

# RETURN TO ZORK

An Epic  
Adventure  
in the  
Great  
Underground  
Empire

**INFOCOM**<sup>™</sup>  
An Activision Company

Dear Sweepstakes Winner,

## CONGRATULATIONS!

You are the **Grand Prize Winner** in IT&L's Vacation Sweepstakes!

You have just been selected for an all expenses paid four day vacation in the fabulous Valley of the Sparrows! Visit the greatest archaeological discovery of our time—the newly discovered caverns that prove the existence of the Great Underground Empire of Zork, all at no cost to you!

This terrific prize package includes four days and three nights accommodations at the scenic West Shanbar Vacation Village Resort located on the impossibly beautiful Road to the South and just a stone's throw from the Northern River Lighthouse.

There's more! In the next few days you will receive a special delivery package with three bonus gifts to help you make the most of your upcoming trip. Your gifts will include a Pholobloid Instant Camera so you can take all the pictures you want, a Zony tape recorder for your personal listening pleasure, and our latest invention, the Tele-Orb from which I or my famous partner, the Wizard Trembyle, will provide useful commentary during your travels through the valley.

Best of all, by participating in this wonderful vacation you are eligible to receive a one year free trial membership in our soon to be completed Great Underground Timeshare Rezort. This is no ordinary offer. There are no strings attached! Just come to the scenic Valley of The Sparrows, claim your vacation prize package and attend a low-key 90 minute presentation. The rest of your stay in the Valley of the Sparrows is yours to enjoy.

Take advantage of all the fun-filled activities offered in the captivating Valley of the Sparrows:

**Boating...**on the scenic Northern River that runs south through East and West Shanbar.

**Sightseeing...**at the historic Temple at Bel Naire.      **Exploring...**in the ruins of the Great Underground Empire!

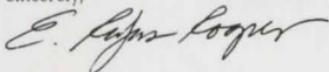
**Night Life...**Enter the joke telling contest at Cliff's Comedy Club!

Be one of the first to walk amidst the ruins of the lost Underground Empire of Zork. See for yourself! We have indisputable evidence that proves the existence of the legendary subterranean world of Zork, whose vast array of caverns was hidden away during the Great Diffusion over 400 years ago!

Finally, upon arrival in the Valley of the Sparrows, as a special welcome bonus, we would like to invite you to drop by our gift shop located inside West Shanbar's historic Pawn Shop, to choose three free gifts from our wide selection of numismatic wonders, gadgets, mementos, and other great items.

Remember, all you have to do is attend the IT&L Group's low-key, 90 minute informative orientation that I will personally host— then, spend the rest of your vacation in the Valley of the Sparrows enjoying the activities of your choice. See you soon!

Sincerely,



E. Rufus Rooper  
Executive Vice President  
Illumynite, Translumynite & Leisure, Inc.

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### Need Hints?

**In the U.S. call 1 (900) 680-HINT**

**In Canada call 1 (900) 451-4849**

**In the U.K. call 0891 555 113**

**In Australia call 0055 26012**

For additional information refer to page 17.

# HOW TO PLAY RETURN TO ZORK

Infocom has invented an adventure game interface like no other! Return to Zork enhances your game playing experience by providing the interface right where you want it. Use your mouse to journey through a magical mix of live action and cinematic quality computer graphics and you'll discover a maximum of unexpected interactions with just a minimum of clicks.

## Navigating through the Empire of Zork

Your cursor will appear on your screen as a **Hand** icon. Use your mouse to move the **Hand** icon around your screen and let **Navigation Arrows** lead you to your next magical destination. Don't be so quick to leave a location, you may find a **Zoom In** icon which takes you in for a closer look and gives you access to information that could change your travel plans!

### Moving to the next scene:

Move your cursor around your screen until it changes to the **Navigation Arrow** of your choice. Then click the **LEFT** button to travel in the direction of the arrow.



Looking for a change in scenery? The **U-Turn Arrow** allows you to turn around and face the opposite direction from your same location.



**Back-Up Arrows** let you move to the location directly behind you. Use these arrows to back-track and select a different route or to just make sure you didn't pass anything up!

### Zooming in for a closer look:

Move your cursor around your screen; if you find a **Zoom In** icon, click the **LEFT** button. To zoom out and return to the previous scene, move your cursor around your screen until it becomes the **Zoom Out** icon and just click the **LEFT** button again. Remember, a **Zoom In** icon may give you access to information that may not make sense until later in your journey.



The **Zoom In** icon takes you in for a closer look.



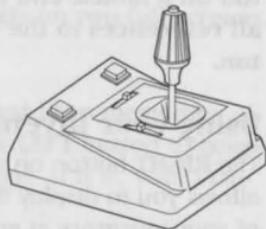
The **Zoom Out** icon takes you back to the previous scene.

### Navigating with a Joystick

If you do not have a mouse connected to your system, you can use a joystick to venture through the unknown lands you're sure to happen upon during your adventure through the Lost Empire of Zork.

Move the cursor around your screen with your joystick to find the **Navigation Arrow** of your choice. Then press **Fire Button 1** to travel in the direction of the arrow. Use your joystick in this same way to zoom in or out of a scene with the **Zoom In** or **Zoom Out** icons.

