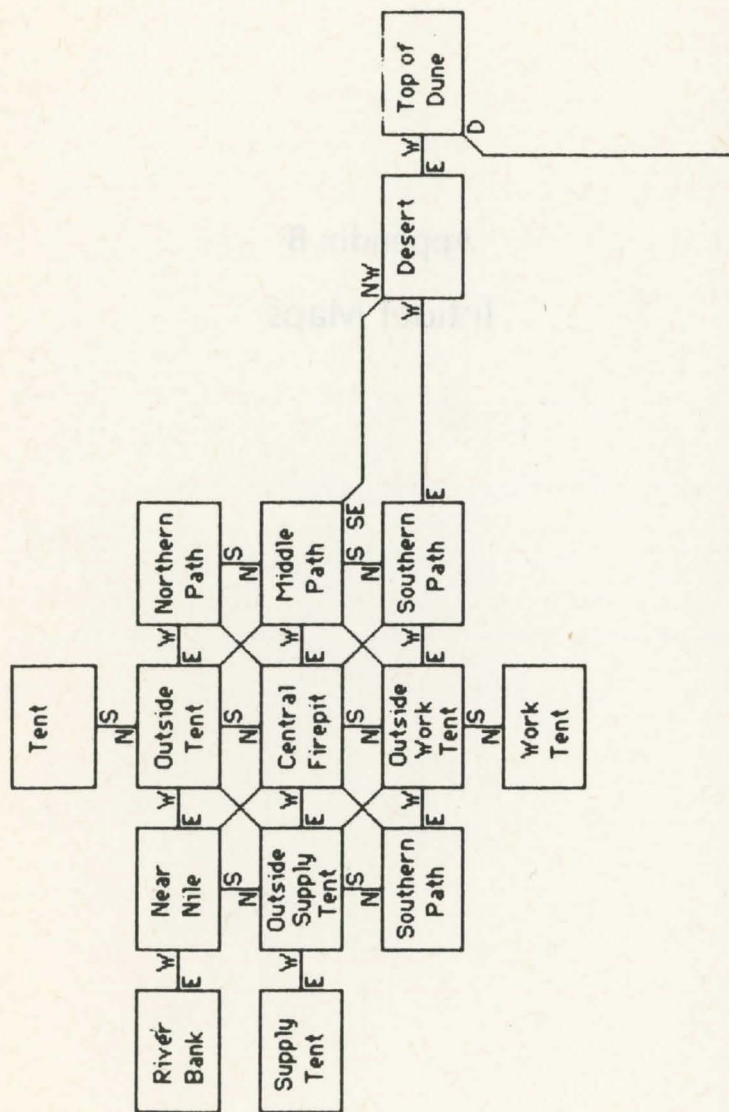


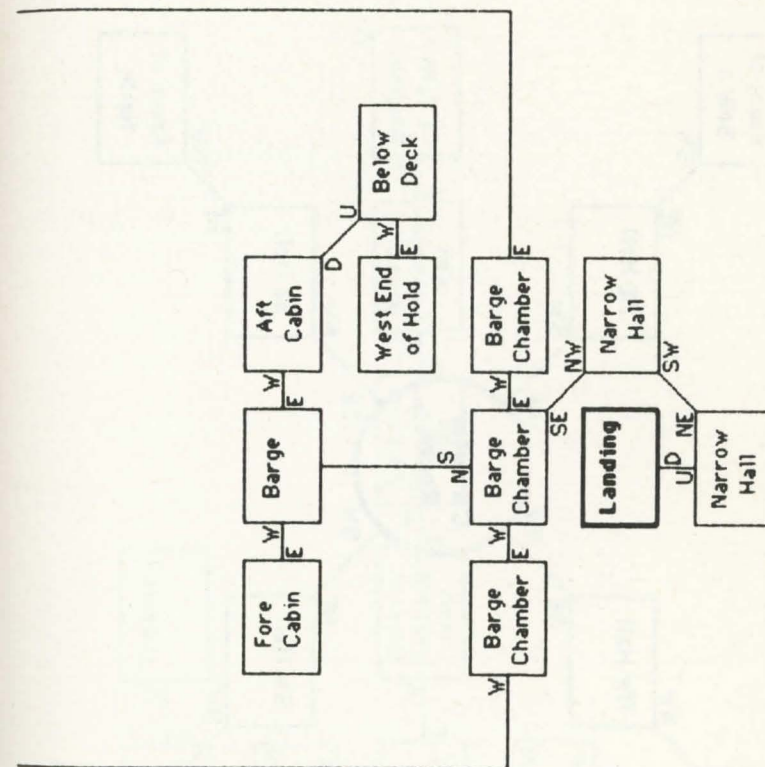
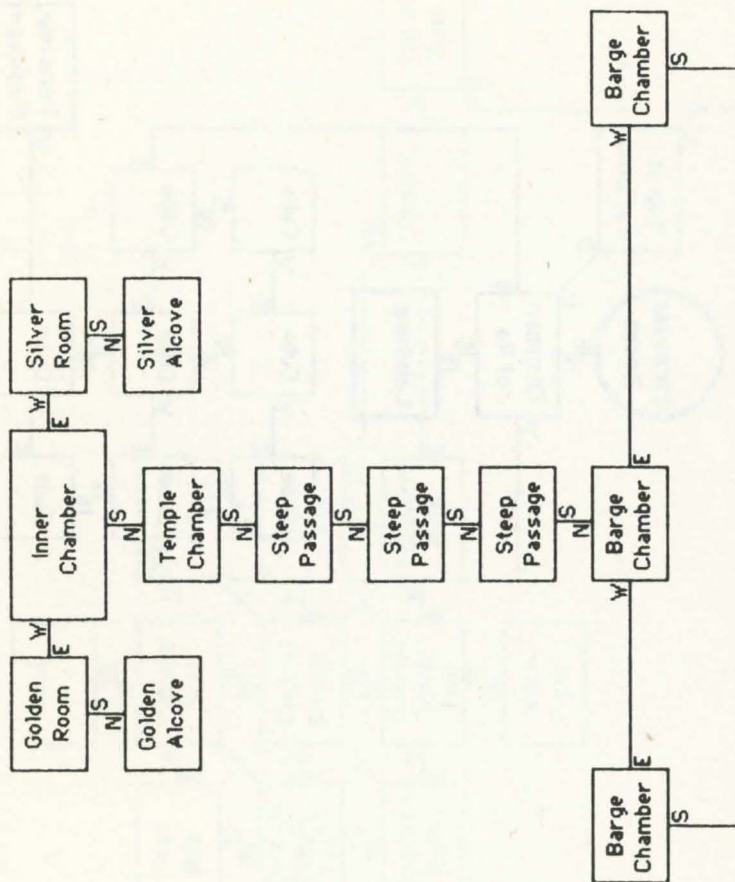


