

BradyGAMES

Peter
Spear

RETURN TO **ZORK**TM

**The Official Guide to the Great
Underground Empire**



Secrets, Tips, & Strategies
for Every Player Level

Tell-Tale Maps of the Zork
Underground Empire

BradyGAMES

RETURN TO ZORK

The Official Guide to the Great
Underground Empire



Peter
Spear

Brady

ZORK

The Original Adventure Game

Peter
Sporn



Return to Zork

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Peter Spear

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Brady Publishing

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About the Author

Peter Spear spent more years producing television news and information programs than he cares to admit, finally escaping with an Emmy Award and the tattered remnants of his sanity.

Spear is the author of several best-selling books on computer entertainment: *The King's Quest Companion*, *The Uncensored Leisure Suit Larry Bedside Companion*, and *The Space Quest Companion*. Spear is also coauthor of Brady's *The Joy of Cybersex*. These books uniquely blend acclaimed original fiction with the characters, settings, and plots of popular computer games. He would like to think of these collections of stories as *novelizations*, but considers novelizations by almost any other name as easier to spell.

His opinions, articles, and reviews on entertainment and children's software appear frequently, both in print and online in cyberspace.

Acknowledgments

I began writing books about computer entertainment several years ago when an editor from another publishing house called one evening and asked if I might be interested in doing a book. When we met a few days later, he asked me to name three games that I felt should have books written about them. Zork was one of those three. That's why this book is special to me.

There are some folks who were especially special in making the whole project come together:

Perry King at Brady Publishing has perfected the "patience of a saint" routine. His intelligence, attention to detail, calm, and dry wit are to be praised forever. As is his resistance to change. <grin>

Nino Ruffini, the encyclopediast of Zork, provided most of the history of Zork and the Zork games. He's currently a student at the University of Chicago; whatever he's studying, he should consider taking up writing as a career. But just remember, Nino, as Tom T. Hall wrote in a slightly different context, "there ain't no money in it and it leads you to an early grave."

Jeremy Spear is taking a year off before he begins classes at Bennington College. His perceptions and insights into *Return to Zork* made him invaluable when it got down to crunch time. He's becoming a master of the screen shot in his spare time, but I do worry when he keeps mumbling over and over "QDV space grab zero, zero, zero three dot QDV. QDV space grab zero, zero, zero three dot QDV."

Eddie Dombrower, the producer of *Return to Zork*, seemed to always be waiting by his phone to provide me with anything I needed, and to help douse that day's crisis. In between, he was able to get the game finished. Without his aid, this book would have been finished months ago. Of course, it would have been wrong.

To Dave Zobel of Activision: Thanks for the house call. There's more pie waiting for you the next time you're in the neighborhood.

And we refuse to forget Activision's Bill Volk and Brian Poole; the game's writer, Michelle Em; and designer Doug Barnett. Dana Oertell of the OTDC Group gets a big gold star for FedExing above and beyond the call of duty.

Mike Violano and Corey Sandler talked me into doing this book. It was probably the easiest job they ever had to do. Fran Blauw had to get this thing into print; it was probably the hardest thing she had to do. Thanks.

There are a couple of companies that need mentioning for their aid and support during the writing of this book:

CompuServe for always being there at 3 am West Coast time.

Hayes (the modem people) and Peggy Ballard for hardware that I didn't have to worry about.

Microsoft (especially Jennifer Allen at Waggener Edstrom) for Excel-ing in solving a writer's last-moment problems.

Virginia. I love you.

Thanks all.

Dedication

To the Infocommies. Hiya, sailors!

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Dedication

To the Intendants: H. J. ...

...



Return to Zork

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Introduction

Returning to Zork

This must begin with a story...

I remember buying my first computer a decade ago. As strange as it may seem, I can still even recall the feel of the slick cardboard carton it came packaged in, and the slight red wine vinegar smell of my fountain pen's ink as I wrote the check for the purchase. It was a moment of heightened awareness, which passed unnoticed at the time.

It's not that I'm attempting to romanticize my first computer the same way people like to muse nostalgic over first love, baseball, or the showroom-fresh scent of a brand new automobile. It's not that at all.

I remember the moment because of the saleswoman who sold me the machine. As I folded the receipt into a shape compact enough to fit inside my checkbook, she thanked me for my patronage and then asked a question I hadn't been expecting to hear right away: "Would you like to purchase a word processor, a database, or a spreadsheet to go with that? What software are you going to be using?"