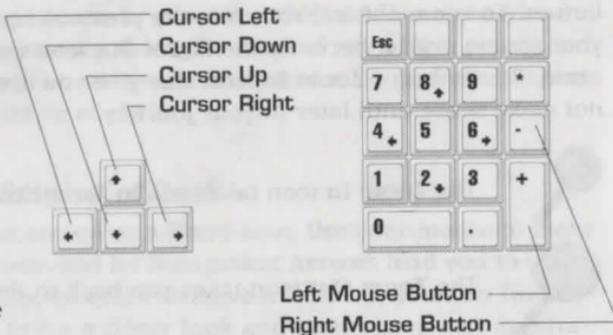
**Note:** Use **Fire button 1** on the joystick in place of all references to the **LEFT** button on a mouse, and **Fire button 2** for all references to the **RIGHT** button.



## Navigating with your Keyboard

If you do not have a mouse connected to your system (or even if you do) you can use your keyboard to navigate through the Lost Empire of Zork.

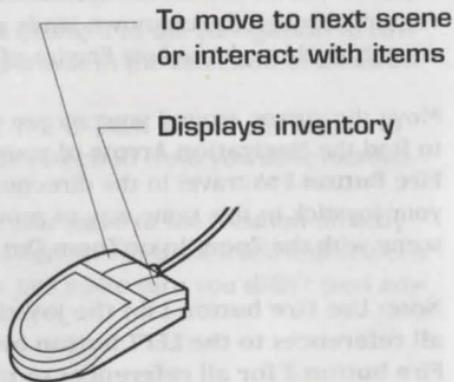
Use either the **Cursor Arrows** or the **Numeric Keypad** on your keyboard to move your cursor around the screen. Make your cursor move even faster by holding down a directional key.



**Note:** Use the + key on your keyboard's numeric keypad in place of all references to the LEFT button on a mouse and the - key for all references to the RIGHT button.

## Using your Inventory

The RIGHT button on your mouse allows you to display the contents of your inventory at any time.



If you decide not to use your inventory, simply click anywhere else on the screen and your inventory display will disappear. As you move your cursor over the different items in your inventory, a description of the item will appear on your screen. To select an item from your inventory, just place your cursor over it and click with your LEFT button. Most items will be displayed in your inventory over a split background. Click your LEFT button on the upper left portion of the square to carry the item, or click on the lower right portion of the square to use the item.

Your cursor changes to the **Hand** icon whenever you decide to move around empty-handed; when you pick up an item, the **Hand** icon will change to the form of the item that you have picked up (until you come to a **Navigation** arrow). If you pick up an item, you are not required to place it in your inventory in order to proceed. Carry the item around as long as you'd like—you are now a daring adventurer, capable of doing more than one thing at a time!

You have been provided with a few permanent items in your inventory. Use these items regularly during your excursion. You'll want to keep them in mind during encounters with characters—they make great conversation pieces! These items will appear over a solid background on your inventory display:



**Map** - Plots the path you have taken in your travels on two full screens. A blinking red dot marks your current location.



**Camera** - Allows you to take unlimited pictures and keep mementos of scenery you'd like to remember. Simply click your LEFT button to reveal if the person, object or location is a photogenic one. If it is, your camera will take a picture for you.



**Photo Album** - Lets you take a look at all the photographs you've taken during your journey.



**Tape recorder** - Lets you rewind, fast-forward and play back important conversations that are automatically recorded during your travels. Use the buttons of the upper right-hand side to scroll through the characters you have on tape.



You will come across many other items that you can pick up and store in your inventory during your great underground adventure. To store an object in your inventory, click your **RIGHT** button to display your inventory, then click your **LEFT** button over an empty square.

If you lose an item, don't despair! In most cases you'll be able to find the item by logically considering the action you took to misplace it. However, some actions are irreversible, in those cases, do despair.

### Interaction between Inventory Items

You can use an item from your inventory with another item in your inventory to perform ingenious tasks. Remember the least likely combination of items may produce the most effective results.

1. Click your **RIGHT** button to display the contents of your inventory.

2. Select an object and click your **LEFT** button on the upper left portion of the square to carry it, e.g. Matches.

### Use Matches with Tickets



3. Click your **RIGHT** button to display your inventory again.
4. Place your cursor over the lower right corner of another item, e.g. the Tickets. "Use Matches with Tickets" will appear at the top of the inventory display.
5. Click your **LEFT** button to reveal all possible interactions between the two items, such as "Burn Tickets."
6. Don't try this example at home. Only trained professionals can win after this particular interaction.

### Burn Tickets



### Action Interface

As you navigate through each scene, your cursor will appear as a Navigation Arrow, a hand, or the inventory item you are carrying. When you point to an item or person which you can interact with, the name of that item or person will appear over the cursor.

### Interacting with an Item in a Scene

Your travels will take you through endless adventure-filled scenes that contain many items you can interact with. Click the **LEFT** button to display all action interface options for the item you are pointing to.

The animating icons will "act out" all possible interactions for the item you selected. Move your cursor over each icon to reveal a written description of the interaction each icon represents. Click the **LEFT** button over the action interface option you would like to perform. If you decide not to perform any of the interactions available, simply click your **LEFT** button in the middle of the diamond, or anywhere else on the screen.