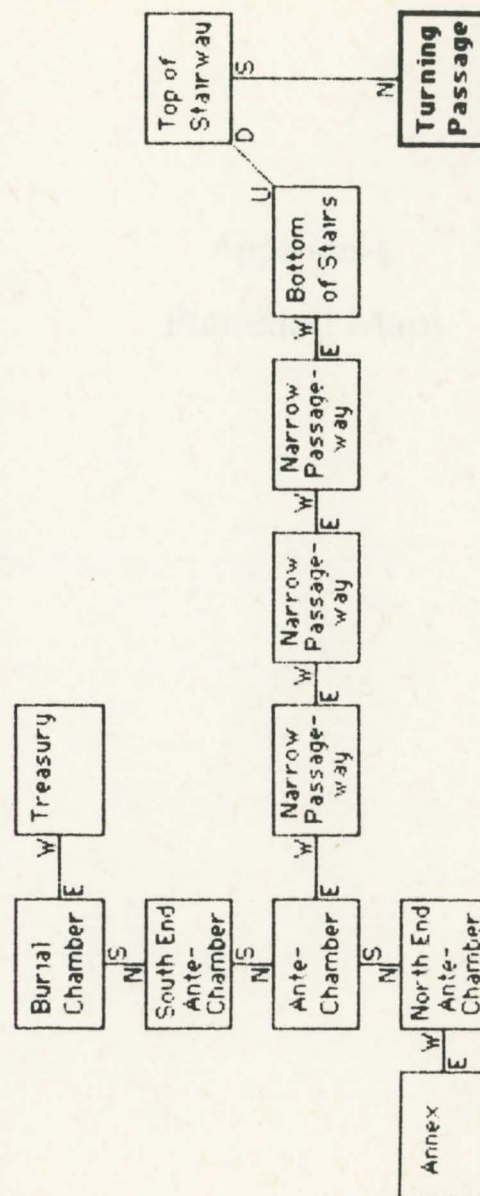
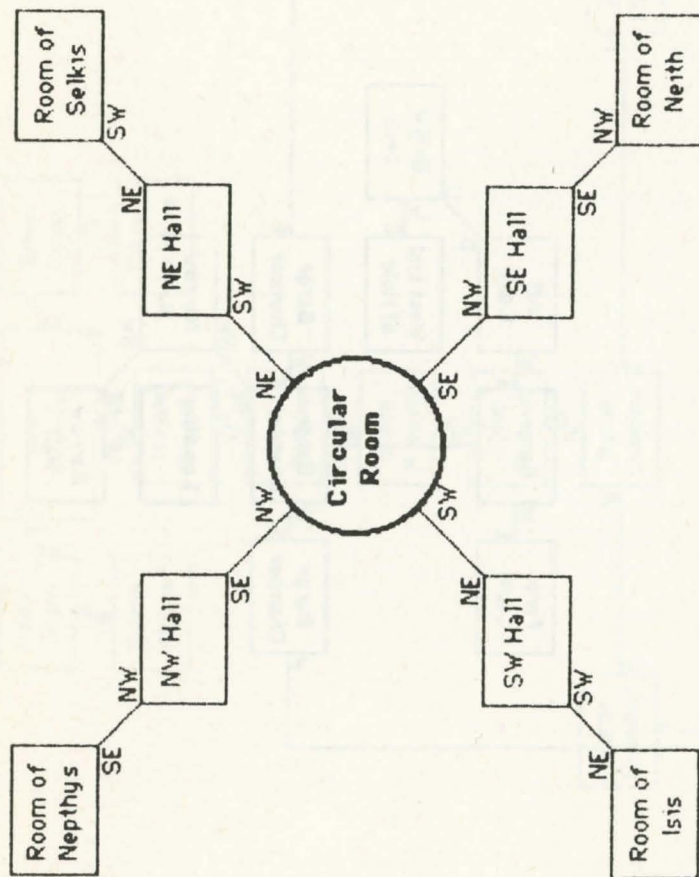


Appendix B

Infidel Maps

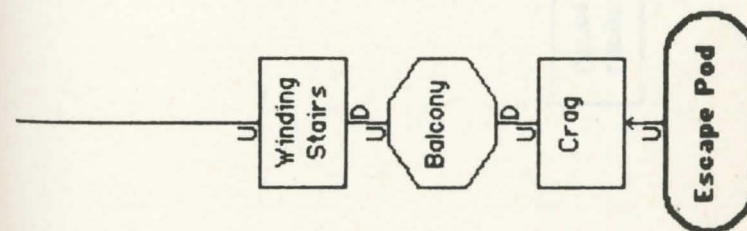
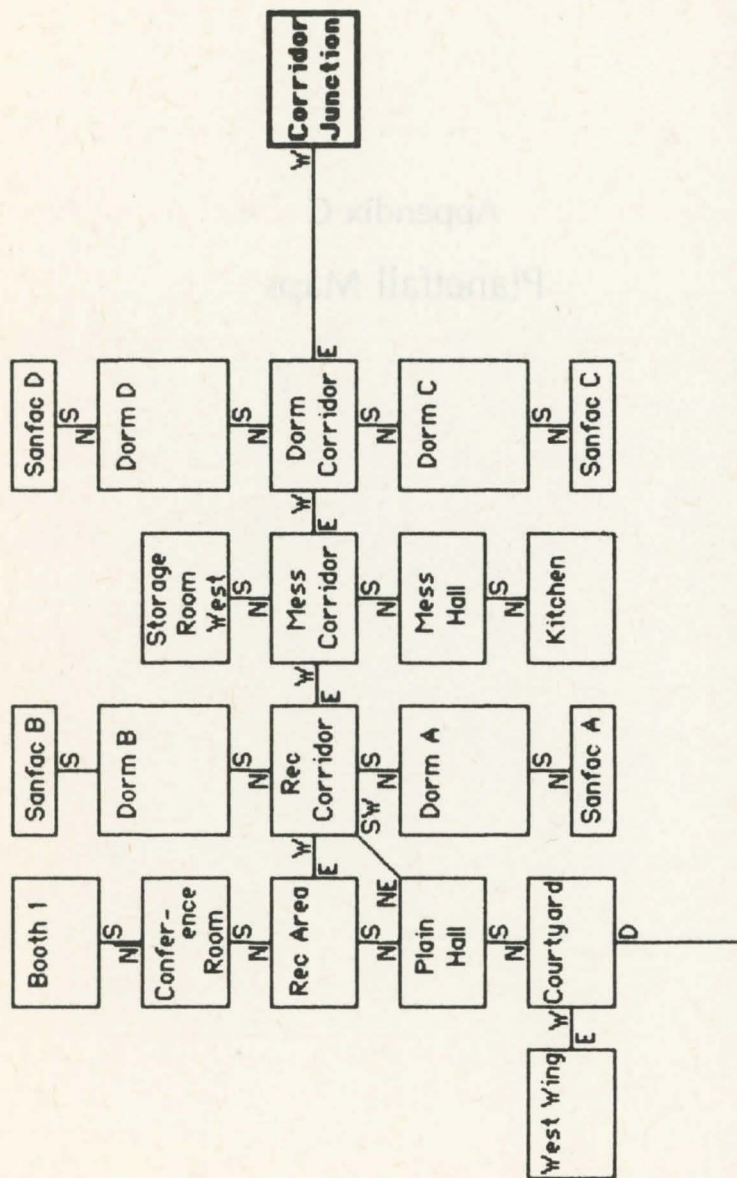