Well, I did know what I was planning to use my computer for; I just didn't know that you are expected to buy software at the same time as the computer. Caught a bit off-guard and light on immediate funds, I purchased a trio of computer games. Honor retained, I went home, hooked the new machine together and cracked open the shrink wrap on one of the games.

Thus it was that the first piece of personal computer software I ever bought and boot-ed presented me with the following message:

You are standing in an open field west of a white house, with a boarded front door.

There is a small mailbox here.

```
West of House          Score: 0          Moves: 0

ZORK I: The Great Underground Empire
Copyright (c) 1981, 1982, 1983 Infocom, Inc. All rights reserved.
ZORK is a registered trademark of Infocom, Inc.
Revision BB / Serial number 040726

West of House
You are standing in an open field west of a white house, with a boarded front
door.
There is a small mailbox here.
>
```

>Open the mailbox.

Opening the mailbox reveals a leaflet.

>Take the leaflet

Taken.

>Read the leaflet

WELCOME TO ZORK!

Zork is a game of adventure, danger, and low cunning. In it you will explore some of the most amazing territory ever seen by mortals. No computer should be without one!

So begins one of the most famous computer games ever: *Zork: The Great Underground Empire*, the first in a series of interactive adventures that stomped through the personal computer landscape of the 1980s. In its day, *Zork* was the T-Rex of computer games, bought by just about everyone and written and reported about in the media from coast to coast.

Zork was published by a company by the name of Infocom, and the company's fans and employees were proud to call themselves "Infocommies."

Zork was more than a computer game. It was an entire world with a history, geography, mythology, and an off-the-wall sense of humor of the ridiculous. It was filled with magic and monsters, of course, but it was also populated with some of the most eccentric characters and situations ever devised. Here you would find "...a dark maze of twisty passages, all the same" and much, much, worse. Over time, *Zork* became a cult game.

The game (and its successors) was set in the Great Underground Empire (the GUE). Mystery, adventure, and death waited everywhere. So did some of the most damnably difficult puzzles ever devised. And in every dark corner of the world, there awaited grues. They liked to snack on adventurers and adventuresses, and no one ever survived to tell us what they looked like. "You have just been eaten by a grue." Nothing else.

There were two essentials that you always had to bring with you every time you entered the GUE: your wits and a reliable source of light.

Of course it never hurt to carry a magical Elfish Sword that would glow blue in the presence of danger.

Perhaps what was most remarkable about *Zork* (and every other game that Infocom created) was that it was all done with *their* words and *your* imagination. *Zork* was what is known as in the trade as a text-only adventure game. There were no pictures, no music, no speech, and no sound effects, nothing but words on the screen. And those words were some of the best writing ever seen in a computer game, unmatched still 15 years later. At the height of its success, Infocom ran an advertising campaign that consisted of a large picture of the human brain. It was accompanied by the words:

We put our graphics
Where the sun don't shine.

By the late '80s, however, consumers had decided that they wanted graphics fully animated on a high-resolution color monitor. Infocom (which by that point was owned by Activision) attempted to use graphical elements in the last two games of the series, but it was the well-known "too-little, too-late" syndrome. For all intents and purposes, the text adventure went the way of the dinosaurs.

But...

*That is not dead which can eternal lie.
And in endless eons, even death may die.*

H.P. Lovecraft

Welcome to *Return to Zork*, an interactive update of the game that was a legend in its own time. Not only does it have pictures, it has a full Hollywood cast portraying its characters—television and movie stars even. It has a fully scored, professionally performed sound track. The full multimedia treatment.

The Thunder Lizard has returned.

And it's not your parent's text adventure game anymore.

Or your own, for that matter.

A Brief History of Zork

Return to Zork is the latest effort in a computer series that began in the late 1970s, at the very dawn of the personal computer era.

Infocom had its origins in a computer science research group at MIT. The members of this group, which included *Zork* authors Dave Lebling and Marc Blank, were experts at writing interactive fiction, a style of adventure gaming in which the player reads text about everything that is happening and types full-sentence instructions on what to do next. These computer programmers had taken their first step toward computer stardom when they came face to face with the world's very first piece of interactive fiction, *Adventure*, a game written by Stanford's Will Crowther and Donald Woods about 1970.