### Interacting with the Item you are Carrying

You may decide to use an item you are carrying without interacting with another, e.g. drop it, eat it, etc. To do this, simply click anywhere on the screen where you won't interact with another item or travel with a Navigation Arrow. In other words, if the item is visible as your cursor and no text indicating interaction with an object or person is displayed, you can click to display the action interface for the item you are carrying.

### Interacting with Characters



You can interact with most characters (those who care to talk to you), in two special ways. The first way is by engaging a character in conversation, and the second is by playing Question and Answer.

### Conversations

Conversations with characters may provide you with clues that may (or may not) help you in your journey through the Underground Empire. To have a conversation with a character, select the **Talk To** icon from the Action Interface display. Once you select the **Talk To**



icon and engage a character in conversation, you will see a column of icons on one side of the screen.

Click on these icons with your **LEFT** button to attempt to direct the tone of the conversation with your body language. Move your cursor over these icons to reveal a written description of each icon over your cursor. You'll discover that it's easier to strike a nerve with some characters than with others.

### Q&A

After having a conversation with a character or selecting the **Ask About** icon from the Action Interface, a column of icons will appear on your screen. These icons allow you to ask questions in a variety of ways. You can ask a character about items in your inventory, locations on the map, photographs from your photo album, or recordings of other characters.

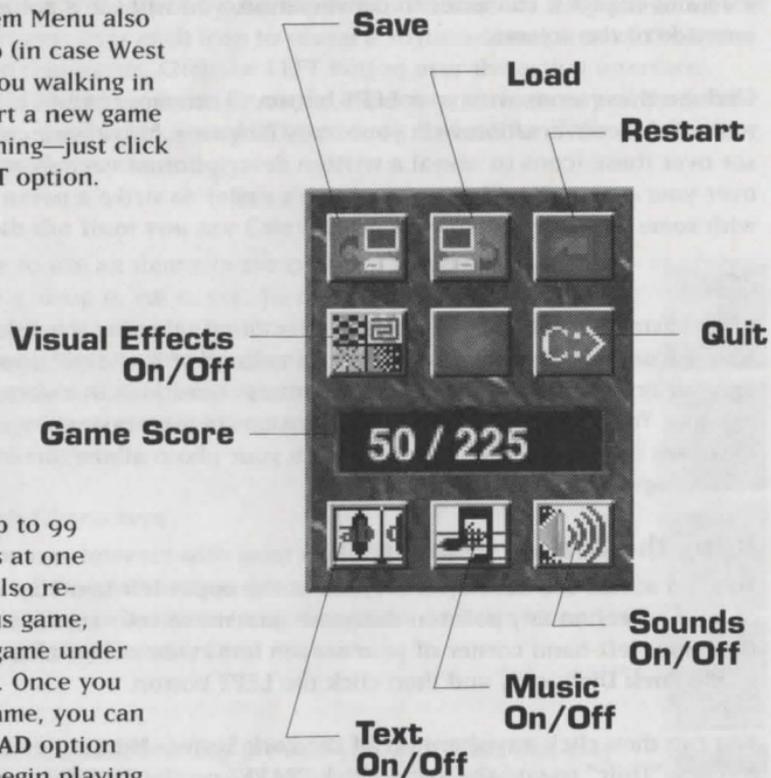
### Using the Zork System Menu

You can access the Zork System Menu in the upper left-hand corner of your screen at any point in the game. Just move your cursor to the upper left-hand corner of your screen until your cursor changes to the **Zork Disk** icon, and then click the **LEFT** button.

You can then click anywhere off of the Zork System Menu to continue your game or click **"Quit"** to end the game. Click **"SAVE"** on the Zork System Menu at any point in the game to save your current game. Your game will be saved from your most recent adventure experience. We suggest you save your games frequently. Don't let a grue get you without a record of your current travels!



Your Zork System Menu also lets you give up (in case West Shanbar's got you walking in circles) and start a new game from the beginning—just click on the **RESTART** option.



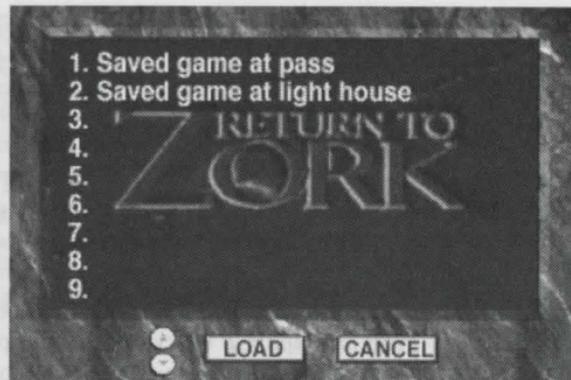
You can save up to 99 different games at one time. You can also re-name a previous game, or save a new game under a previous title. Once you have saved a game, you can click on the **LOAD** option to load it and begin playing from the last saved scene in that game. This lets you try out your latest hare-brained ideas or avoid

solving puzzles you've already solved. To load a previously saved game, click on the title of the game to highlight it, and then click the **LOAD** button on the screen.

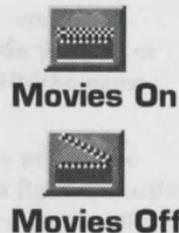
You can click "SOUND", "EFFECTS", "TEXT" or "MUSIC" to turn each of these options ON or OFF.