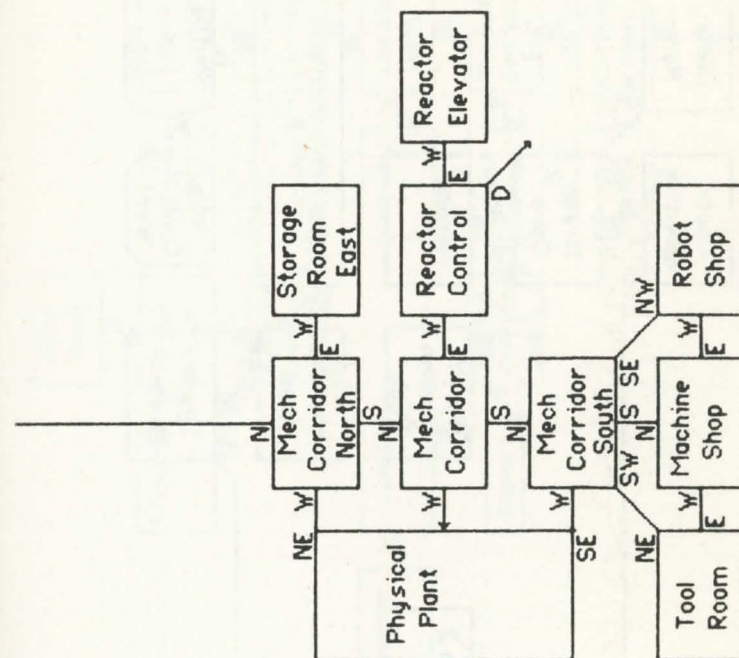
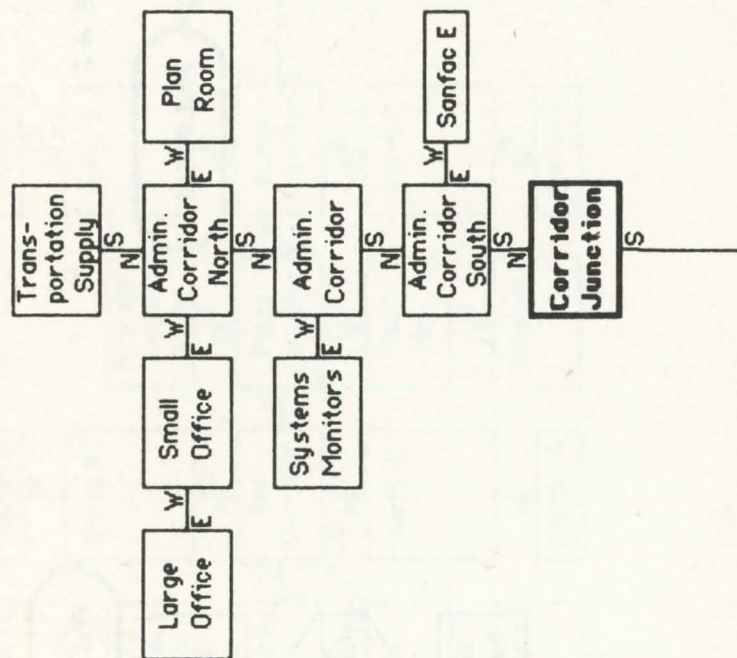


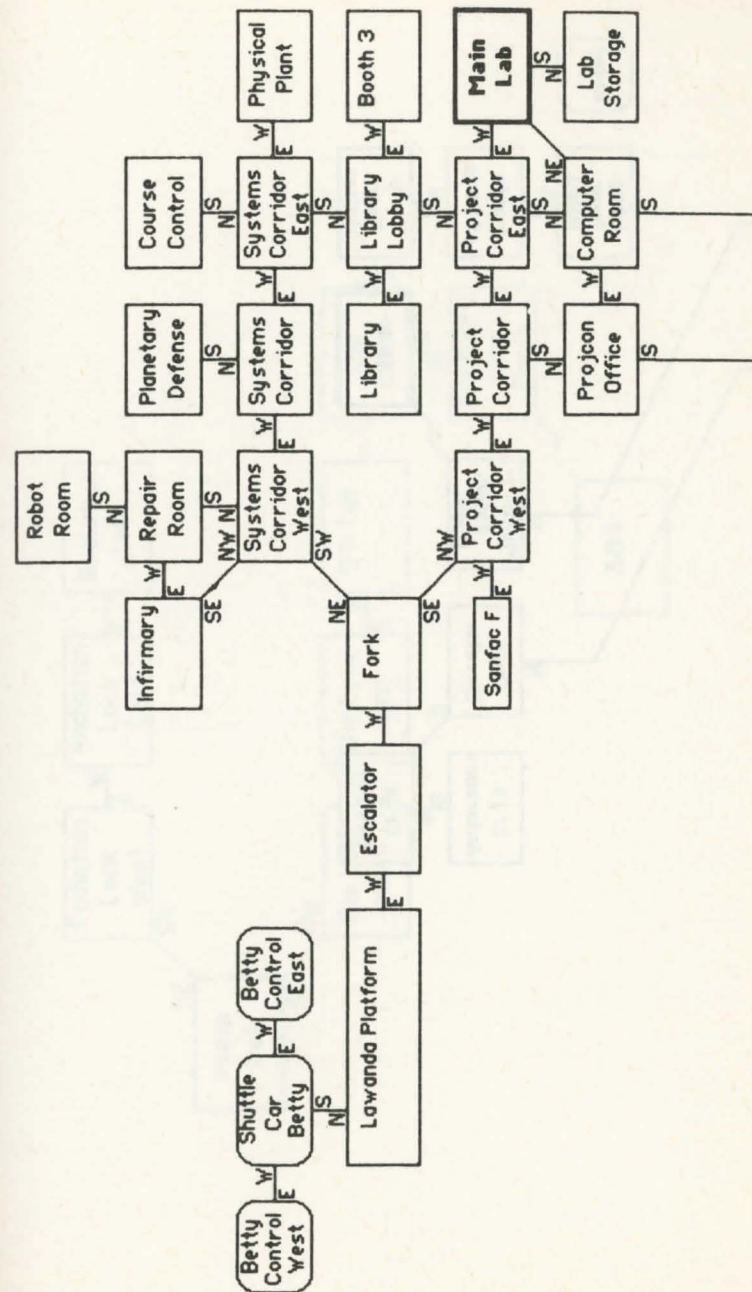
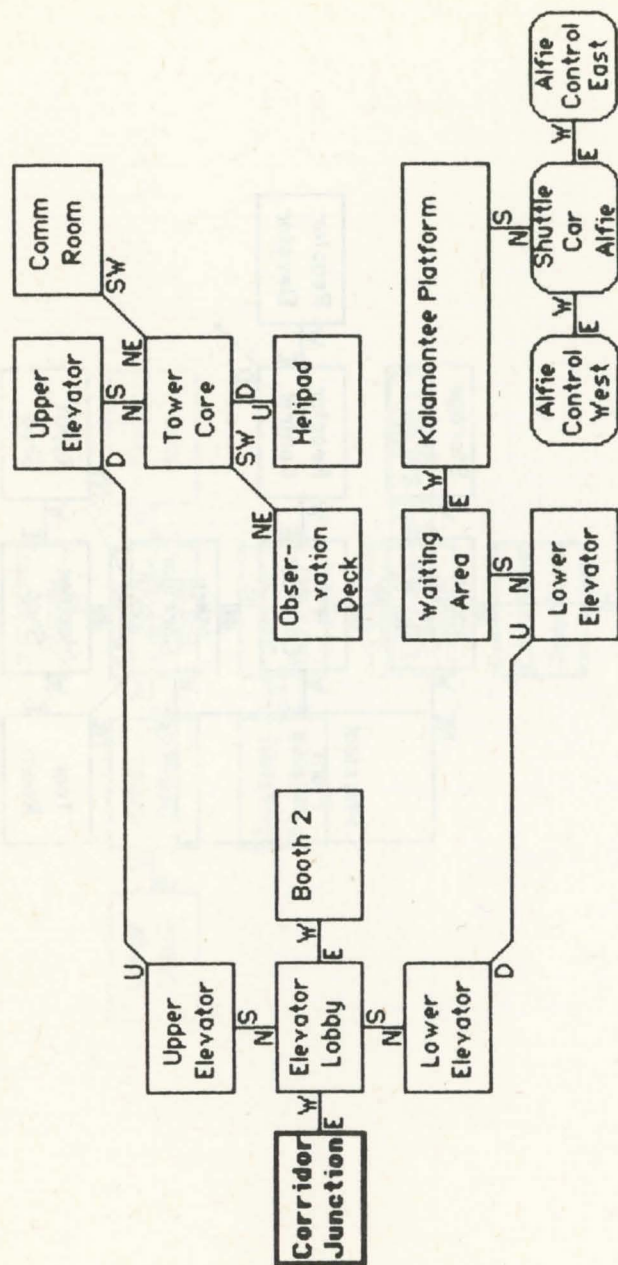