In love with the idea of that sort of adventure game and intent on improving the vocabulary and flexibility of the game's input, Lebling, Blank, Bruce Daniels, and Tim Anderson set to work on their first text adventure. Their work culminated in June of 1977 with the completion of *Dungeon*, an immense game that strained even the capabilities of its original home, a PDP-10. This mainframe version of *Zork* quickly gained a following at MIT and elsewhere; in fact, *Dungeon* can still be found floating around college computer networks, commercial on-line services (like CompuServe or America Online), and local bulletin boards (BBSs). Check it out if you can.

By 1979, most of the original MIT research group had left school to face the real world. Unwilling to leave their experience with software development behind them, many of the original group banded together to form their own start-up company, and Infocom was born. Working for IOUs and supported by a mere \$11,500 treasury, the group was faced with the need to turn a quick project into a stable source of income.

Although various options included database programs, word processors, and electronic mail, it was eventually agreed that Infocom's best bet would lie in bringing the original *Zork* game into the home computer market.

Because most personal computers at that time were unequal to the task of running the entire *Zork* game, Marc Blank and Joel Berez set about finding ways to compress the actual computer instructions that were at the heart of the game. While this work was being done, Dave Lebling began trimming the *Zork* geography, and splitting the single game into multiple parts. The result of this work was the 1980 release of *Zork: The Great Underground Empire, Parts I and II*.

Lebling's division of the mainframe *Zork* into smaller parts meant the creation of some free space in the programs, which he set about filling with new puzzles and challenges, such as the Wizard of Frobozz and the diamond maze. And because of these modifications, much of the original game went unused for the time being. Some of these left-over ideas would resurface in the game *Sorcerer*, others would form the closing chapter of Infocom's first trilogy, *Zork III: The Dungeon Master*.

The first two *Zork* games were an instant sensation. The folks at Infocom received countless glowing reviews from their peers and in the press. Sales of the games were beyond expectation. Eventually, over one million computer-users worldwide would bring *Zork* into their homes, despite the fact that none of them would ever be able to figure out what, exactly, a *Zork* was.

For the original creators of *Dungeon*, the image must have been an inspiring one: a million adventurers discovering Flood Control Dam #3, defeating the dragon, mastering the maze, and exploring every nook and cranny of the caverns hollowed out by order of one Lord Dimwit Flathead the Excessive.

Zork indeed was around to stay.

Despite the pause of a few years between the release of these first two *Zorks* and the 1983 release of the third, the *Zork* universe was far from losing momentum. The tale of the *Dungeon Master* was followed quickly by the first two games in the ambitious *Enchanter* trilogy: *Enchanter*, another Blank/Lebling collaboration; and *Sorcerer*, author Steve Meretzky's first foray into the interactive *Zork* world. Not only did *Sorcerer* make use of those puzzles left over from the original version of *Dungeon*, it also incorporated some characters and situations that would appear in Meretzky's own *Zork* books. These four multiple-path stories, published in 1983 and 1984, were yet another indication of the growing popularity of Infocom's trademark fantasy world.

The *Zork* trilogy set the foundation for that popularity and the *Enchanter* trilogy took the *Zork* legend even further. Up to that point in *Zork*-style interactive fiction, the game player was a simple adventurer, with tools no more complicated than those

available to anyone in the real world. What made *Enchanter* and its successors so unique was the extensive use of magical spells that opened up a whole new language to the player. This innovation culminated with the 1985 release of *Spellbreaker*, a solo effort by Dave Lebling that still stands as one of Infocom's most difficult adventures ever.

While spellcasters were struggling through the most arcane magical byways of the *Zork* universe, first-time Infocom author Brian Moriarty took us to the small town of Festeron, Antharia, where the player becomes an insignificant postal worker in the backwaters of the Great Underground Empire. This 1985 release focused on The Evil One's plot to gain control of *Wishbringer*, the magical Stone of Dreams. To reach this goal, The Evil One kidnapped a cat belonging to the owner of Festeron's Magick Shoppe. As the game unfolds, the heroic postal worker must evade the Boot Patrol, seek out the platypus king Anatinus, and eventually brave the dangers of the grue-infested underground.