If you are playing a CD ROM version of Return to Zork, your Zork System Menu will include an additional setting for CD ROM Effects. You may have already noticed that your navigation is sometimes interrupted by animated transitions between locations called "Walk Through Movies." You can turn Movies ON or OFF. To change this setting, click the **Movies** button on the Zork System Menu.

The Zork System Menu also lets you check your current game score. Your score is the number directly preceding the total possible points. Although points are accumulated for performing any action or task that furthers your progress in the game, you don't have to score all possible points to win.



Load Game Screen



## Taking Short Cuts

You can use the function keys on your keyboard to help you speed your adventure through the Great Underground Empire of Zork.

- F1- This key displays your Zork System Menu and lets you take a look at your score, quit, restart, save and load games, or change your current game settings.
- F2- This function key gives you a quick way to save your game when you anticipate a quick death. Just press F2 and the Save Game display will appear immediately on your screen.
- F3- Use this key to load a previous game instantly! Press F3 as early as the opening title sequence that follows the Infocom logo to display the Load Game screen and continue a game right away.
- F4- Not feeling like your usual keen-eyed adventurer today? Press F4 to repeat the last message printed on your screen.

## GUIDELINES FOR THE FIRST TIME ADVENTURER

The adventure game is among the oldest and most popular genres of computer games. In order to receive maximum enjoyment from playing adventure games, you must first understand the main concepts in the adventure game format: exploration, meeting interesting characters, scavenger hunting, puzzle solving, and the gradual revelation of a compelling story in which you play the central character. While each adventure tells a unique story and has a different role for you to play, they all share the same simple guidelines to becoming a true adventurer!

Explore! Navigate every inch of the vast unknown world. Go everywhere you can possibly go, and look at, listen to, and read everything that is presented to you. But don't stop there—what you thought was obvious may not be obvious at all. Examine everything! The odds are good that there's a clue, hint, or hidden message in everything you see, hear and read on your computer screen, as well as in the documentation included in the package! Don't get lost—venturing through distant lands does you little good if you don't know where you are or how you got there. Plot your path and log your travels as you go. If the game doesn't provide a map for you, it's wise to make your own.

Prepare to die! Fear of death is often a motivating factor in many adventure games; you may die or be killed as a result of a mis-step, losing a fight or battle, or entering a strange land unprepared. For this reason, adventure games allow you to save and load games in progress. It is a very good idea to save your adventure often, in case you suddenly die, (or you decide to break for a midnight snack on a stormy evening and the power goes out). You can also use this technique whenever you want to explore unknown territory or confront an intimidating opponent, but you're not in the bravest of moods: save your game

and try some off-the-wall tactics. If they don't pan out, load your saved game and try something else.

**Puzzle it out.** Most adventure games add excitement and suspense to your playing experience by incorporating puzzles and mazes that you must solve in order to continue towards your ultimate goal. These puzzles are often interwoven so that you could find the solution to one puzzle while attempting to solve another, or be forced to solve a second puzzle before continuing the first. Adventure game puzzles vary in level of difficulty—from the simple find-the-key-to-the-door puzzles, to the more complicated, cross-solution puzzles which may involve locating various items and gaining specific knowledge to attain the defeat of an evil enemy. Inevitably, you'll be stumped by a particular puzzle; it's then best to concentrate your efforts on solving other puzzles, or on finding the Hint Line phone number or the Hint Book (available at your local computer retailer or from Activision).

**What's the point?** Most adventure games help you keep track of your progress in two ways: (1) unveiling the story which gradually helps you understand your ultimate goal and what you must do to achieve it, and (2) awarding you points each time you successfully solve a step in a puzzle. (These points are determined by the importance or difficulty of the step.)

**It's yours for the taking!** As a rule, you should accumulate all the possessions you can during your adventure. Conspicuous consumption is highly recommended! If you see something, take it—you never know when the most peculiar object will come in handy. Of course, some games take a moral stance on stealing, so you may have to pay or trade to get an object, (or at least get permission to take it). All of your possessions are kept in a magical place called your "Inventory". In most games, you can store an array of items, including those that are quite large and heavy, while in other games a more realistic approach is taken and the size of your inventory is limited.

**Show and tell.** Once you have amassed a wide selection of inventory items to choose from, you must figure out what to do with them. If an object isn't an obvious part of a master plan or mind-bending puzzle, you can usually gain some insight on why the game designer included this distraction in your adventure by: (1) examining or looking at the object closely (often an option from your inventory's "menu"), (2) showing it to characters you meet, (3) asking about it, (4) trying to use it in logical combinations with other items in your inventory, or (5) doing something silly with it.

**Get the message?** Even if your attempts to do the simplest of things seem to backfire, pay close attention to the result messages you receive. These appear on your screen as one line descriptions of what just happened and are often full of subtle hints and very bad puns.

**A logical conclusion.** As your adventure unfolds, you will become intimately familiar with the type of logic that was followed in the design of the puzzles in your adventure. You will also notice patterns in the references that may help you understand this convoluted logic; it might be nursery rhymes, Greek mythology, numerology, recent cultural events, etc. If you're having difficulty solving a puzzle, it's often useful to try to stretch your imagination and think of all the possible logical links that may be involved. Don't rule out free association as a type of logic!