Appendix C

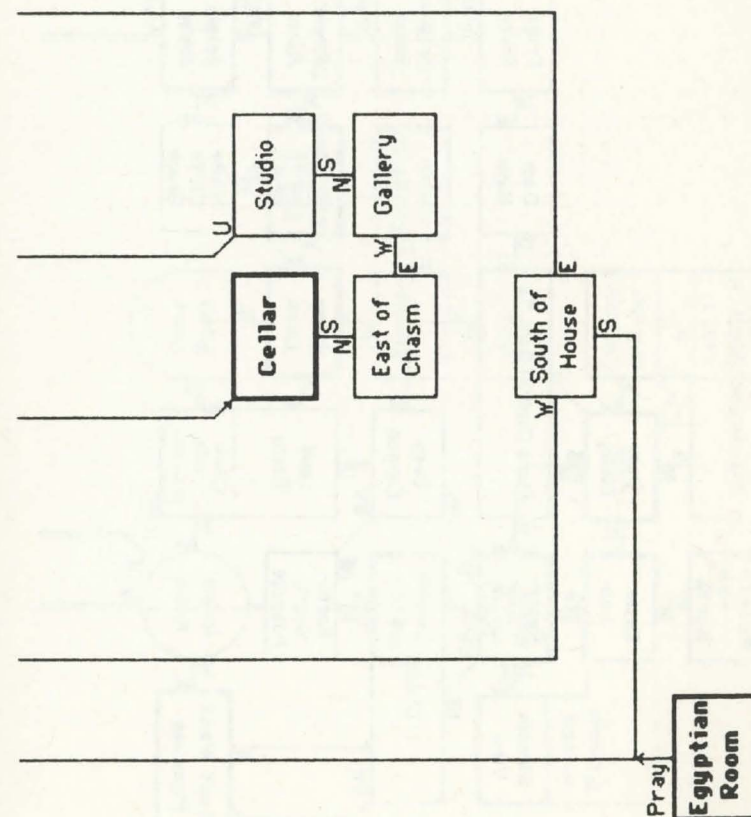
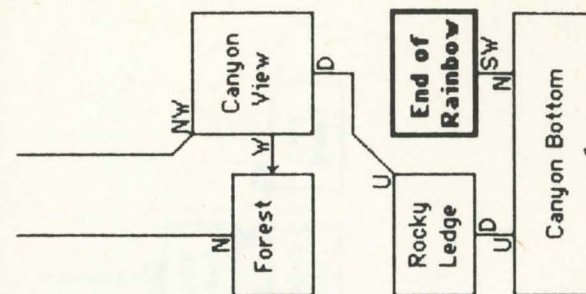
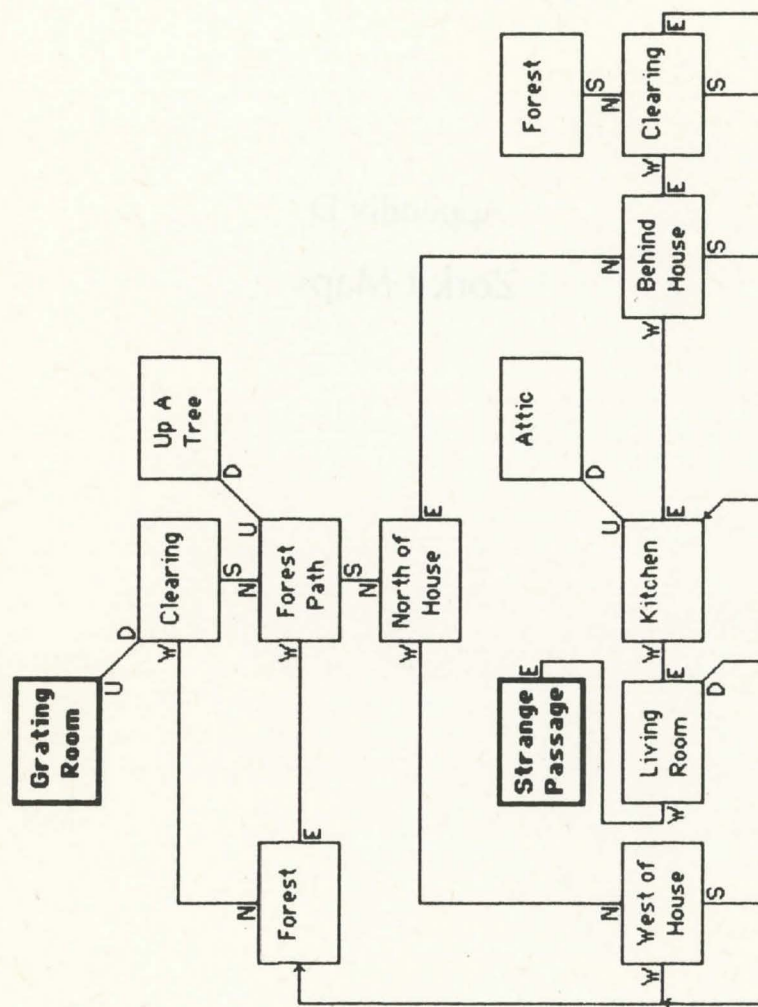
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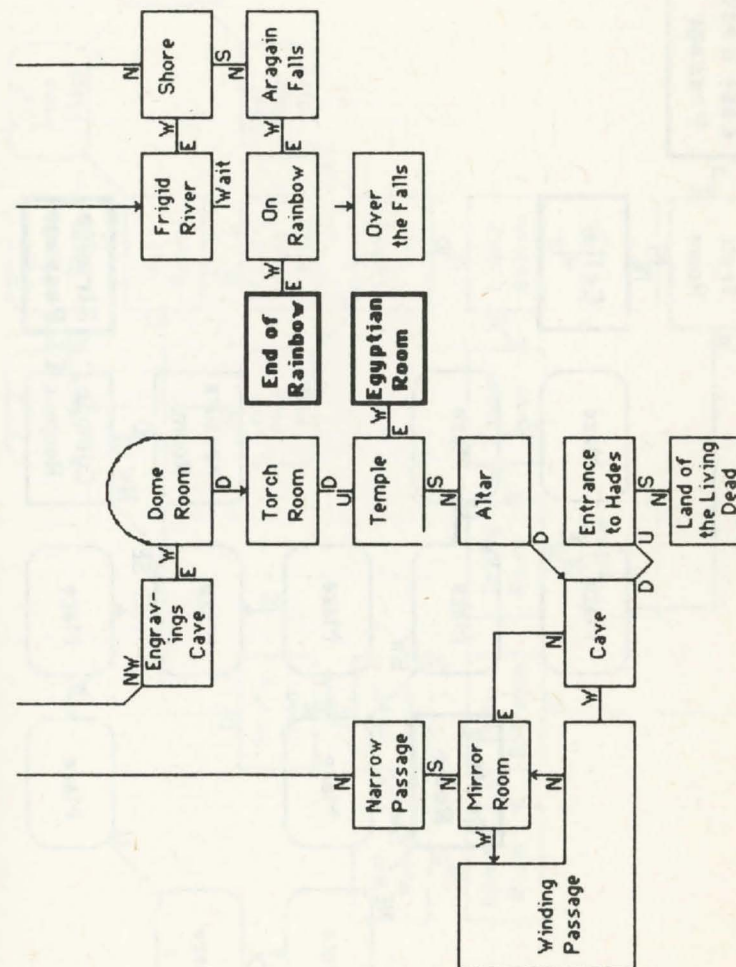
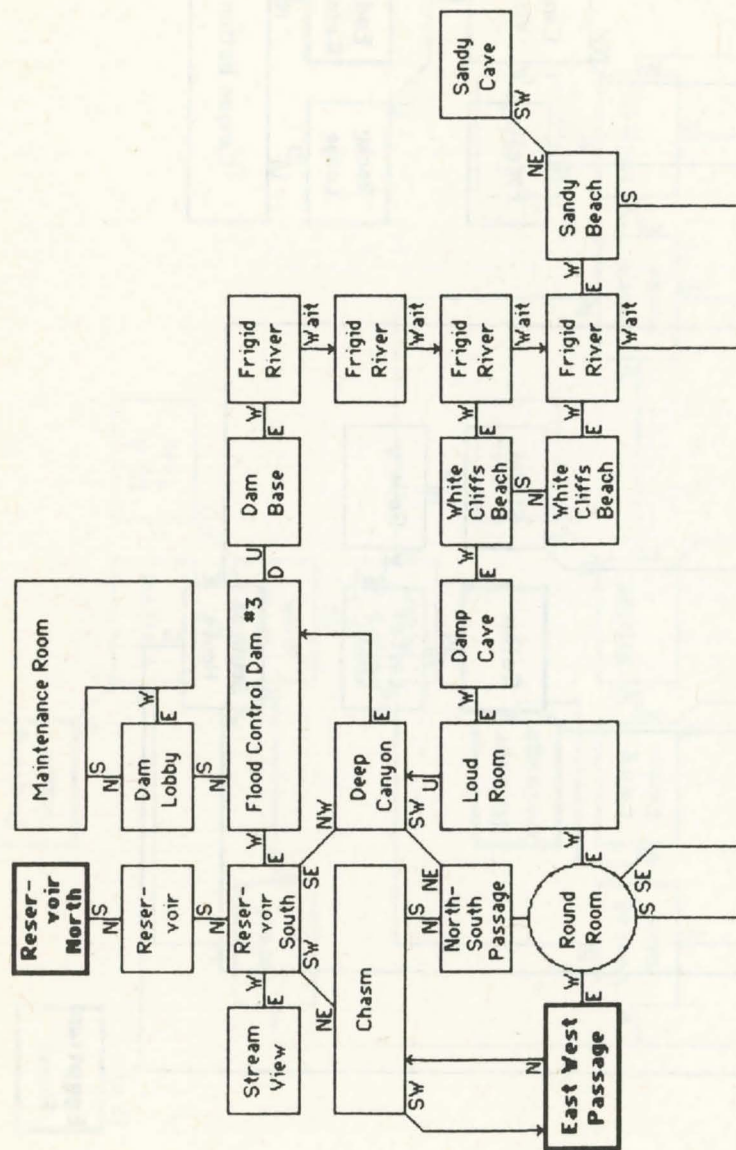