By that point it had been seven years since the debut of the first *Zork* game. Needless to say, those years had seen revolutionary changes sweep through the computer field. Whereas the limitations of the earliest home computers had forced the folks at Infocom to restrain their own initial efforts, the ever-expanding power of the newer machines in the mid and late 1980s allowed Infocom to move beyond its original text-only format. *Beyond Zork* made extensive use of new graphical interfaces, such as on-screen mapping and visual indicators that charted the player's growing skills.

The full potential of this fusion of text and graphics was realized a year later in the form of *Zork Zero*, Steve Meretzky's second contribution to the growing *Zork* mythos. At the time, *Zork Zero* was Infocom's largest game, with more puzzles than the entire *Zork* trilogy combined.

Hoping to create a worthy "prequel" to that trilogy, Meretzky created a game that was not only a remarkable adventure in its own right, but also managed to reach back through over 10 years of *Zork* games to bring together all the loose ends and unanswered questions that had fascinated Infocom fans for so long.

Unfortunately for those fans, Infocom would soon experience some radical changes. The collapse of the text-only game market, financial difficulties, and several ownership changes sent Infocom into a state of hibernation. It would be five years before the release of another computerized *Zork* adventure. In the meantime, the *Zork* name began to surface on a series of novels published by Avon Books. The legend of *Zork* continued to grow in a way no doubt unimaginable to the game's original creators in the late 1970s.



The Zork Stories

Over the years, countless people have speculated about the reasons behind the series' popularity. Was it the clever and well-written descriptions of the *Zork* landscape? Was it the challenging and amusing combination of puzzles in each game? Although no explanation will ever satisfy everyone, many people feel that *Zork's* popularity stems from the way its creators fashioned a completely new universe, with a history that was not only thorough, but unique and witty in its presentation.

The five *Zork* games and the *Enchanter* trilogy all focus on the decline and fall of the so-called Great Underground Empire, and the events that make up the century or so after the demise of that powerful nation. In this sense, *Zork* places the player in the role of a true historical force in this world, in a way that no other adventure game has been able to match.

Zork Zero (1987)

At the beginning of *Zork Zero* you awaken on the hard floor of a recently abandoned castle, unable to explain the source of your splitting headache. In your pocket is a single piece of parchment, your only clue to the riddle of a curse that threatens the entire Great Underground Empire. Pestered and plagued by the Royal Jester and his crafty rhymes, your only hope seems to lie in gathering a relic belonging to each of the accursed Twelve Flatheads. Despite your heroic efforts, the curse is fulfilled and the Empire is destroyed. However, your bravery does not go unrewarded; as the game ends, you rise to the position of Dungeon Master, the all-powerful ruler of the immense underground caverns that you now call home.

Zork I (1980)

As the *Zork* trilogy begins, you find yourself facing the west side of a seemingly unimportant little white house. You soon discover a hidden entrance to the massive caverns below, and before you realize it, you are caught in a desperate treasure hunt that hinges on your ability to match wits with violent trolls, an endless maze, and an infinitely clever little thief determined to steal your treasures, over your own body if necessary.

Zork II (1980)

Success in this daring and suspenseful game brings the adventurer to the opening of another cavern at the start of *Zork II*. At first, this game seems much like its



predecessor, a danger-filled hunt for riches, but the adventure is soon complicated by the mysterious Wizard of Frobozz, a senile old magic-user whose spells always backfire at the worst possible moments. Only by defeating this elusive Wizard and gaining mastery over his realm does the player reach the beginning of *Zork III*.

***Zork III* (1983)**

It is at this point that the goal of the entire *Zork* trilogy begins to reveal itself. Some 65 years earlier in *Zork* history, the events described in *Zork Zero* led to the rise of the first Dungeon Master. Now, that powerful ruler grows weary of his duties and seeks a successor. Should you show the wisdom and compassion necessary to master the puzzles in *Zork III*, you will assume your rightful place among the governing powers of the world. Should you fail, the entire Underground Empire will crumble to dust.

***Enchanter* (1984)**

Within years of these momentous events, the *Enchanter* trilogy begins to unfold. *Enchanter* sets the player as a novice at the gates of Largoneth Castle. This once-mighty capital of the Kingdom of Quendor is now the domain of an evil warlock named Krill. His powers of magic are so great that none of the land's most experienced spellcasters dare confront him face to face. Only your bravery and magical prowess will be enough to save the land from enslavement at the hands of this evil being.