**Use your friends.** Adventure games can be even more fun and exciting when played with a friend or a group of friends! Share your adventure experiences with your friends and you may find that putting your findings and logic together uncovers the solution to yet another puzzle. You know what they say—two adventurers are better than one!

# ENCYCLOPEDIA FROBOZZICA

**Postal Code, Section II5:** The GUE Postal Service must preserve and protect the security of all mail from unauthorized opening, inspection, or reading of contents. Any person committing any of these unauthorized acts is subject to penalty. Willful or flagrant disregard for privacy may be dealt with by the Guardian at an unexpected moment during your game at his discretion and may result in the forfeiture of all or some of your possessions. If you are reading this, we sincerely hope you have saved the game.

## The Calendar

A year in the world of the Great Underground Empire typically has 365 days. This period is divided into twelve months. Each month has two different names, and a specific number of days in it, as is seen in this list.

Estuary	January	31
Frobruary	February	28
Arch	March	31
Oracle	April	30
Mage	May	31
Jam	June	30
Jelly	July	31

Augur	August	31
Suspendur	September	30
Ottobur	October	31
Mumberbur	November	30
Dismembur	December	31

It is believed that the breakdown of the year into these months might be, in some vague way, related to the lunar cycle, but since the size, shape, and position of the moon is so wildly unpredictable, it is useless to speculate. However, we can with (only a little) more certainty state that the month names on the left were names for a specific Quendoran dialect, whereas the names on the right are the names commonly used by the populous. The Estuary through Dismembur system is found on only royal publications such as the Flathead Calendar, whereas the diaries of those less noble, carefully studied for historical reference, bear the January through December system.

In any case, the average month has a little over four weeks in it. Each week has seven days, known as:

Sand Day  
Mud Day  
Grues Day  
Wands Day  
Birthday  
Frob Day  
Star Day

# Customer Service

If you need assistance, or would just like to call us with your comments, contact a customer service representative at one of our customer service numbers listed below.

In the U.S.:  
INFOCOM  
P.O. Box 67713  
Los Angeles, CA 90067  
USA  
(310) 479-5644

Hours: 9AM to 5PM  
Pacific Time  
Closed Holidays

In Australia:  
INFOCOM  
c/o Activision  
P.O. Box 873  
Epping, NSW 2121  
Australia  
(61) 2 869 0955

In Europe:  
INFOCOM  
c/o Activision  
Long Island House, 3A  
1/4 Warple Way  
London, W3 ORQ  
United Kingdom  
(44) 0990 111 557

# Activision Hint Line

1 (900) 680-HINT

Calls are 95¢ per minute. Charges begin after the first 18 seconds. Must be 18 years or older or have a parent's permission to call.\*

In Canada call: 1 (900) 451-4849

In the U.K. call: 0891 555 113 (36 pence per minute cheap rate, 48 pence per minute all other times.)\*

In Australia call: 0055 26012 (21.4 seconds per 25¢)\*

\* All pricing subject to change without notice.

# Activision On-Line Help

If you have any comments, questions, or suggestions about Return to Zork or any other Infocom adventure, please contact an Activision customer service representative through the following on-line services:

Activision BBS: (310) 479-1335

- Available 24 hours a day
- Up to 14,400 Baud
- Settings: 8 Bits, No Parity, 1 Stop Bit (8,N,1)

CompuServe: 76004,2122 or [GO GAMEPUB] in the Game Publishers Forum B

Prodigy: ACTI10B

Genie: ACTIVISION

America Online: ACTIVISION

Internet: support@activision.com

# CD-ROM Installation

1. Insert the Return to Zork CD-ROM into your CD drive. (For these instructions, we will assume that your CD drive is drive D:).

2. At the DOS prompt, type:

**D:INSTALL <ENTER>**

3. Follow the on-screen instructions carefully. First, the installer will install a small portion Return to Zork onto your hard drive, then it will ask you some questions about your computer system.

- The installer will give you the option of copying the project file to your hard drive. This will significantly speed up the performance of Return to Zork. You will need at least 42 MBytes of free space on your hard drive to take advantage of this option.
- The installer will attempt to auto-detect the sound card you have installed in your computer. The installer will correctly identify Sound Blaster and compatible sound cards and their current settings. It is not possible to auto-detect other digital audio sound cards. If you have changed your sound card settings from the factory defaults, please be ready to identify your changes.
- Your computer system configuration can include a different sound device for your music and digital sound settings. The installer will allow you to select an option for each. If your music card is capable of MT32 emulation, we recommend that you set up your sound card for that mode before playing Return to Zork.
- You will be asked whether you prefer "sound smoothing". We recommend using this special feature with most sound cards except the Disney Sound Source™ and the AdLib Gold. If you are using a LifeSize Sound Enhancer™, sound smoothing may slow down the game.
- You will be asked if you would like Return to Zork to take advantage of XMS/EMS memory. Selecting this option can greatly improve the performance of the game.
- If you have XMS/EMS memory in your computer, you will be asked if you would like to load your digital sound driver high. Selecting this option will improve the performance of the game and reduce the amount of free conventional RAM required to run Return to Zork.