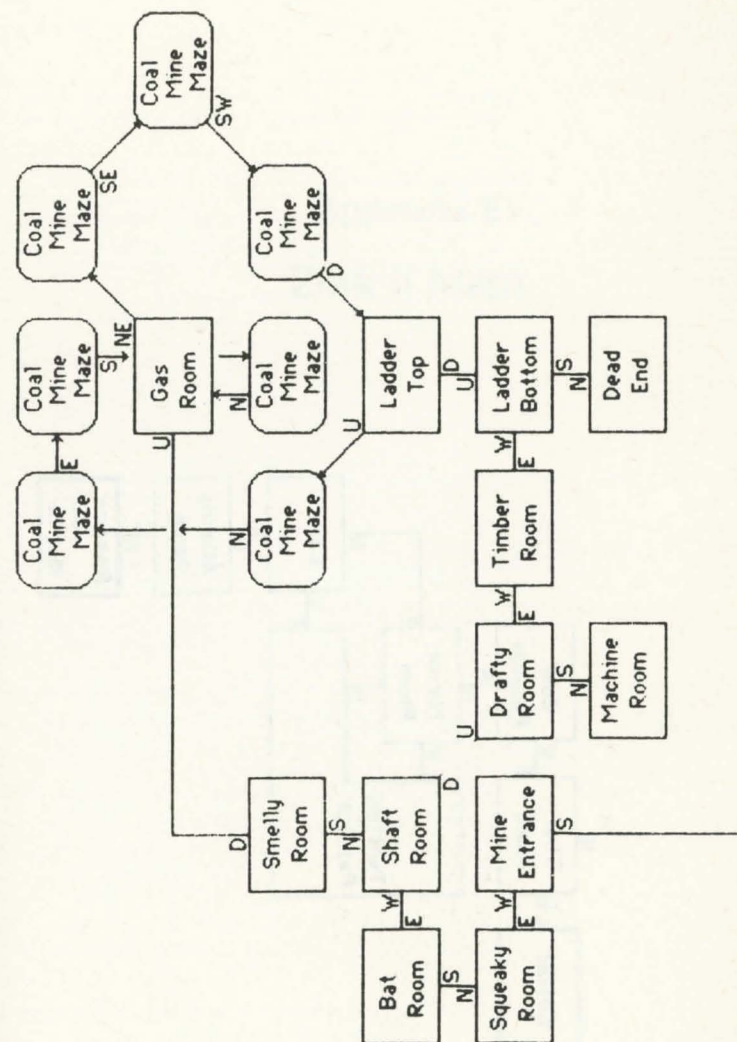
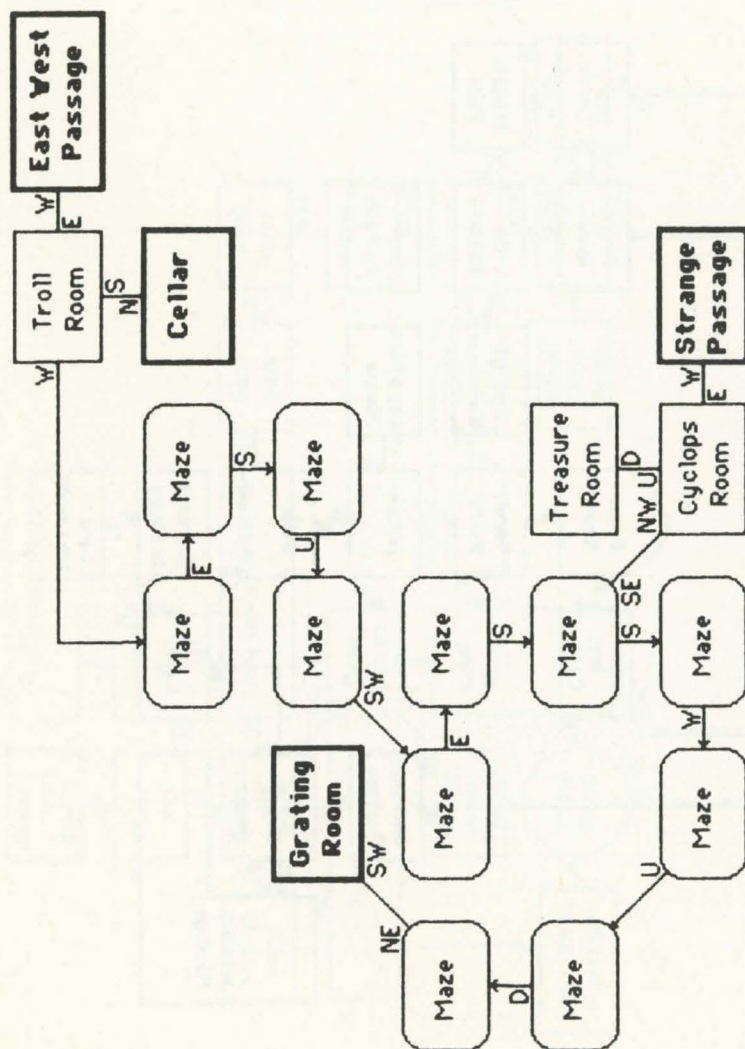