***Sorcerer* (1984)**

After a victorious magical showdown with the warlock, you are rewarded with a higher position in the Guild of Enchanters, and suddenly find yourself drawn into the mysterious disappearance of your mentor, the great mage Belboz. Thus begins *Sorcerer*, the second game in the trilogy. Your fantastic journeys soon bring you to the ruins of Egredh Castle, the sinister stronghold of the once powerful, now deceased King Duncanthrax the Bellicose. In what still ranks as one of Infocom's most paradoxical puzzles ever, you must eventually travel back in time and come face to face with yourself on your way to rescue Belboz from the clutches of a mysterious demon named Jeearr.

***Spellbreaker* (1985)**

This last feat of heroism earns you the title of the Head of the Guild of Enchanters, finally setting the stage for *Spellbreaker*, the trilogy's fast-paced climax. Up to this point, the bulk of the action in the *Enchanter* trilogy has taken place in the Westlands, separated from the geographic locale of the *Zork* games by a vast ocean and many

thousands of Zorkian "bloits." It was only with the later release of *Beyond Zork* that the parallel courses of the *Zork* and *Enchanter* worlds would begin to intersect.

As the fabric of magic that unifies the *Zork* universe begins to deteriorate, the most powerful enchanters and mages in the world meet in Borphée to decide on a course of action. As the leader of this great conclave, you must embark on a quest to defeat the world's most powerful evil, a darkened mirror image of yourself.

Beyond Zork (1987)

Meanwhile, the remaining group of magic users put into action a plan to preserve their knowledge of magic for all time, should their leader's battle ultimately end in defeat. It is this quest for the fabled Coconut of Quendor that dominates the action in *Beyond Zork*, at the same time as your actions in *Spellbreaker* lead to a confrontation that will bring the Age of Magic to a tragic close.

All of these older *Zork* games are back in print again. Activision has collected nearly all of the old Infocom games and published them in two large packages, *The Lost Treasures of Infocom*, Volumes 1 and 2. The two trilogies, *Beyond Zork* and *Zork Zero* are all in the first volume along with another dozen games. It is the best computer game bargain ever put on the market. *Wishbringer* is included in Volume 2 along with 10 other text-only adventures.

Return to Zork (1993)

Now, with *Return to Zork*, the story begins again. Sixteen years and nine games after the creation of *Dungeon*, the Great Underground Empire will make its way onto our disk drives one more time. The setting? Nearly 700 Zorkian years since the original *Zork* trilogy. This game, the tenth installment in the *Zork* series, makes extensive use of new innovations in audio-visual technology to allow the adventurer to experience the world of *Zork* in a way that has been impossible until now.

Only time will tell if it will be as revolutionary to the computer world of today as the original *Zork* so many years ago.

Notes on the Different Versions of the Game

Return to Zork comes in two “sizes”: floppy disk and CD-ROM. Both versions of the game are almost identical in all respects.

However, “almost identical” is not the same as identical. Several of the game’s problems differ somewhat. As these occur, we’ll point them out to you and lay out the different solutions or approaches. But there are no story differences between game versions. None at all.

There is a greater use of video-based animation on the CD-ROM version along with opening and closing sequences (“cartoons” as they are known in the trade) because there was not enough room to fit it onto a dozen floppies. That’s one of the things we mean by two “sizes”: one CD-ROM disk versus 12 floppy disks. The other is the fact that *Return to Zork* takes about 22M of hard drive space in its DOS version. The CD-ROM version begins at about 145M, six to seven times the DOS size. Hey, all that video has to go someplace. As does the audio. The CDs contain CD-audio quality sound. It, too, needs much more elbow room than the floppy sound. There’s a bit more sound and music, too, but that’s it. Except for those extra files to provide the audio and video enhancements for the CD-ROM version, it matters not which version of *Return to Zork* you might be playing—everything pretty much works the same.

This “...everything pretty much works the same” situation also applies to the Macintosh version of the game. It had not been completed when this book went to press, but it is designed to be identical to the PC version. Whether identical to the floppy or CD-ROM version, we don’t know.

About this Book

This book is unlike any hint book you have ever seen before. It is much more than a hint book. Much more. We think of it as a sort of “deconstruction” of the game, a taking-apart of *Return to Zork* to its bones, and then finding out how they fit back together, and what they might mean.