• Finally, you will be asked if you want to be able to start Return to Zork from Windows. We do not recommend you select this option unless you are using Sound Blaster, Sound Blaster Pro, Pro Audio Spectrum, or any other digital audio card that supports DMA.

• Even though installation is very brief, this is a good time to read your Sweepstakes letter at the beginning of this manual and become familiar with the interface instructions. If you are an inexperienced adventure game player, please read the section for First Time Adventurers.

• If you want to listen to the Return to Zork orchestral music, place your Return to Zork CD in any CD music player and play tracks 2 through 26.

4. When installation is complete, you will find yourself in the directory in which Return to Zork was installed. To begin your adventure, type:

**RTZ <ENTER>**

**NOTE: This version of Return to Zork can only be played when operated by CD-ROM.**

• You can run Return to Zork from any directory on any drive on your system. For example, if you have installed Return to Zork on your C: drive, in the \RTZ directory, you would simply type:

**C:\RTZ\RTZ <ENTER>**

• If you need to re-configure Return to Zork to better suit your computer system, run the **INSTALL** program, located on your hard drive. For example, if you install Return to Zork in the \RTZ directory on your C: drive, type:

**C: <ENTER>**  
**CD \RTZ <ENTER>**  
**INSTALL <ENTER>**

If you have already played the game, reconfiguration will not affect any previously saved games.

We have provided an Advanced Users section and a Troubleshooting Guide in the next few pages for your reference.

# Instructions for Advanced Users

## Understanding the RTZ.BAT File

- A typical RTZ.BAT file looks like this:

```
@echo off
C:
CD \RTZ
LOADHIGH DRIVERS\sblander
made RTZ -M:DRIVERS\sblander -O -X
DRIVERS\sblander u
```

- All of the sound and music drivers are kept in the **DRIVERS** sub-directory. In the fourth line of this batch file, the TSR program **SBLASTER** loads the digital audio sound driver specified during installation.
- The last line of the batch file

```
DRIVERS\sblander u
```

unloads the **SBLASTER** TSR from memory.

In order to identify all of the audio sound cards supported by Return to Zork, type:

```
DIR DRIVERS\*.COM
```

Return to Zork supports the DigPak™ system. If you own a digital audio sound board not currently supported by Return to Zork, please contact the manufacturer of your board to see if they can provide you with a DigPak compatible driver.

- The next-to-last line of the batch file

```
made RTZ -M:DRIVERS\sblander -O -X
```

invokes the Multimedia Applications Development Environment from Activision/Infocom. This adventure game engine was developed by Activision/Infocom to provide games of great scope, flexibility, and high production quality.

The command-line parameters for MADECD are:

```
MADECD <filename> [-X] [-O] [-M:<music driver filename>] [-P:<CD-ROM drive>:\] [-F]
```

where:

<filename> is the name of the script file RTZ.

**-X** turns on XMS/EMS memory usage. MADE first attempts to use extended memory (XMS); if there is no extended memory driver, MADE attempts to use expanded memory (EMS). Return to Zork will run better when using XMS. Therefore it is recommended that you reconfigure your system for as much XMS memory as possible.

**-O** turns on sound smoothing based on over-sampling techniques. For most sound cards, this option greatly enhances the quality of digital audio playback. This option should not be used with the Disney Sound Source or the AdLib Gold.

**-M:<music driver filename>** turns on music and specifies the type of music card to use. For a list of supported music cards type:

```
DIR DRIVERS\*.ADV
```

If your music card is listed, use the filename, minus the **.ADV** extension, after the **-M** switch. If your music card is not listed, you might have to set your card to Roland MT32 emulation or AdLib emulation and then use **-M:DRIVERS\MT32MPU** or **-M:DRIVERS\ADLIB**.

Return to Zork supports the Miles AIL Music Driver system. If you own a music board not currently supported by Return to Zork, please contact the manufacturer of your board to see if they can provide you with an AIL compatible driver.

**-P:<CD-ROM drive>:\** tells MADECD which drive is your CD ROM drive.

**-F** is used to signal that the project file has been copied to the same directory where you installed Return to Zork. This option requires about 42 MBytes of free space on your hard drive and significantly increases performance.

# Troubleshooting Guide

For optimal DOS performance:

- Set up your system to have as much free conventional RAM as possible.
- Select the XMS/EMS option during installation. Set up as much extended memory (XMS) as possible.
- We do not recommend using disk compression software. Such data compression utilities may be incompatible and cause unreliable performance.

## Symptom

## Possible Cause

## Solution

Installation cannot be completed.

Your hard drive contains too many programs and does not have enough space.

Backup any infrequently used programs then delete them from the hard disk drive you are attempting to install to and try again.

Installer runs out of disk space.

You are trying to install onto a compressed drive.

Disk compression utilities cannot predict exact disk space; they can only estimate. The Return to Zork files may not compress as much as your disk compressor expects. Try installing into the uncompressed section of the drive.

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Game displays "Sound driver unloaded" or "Not enough free memory" without ever showing a graphical screen. (Note: It is normal for "Sound driver unloaded" to be displayed every time you quit the program.)

There is not enough free conventional memory.

Return to Zork requires between 580K to 600K of free conventional memory. One easy way to obtain more free conventional memory is to use a "boot disk." Refer to the instructions on How to Make a Boot Disk.