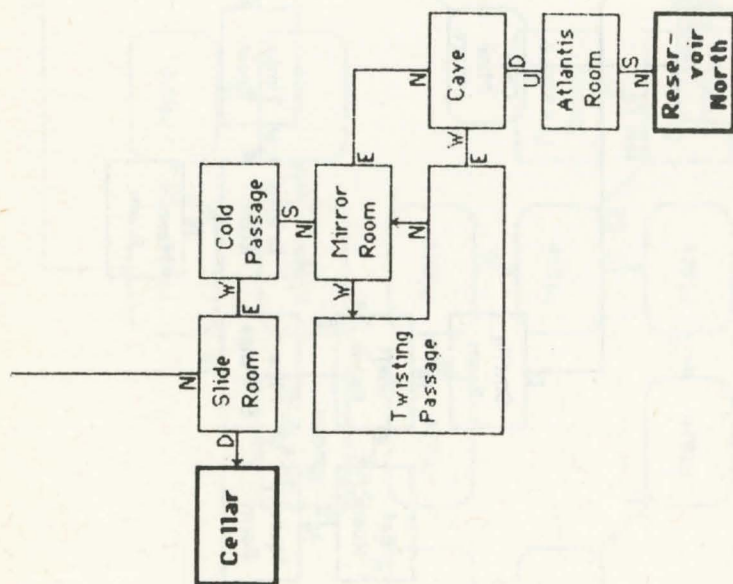


Appendix D
Zork I Maps

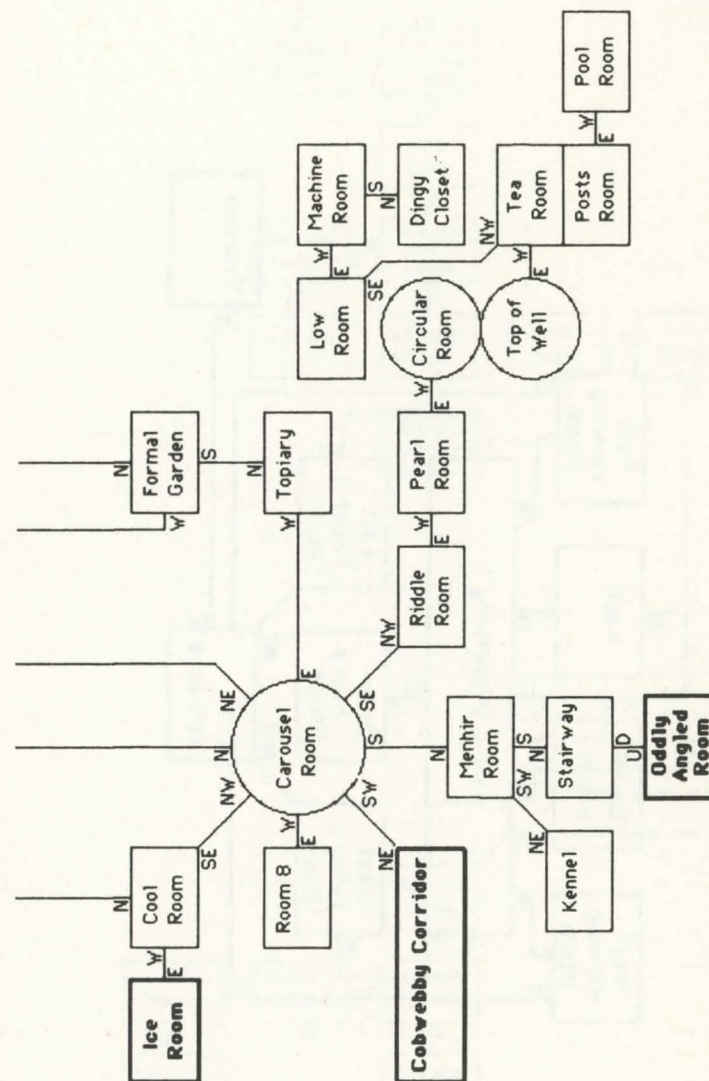
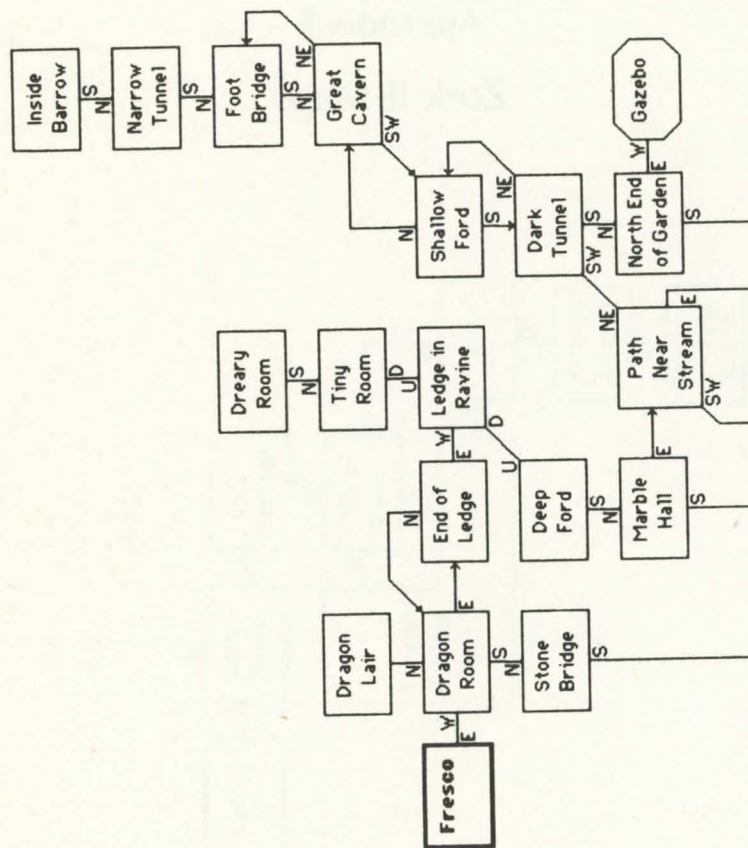


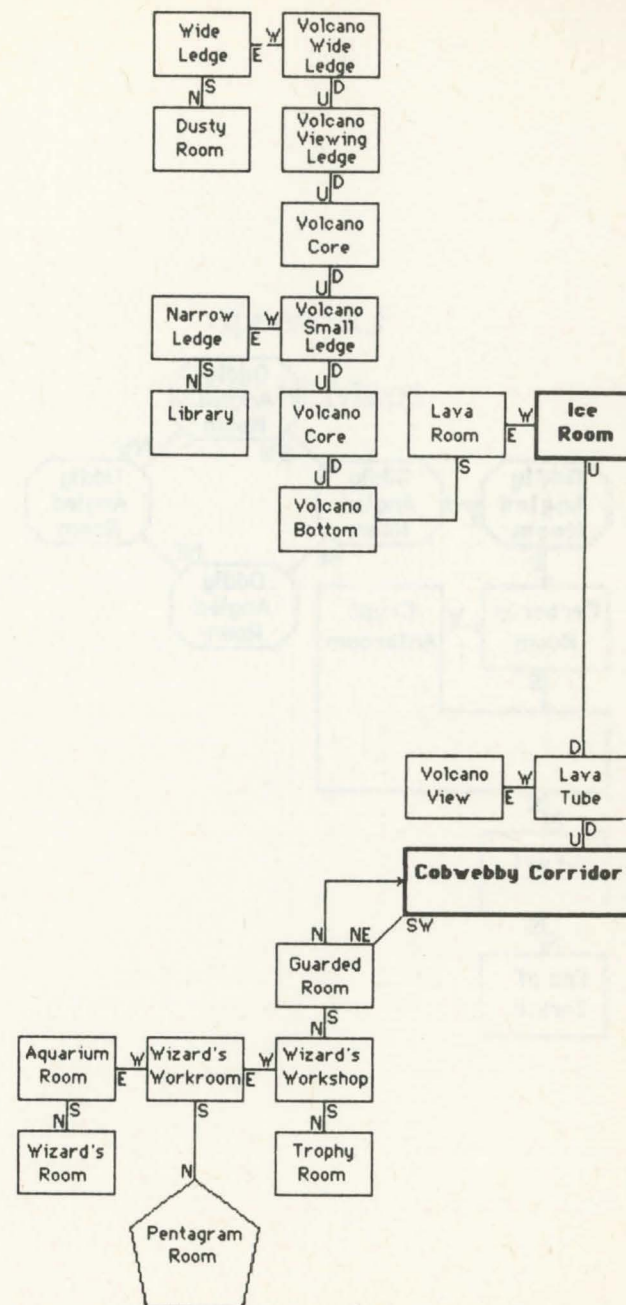
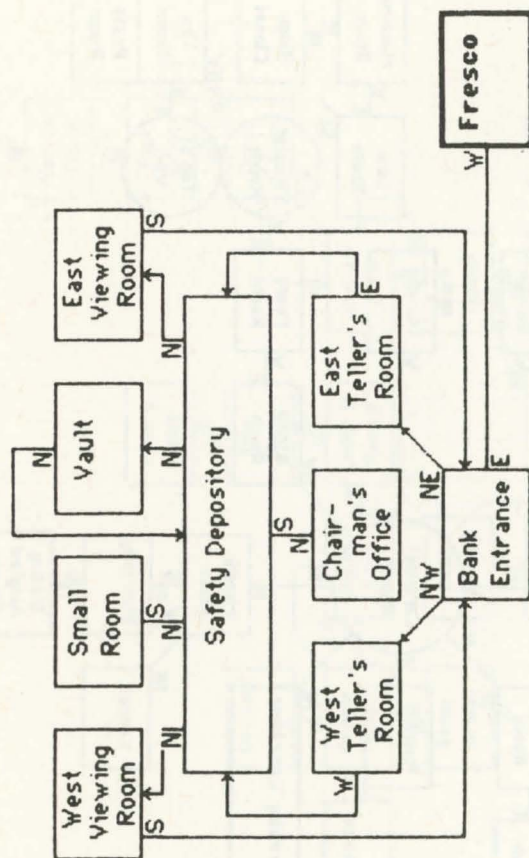