A step-by-step, screen-by-screen walkthrough is included. We also cover both the CD-ROM and floppy disk-based versions of the game, provide maps for everywhere except the Creeping Bogs (which are different for everybody), and the Dwarven Mines (where a wrong move always returns you to the start of the maze). A list of all the point scoring is also provided.

But when was the last time you saw the shooting script for a game published? When was the first time? All the characters in *Return to Zork* were captured on videotape for use in the game. Everything said in the game is here, and there is a lot of talking. This book also includes notes pointing out changes that were made in the script after shooting and transcripts of sequences that were dropped or shortened considerably. We've even included dialog from some characters that never made it into the final version.

This book contains screen shots of every location you visit, every character you interact with, and every object you find. We point out little things that you might not have noticed about all of these people, places, and things. Some of it is quite eye-opening.

And, of course, we present the cast of characters, including all the guest stars.

But wait! There's more. But we'll let you find that for yourself.

There is information in this book that even Activision was unaware of until we brought it to their attention. We'll point out a few bugs, and wonder if some things really make sense, and should you care. In fact, there is so much stuff in this book, we're sure there is an occasional mistake. If you find one, drop us a note so we can fix it in a later printing.

How to reach me if you find something that needs fixing:

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The Cast of Characters

From the Wizard Trembyle to the Grues, your favorite Zorkites appear here in the approximate order of appearance. Will this information help you win the game? Of course not. But then again...

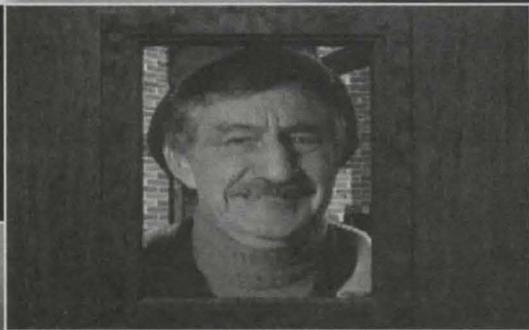


The Wizard Trembyle Will McAllister

(Other Hollywood credits include
"Not Necessarily the News,"
"Cave Girl," "The Film")

The Lighthouse Keeper Howard Mann

(Other Hollywood credits include
"Mr. Saturday Night," "Moonlighting,"
"Murder, She Wrote")





Mayor

Raoul Rizik

(Other Hollywood credits include "Broadcast News," "Growing Pains," "Suburban Commando")

Ms. Peepers

Deena Langer



Boos Myller

Harold Smith

(Other Hollywood credits include "Texas Trilogy")

Waif

Edan Gross

(Other Hollywood credits include "Northern Exposure," "Empty Nest," "Child's Play 1, 2 and 3," "The Little Mermaid")



Moadikum Moodock

Ernie Lively

(Other Hollywood credits include "Passenger 57," "The Beverly Hillbillies" movie)



Blacksmith

Michael Stadvec

(Other Hollywood credits include "General Hospital," "The Bold and the Beautiful")



Molly Moodock

Elaine Lively

(Other Hollywood credits include "National Lampoon's European Vacation," the Charley girl)



Ben Fyshin

Jason Lively

(Other Hollywood credits include "National Lampoon's European Vacation," "Rock and Roll High School Forever")





Witch Itah

Michelle Dahlin

(Other Hollywood credits include "The Color of Evening," "Unsolved Mysteries")

Rebecca Snoot

A.J. Langer

(Other Hollywood credits include "The People Under the Stairs," "In the Heat of the Night," "Hangin' with Mr. Cooper," "Blossom")



Pugney

Peter Sprague

(Mr. Sprague is also the video director for *Return to Zork*.)

Blind Bowman

Sam Jones

(Other Hollywood credits include Flash Gordon in the film "Flash Gordon," "Maximum Force")





The Guardian/Orc Guard

Charles Carpenter

(Other Hollywood credits include
"Saved by the Bell")



Fairy

Robin Lively

(Other Hollywood credits include
"Doogie Howser," "Twin Peaks," "Teen
Witch," "Karate Kid 3")



Singing Tree

Lori Lively

(Other Hollywood credits include "Bio-
Hazard," "Falcon Crest," "Working
Girl"—the television series)