## HOW TO MAKE A BOOT DISK

(Note: Read all of the instructions before you start.)

1. Insert a blank disk into drive A
2. At the DOS prompt type: **C:** and press **<ENTER>**
3. Type: **CD\** and press **<ENTER>**
4. Type: **Format A: /S** and press **<ENTER>**  
(If the computer displays "Format Terminated" try typing: **Format A: /s /f:720** if you have a 3.5" disk drive or try typing **Format A: /s /f:360** if you have a 5 1/4" disk drive.)

The screen will display "Insert new diskette for drive A: and press enter when ready." Press **<ENTER>** to begin formatting. The screen will then say, "Volume Label (11 characters...)" Press **<ENTER>** to exit to the DOS prompt. You may be prompted to format another disk press **N** to exit to the DOS prompt.

5. Copy the AUTOEXEC.BAT and CONFIG.SYS files from the hard drive to the boot disk. At the C:\> prompt, type: **COPY CONFIG.SYS A:** and press **<ENTER>**. Then type: **COPY AUTOEXEC.BAT A:** and press **<ENTER>**
6. To change to the A drive, type: **A:** and press **<ENTER>**
7. Modify your CONFIG.SYS file. Type: **EDIT CONFIG.SYS** and press **<ENTER>** (If you get an error message, type: **Set Path=C:\DOS** and press **<ENTER>** Then type: **EDIT CONFIG.SYS** and press **<ENTER>** again.)
8. Each bullet point below contains instructions which need to be fully executed before progressing to the next bullet point. Ignore all references to the AUTOEXEC.BAT file until asked to specifically use it in step 10.

- Remark out each line that contains any of the words listed below by typing "REM" in front of the line.

Example before modification: LH C:\DOS\SMARTDRV.EXE

Example after modification: REM LH C:\DOS\SMARTDRV.EXE

In the **CONFIG.SYS** (Remark each line that contains any of the following words):

ANSI, FASTOPEN, FCBS, POWER, RAMDRV, SHARE, SMARTDRV, STACKS, VESA

In the **AUTOEXEC.BAT** (Remark each line that contains any of the following words):

AD\_COM, AD\_WRAP, ATTRIB, BILLMINDER, DOSKEY, DOSSHELL, DISKREET, FASTOPEN, IMAGE, JOIN, LIGHTNING, MENU, MIRROR, MODE, MSAV, NAV, NC, NCACHE, NCACHE2, PC-CACHE, PCKWIK, POWER, SHARE, SMARTDRV, SUBST, VESA, VSAFE, WIN

- If you see "/L:1,\*\*\*\*" after any line that begins with "LH" or "DEVICEHIGH," *delete* the "/L:1,\*\*\*\*" so the line reads "DEVICEHIGH=C:\\" or "LH C:\\".
- *Change* each line that reads "DEVICE=" to "DEVICEHIGH="
- *Change* each line that starts with "C:\\" to "LH C:\\"
- If the line fragment listed below is not listed in your file, *add* the line accordingly.

## CONFIG.SYS

DEVICEHIGH=C:\DOS\HIMEM.SYS	Add this line if you do not find the word HIMEM.SYS in the file
DEVICEHIGH=C:\DOS\EMM386.EXE NOEMS	This line must read <b>EXACTLY</b> as shown. Add this line if you do not find the word EMM386.EXE in the file
DOS=HIGH,UMB	Add this line if not found. <b>NOTE:</b> this can also be on two lines i.e. <b>DOS=HIGH</b> and <b>DOS=UMB</b>
DEVICEHIGH=your cd-rom driver	Look for the line that contains /D:MSCD001 or something very similar. Be sure the line has a drive letter [i.e. C:] directly after the Devicehigh= [i.e. Devicehigh=c:\]
DEVICEHIGH=mouse driver	Look for the line that contains the word MOUSE. You may not have this line. Be sure the line contains a drive letter [i.e. C:] directly after the Devicehigh=
Files=10	This line must read <b>EXACTLY</b> as shown.
Buffers=10	This line must read <b>EXACTLY</b> as shown.

## AUTOEXEC.BAT

PROMPT \$P\$G	
PATH=C:\DOS;	Your path may be bigger
LH C:\DOS\MOUSE	The line containing the word MOUSE. Be sure it contains a drive letter i.e. C:
LH C:\DOS\MSCD.EXE /D:MSCDOO1 /M:10	The line with the matching /D:MSCD001 or something very similar from the CONFIG.SYS. Be sure the line contains a drive letter i.e. C:)

- When you finish modifying the file hold down the [ALT] key and press the [F] key. When the menu drops down press the [X] key. The Screen will say "Loaded file is not saved; save it now". Press <ENTER> to save the file and go back to DOS.

9. Modify your AUTOEXEC.BAT file; type: **EDIT AUTOEXEC.BAT** and press <ENTER>

10.Repeat Step 8 for the AUTOEXEC.BAT file.

Now you should have a disk that can be used to start your computer and leave you with enough memory to run the program. Just insert the disk into Drive A: and restart your computer. It should use the disk in drive A: to boot from. Then follow the instruction to run the game that was listed when you finished installing the game.