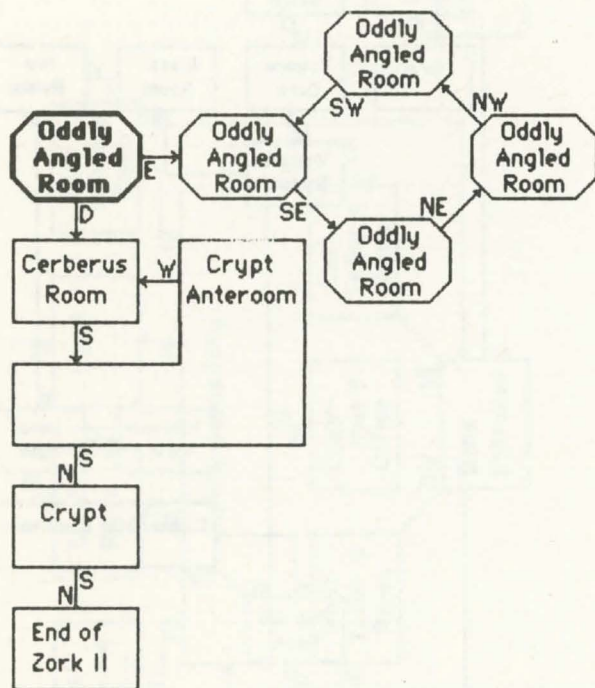




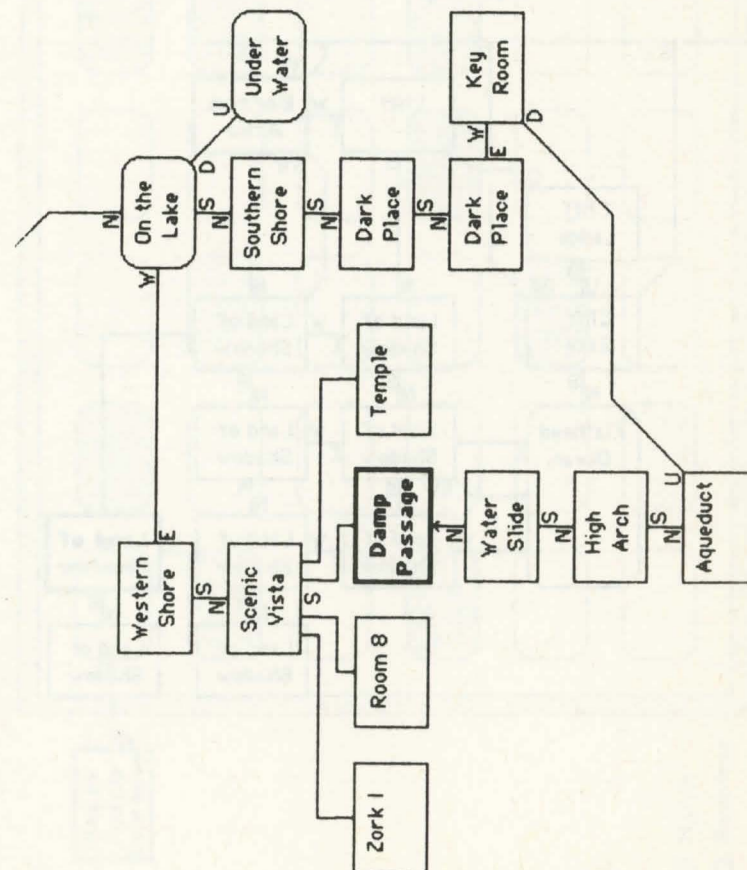
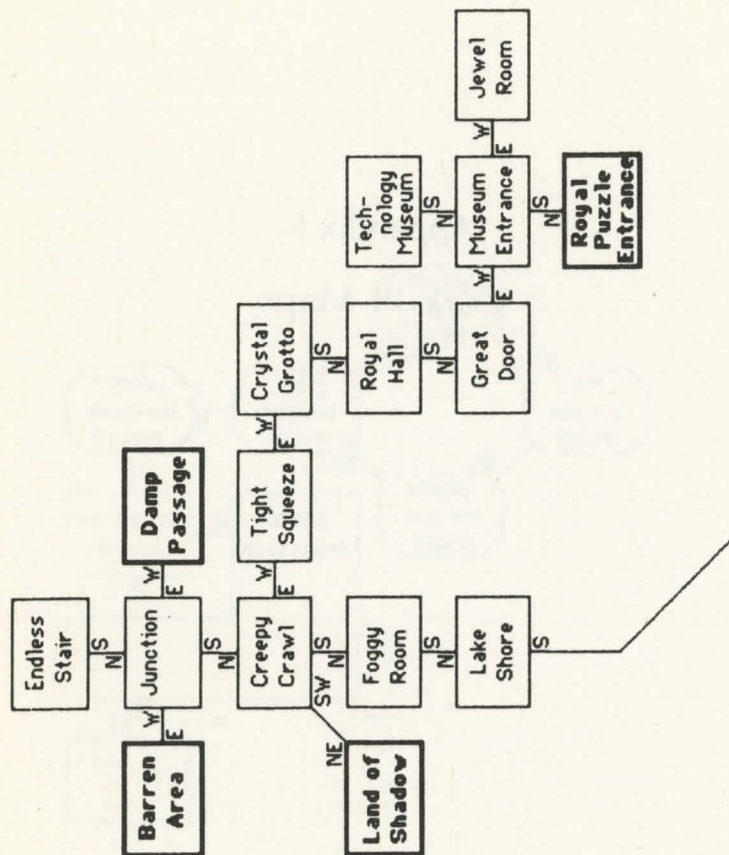
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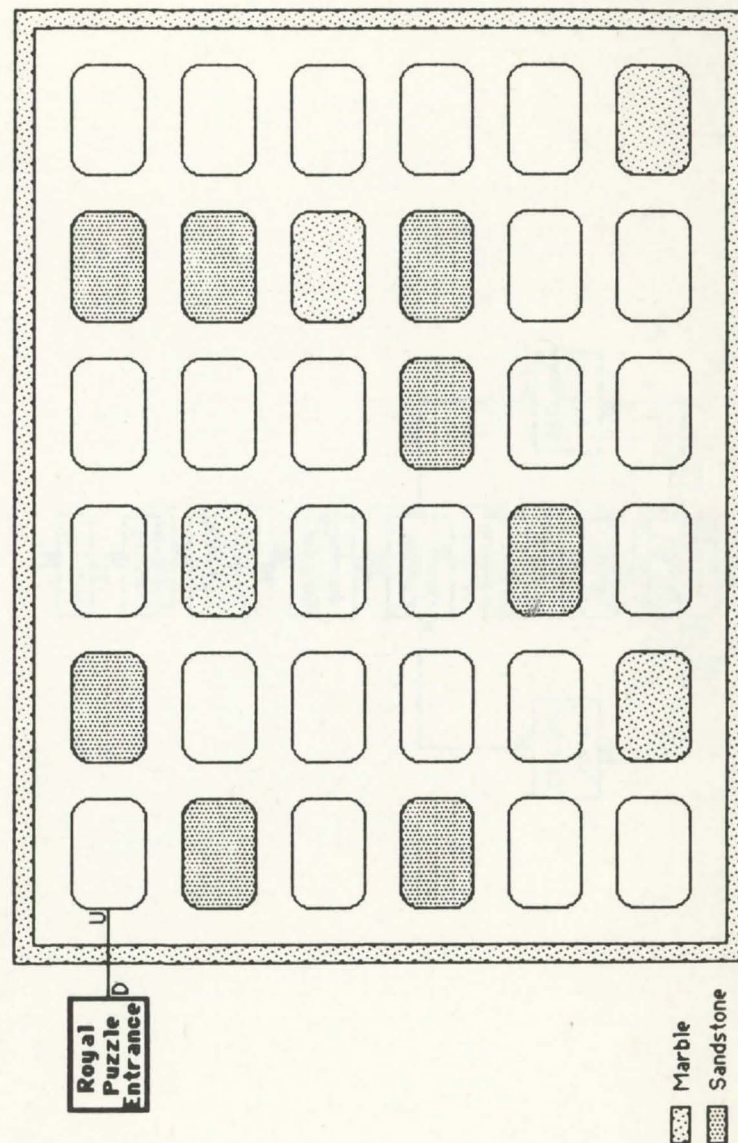
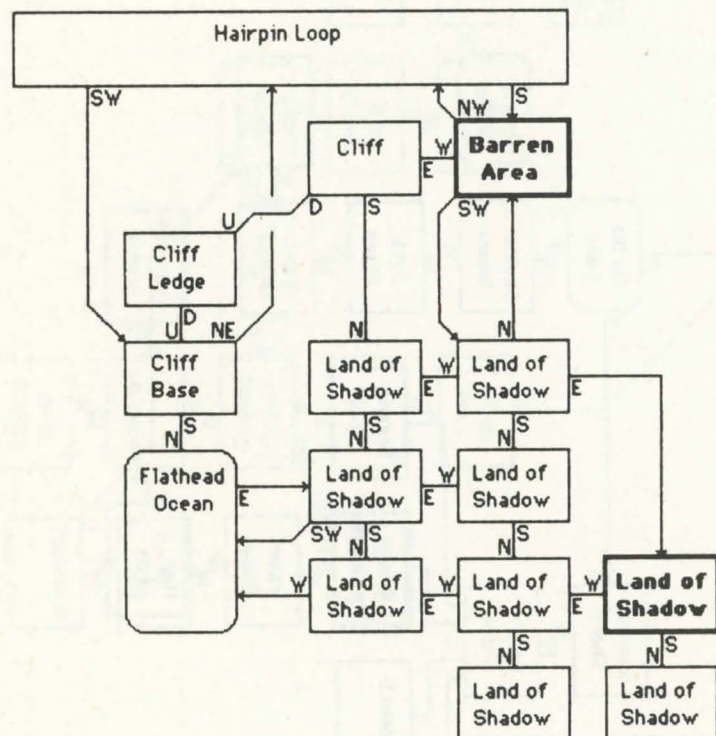