Canuk

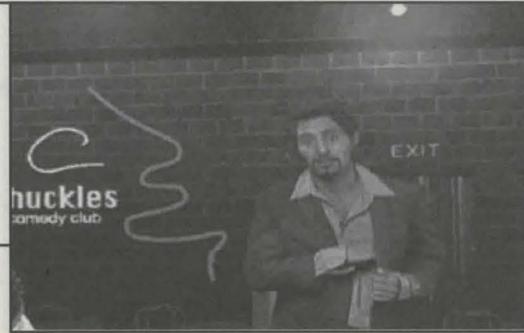
Jojo Marr

(Other Hollywood credits include "Sneakers")

Cliff Robberson

Matt Grimaldi

(Other Hollywood credits include "Small Kill," "Trapped," "Renegades," "Dead Last")



Holy Woman

Julie St. Clare

(Other Hollywood credits include "Sid & Nancy," "Stick," "Murder, She Wrote," "Santa Barbara")

Dwarven Leader & Dwarven General

Nino & Leonardo Surdo

(Other Hollywood credits include "The Heist," "Major Dad," "Days of our Lives")

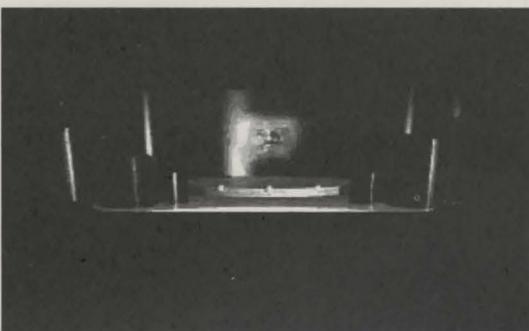




Troll Leader/Trolls

Jason Hervey

(Other Hollywood credits include
"The Wonder Years," "Back to the
Future," "Pee Wee's Big Adventure,"
"Police Academy 3")



**Rooper/Voice of
Morphius**

Michael Johnson

(Other Hollywood credits include
"Room 227," "Pieces of a Man")

Special Cameo Appearances:



G.T.

J. AWS



**and
G. Reaper as Charon**

And Introducing:

Alexis the Hellhound



Canuk the Gender-Uncertain Duck

And of course...

The Grues
played by themselves

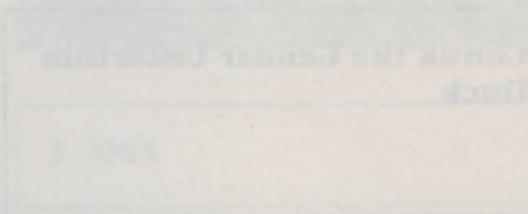


And Introduce



Also the following

1.1



And of COURSE...

The class played by themselves



The Story So Far... The Rise and Fall of Zork

(Edited by Mavis Peepers)

Normally in a game the size of *Return to Zork*, you find yourself constantly jotting down all the clues and information which the player (and the player's character) discover along the way. There's a lot of stuff to keep track of in adventure games, and who knows when the apparent off-handed remark someone makes about which flavor of pocket lint they prefer will become the secret to saving the universe.

Many people have filled entire notebooks while playing computer games, transcribing everything they see and hear *just in case*. Most people rely on notes and memory, but notes get misplaced and people forget.

There are several devices floating around *Return to Zork* designed to make an adventurer's life a bit easier. The filing cabinet, whose contents are reproduced in Chapter 4, is filled with many vital clues and background information; it's always there and it's updated with new material as the game progresses. Your trusty old tape recorder keeps track of everything said to your character. You can play it back and analyze it at almost any time. Between just the filing cabinet and the recorder, the burden of note-keeping and the sting of selective amnesia instantly become obsolete.

The third recording device is given to your character by West Shanbar's schoolmarm—Ms. Mavis Peepers. It's a notebook which, somewhat like the tape recorder, automatically records your discoveries. Always an academic at heart, Ms. Peepers is attempting to discover how and why things got as bad as they are in the world of Zork.

Much of what goes into the notebook is of immediate importance. But it's important for another reason: by the end of the game, Ms. Peepers' notebook will contain the hidden information that reveals all that happened prior to the beginning of the game—why things fell apart.

Here's what happened.

The story so far...

The Valley of the Vultures was once called the Valley of the Sparrows. Needless to say, the sparrows have been replaced by vultures; one of the many radical changes the valley has gone through since the Great Diffusion in 1247 GUE.