### Symptom

**Game repeats same sound or locks on intro screen**

### Possible Cause

Incorrect sound card settings

### Solution

Return to Zork requires you to input the kind of sound card you own and what I/O Address, IRQ, and DMA channel it is set to. To help determine this information, Refer to the instructions on How to Find Your Sound Card Settings:

## HOW TO FIND YOUR SOUND CARD SETTINGS

1. Type: **C:** and press <ENTER>
2. Type: **CD\** and press <ENTER>
3. Type: **SET** and press <ENTER>

4. Locate the line that contains "BLASTER=..." and *write it down*. If no Blaster= line is listed contact your sound device manufacturer to obtain the correct values.

**Example line: Set Blaster=A220 I5 D1 H5 P330 T6** (Note: Your line may not contain all the letters listed.)

5. Type: **CD\RTZ-CD** and press <ENTER>

6. Type: **INSTALL** and press <ENTER>

7. Press <ENTER> to continue.

8. Look at the Blaster=... line you wrote down (Step 4) and locate the number directly after the "T."

- If you do not have a "T," select **Sound Blaster Clone** and press <ENTER>
- If the number is 1, 2 or 3, select **Creative Labs Sound Blaster** or **Sound Blaster Clone** and press <ENTER>
- If the number listed is 4 or 5, select **Creative Labs Sound Blaster PRO** and press <ENTER>
- If the number listed is 6, choose **Creative Labs Sound Blaster 16** and press <ENTER>.

9. Look at the Blaster=... line you wrote down and locate the number directly after the "A." Insert this number for the I/O port address and press <ENTER>

10. Look at the Blaster=... line again and locate the number directly after the "I." Insert this number for the IRQ and press <ENTER>

11. Look at the Blaster=... line once again and locate the number directly after the "D." Insert this number for the DMA channel and press <ENTER>

12. Select a music device screen.

13. Choose the same sound card for both the music and sound device.

14. Select "NO" for all of the additional system options listed.

15. Press <ENTER> until you are out to DOS.

Now the sound card settings should be right.

If your Blaster line reads SET BLASTER=A220 D1 I5 T4 or the "D" comes before the "I," you may need to select Pro Audio Spectrum 16 for your sound device and music device. Be sure your Pro Audio Spectrum's DMA channel is set to 3.

If problems persist, contact your sound device manufacturer to obtain the correct settings. The major sound device manufacturers are listed below for your convenience.

### Symptom

**No digital sound is heard.**

**Digital audio plays at wrong speed or is clicking or muddy.**

### Possible Cause

1. Incorrect sound card settings
  2. No sound card
  3. Improper sound card installation
  4. CD-ROM software volume too low
  5. CD audio output not connected
- The incorrect sound card settings have been selected.

### Solution

1. Refer to instructions for "How To Find Your Sound Card Settings."
  2. A sound card must be installed in your system to play Return to Zork. Purchase and install any of the supported sound cards listed on the system sticker (located on the box) or call 1(800) 477-3650 in the U.S. to order a LifeSize Sound Enhancer from Activision.
  3. Some digital audio sound cards require software drivers to be loaded through the CONFIG.SYS or AUTOEXEC.BAT files. Please consult your manual to determine if you need to install these drivers for your card.
  4. Consult the manufacturer's manual. Many CD-ROM drives come with software that allows you to select the volume from your keyboard. If this is the case, select 80-90% of the maximum volume.
  5. If your CD-ROM doesn't internally connect to your sound card, you may need to attach speakers to the jack located on the front of your CD-ROM drive.
- Be sure to select the sound-smoothing option from the installer. If sound-smoothing is selected, follow the instructions for "How To Find Your Sound Card Settings."

**Flashing message:  
"disk error has  
occurred, Retrying..."**

Your CD has been ejected or your hard drive has errors.

Place Return to Zork CD in the CD-ROM drive and select retry. If this does not work, run a hard disk diagnostic utility to correct any lost chains or clusters it reports. After all of the errors have been corrected, erase Return to Zork off the hard drive and reinstall the program from the CD-ROM drive.

**CD-ROM Movie audio  
echoes or breaks up**

CD-ROM drive is too slow, turbo is not activated or the incorrect sound card settings have been selected.

Run the TESTCD program located in your hard drive directory where Return to Zork was installed. Be sure it reads 150 KB/second sustained transfer rate. If it reads a number less than 150KB/second, your CD-ROM drive is too slow. If the TESTCD program reports lower than 150 KB sustained transfer rate, depress the turbo button on the front of your computer and run the program again. If this does not work, follow the instructions for "How To Find Your Sound Card Settings."

**Error message: "KB  
Required value too  
large. Reduce Pif..."**

Windows has strict settings and memory allocation requirements to run

If you experience this error, follow the instructions on how to make a boot disk.

**Error Message:  
"Application has violated  
system integrity."**

Windows has strict settings and memory allocation requirements to run

Follow the instructions for "How To Find Your Sound Card Settings."

If you continue to experience problems, re-configure your system settings from the install program. Make sure XMS/EMS memory is disabled, sound drivers are not loaded in upper memory and sound-smoothing is off.

In the event this suggestion does not correct the errors when running from Windows, exit Windows and run Return to Zork from DOS.

In the event you need further assistance, contact **Activision's customer support group at (310) 479-5644** between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, with the exception of holidays.

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