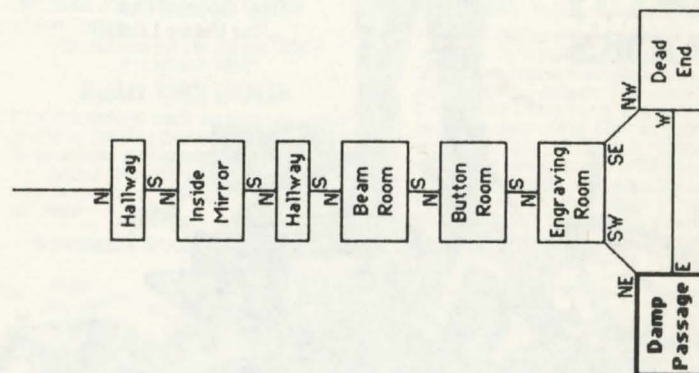
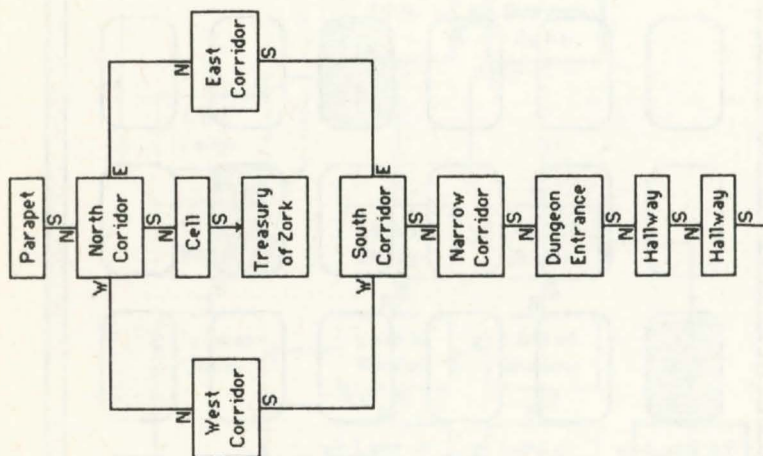




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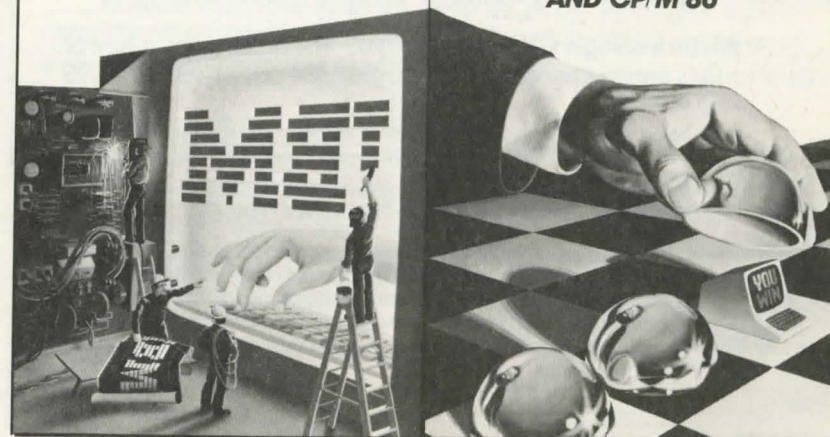
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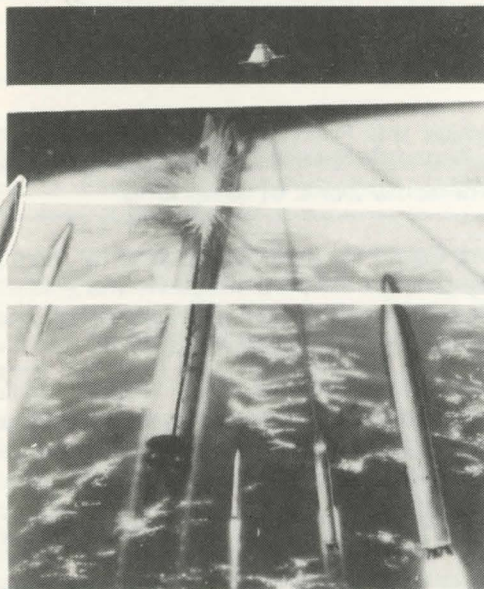
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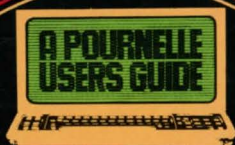
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