The Great Diffusion was to be the second attempt at the absolute end of evil magic in the land. All most notable wizards, holy men, and clerics of the time gathered to design a plan for the extinction of evil once and for all. Many factors had to be taken into consideration: all evil artifacts, regardless of their rarity, had to be destroyed or safely locked away; all evil-doers had to be eliminated; powerful magic items had to be dismantled or destroyed; and existing magic had to be diluted and made useless. The underground empire also had to be sealed off.

After learning of this impending event, without knowing the specifics of the plan, the evil forces broke up the powerful Flying Disc of Frobozz and created a diabolical mechanical method of reforging it. They hid the six pieces with the hope that any survivors of the great diffusion could reconstruct the disk. The evil ones were waiting for the right time; they planned to reforge the Disc and shatter the Wall of Illusion to get to the magic hidden behind it.

Everything went according to plan, except for the diluting of the existing magic. The evil ones discovered that they could not dilute or destroy the magic, and they certainly did not want to try to capture it in a receptacle such as a coconut (as was first attempted before the Age of Science). So they developed an alternative plan that required the union of all good magical powers to scatter the evil magic throughout the known land. They hoped that this dispersal would weaken the magical structure and eventually enable its power to fade away.

The members of the group knew that the procedure would leave some of them powerless, but this did not deter them from their obligations. In a spectacular display of magical power, the Great Spell was cast. The evil magic was scattered into the atmosphere and carried by the winds to gradually settle in tiny specks over the landscape.

The Great Spell seemed to be highly successful. The specks settled and were absorbed into the soil and every living thing. Plants and crops flourished, people began to resettle in the valley, animals were healthy, and peace settled throughout the land. The village of Bel Naire, home of the great temple, grew and became almost as popular as East and West Shanbar. Pugney's Ranch raised strong and healthy cattle that provided enough meat and leather products for the entire valley. Snoot's Farm grew the most fabulous vegetables and grain imaginable. Anything seemed to grow well in the valley and there seemed to be no restrictions on what types of things could be grown there. Everything seemed to be perfect.

But it wasn't. Deep in the ground, the tiny specks of evil dust began to shift and move. Slowly, the particles pushed and etched their way through the soil and formed veins—much like gold veins.

And the particles had a special quality, too. When they pushed their way into certain rock formations, they produced light! The impact of this new geological formation was not felt above ground in the valley, but underground. Throughout the hallways and mazes of the old, forgotten Empire, the effect was monumental.

At the same time, another miracle was happening; a particularly dense cluster of particles had developed some unusual characteristics and started to behave like a magnet, drawing more particles and absorbing the energy from them. The cluster grew...pulsated. It began to emit strange sounds and energies.

This strange cluster was discovered first by the Dwarves. The Dwarves were the best (and only) miners in the land. Their tunnels and tracks catacombed the mountains in the North-east. From these mines, they extracted minerals needed for metals, as well as silver and gold. There seemed to be no geological sense to the wealth found in the mountains, but the Dwarves did not care to question it. They mined the luminous substance, too, naming the material Illumynite. The usefulness of the Illumynite was not immediately known, but quantities of it were still mined and stored for research.

It was during the tunneling of a new mountain sector that the cluster was unearthed.

At first, the football-sized, glowing rock was considered a good-luck charm and a sign that a tremendous vein of Illumynite waited just ahead. But the Dwarves found only worthless dirt and rock, which was rare. Their good-luck charm quickly became known as Fibo's Folly (named after the Dwarf who found the cluster), and was set aside as a gag item. However, after the passage of time, something became apparent: the cluster did not lose its glow.

After some experimenting, the dwarfs concluded that chunks of Illumynite, when kept out of direct sunlight and away from water, held their luminous qualities longer. They were like rough, natural light bulbs. These light bulbs soon became the new product of the Dwarves. The original cluster was renamed Fibo's Fancy Find. The honor came too late for Fibo, though. Embarrassed by the Folly, he took to drinking heavily and carelessly took a wrong turn during a joyride in a mining cart. The track suddenly ended in a hole on the side of a high mountain and Fibo went sailing out into the void. The remains of the cart, as well as a few parts of Fibo's wardrobe, were enshrined at the Temple of Bel Naire alongside the Cluster.

This display gained particular interest from a character named Canuk. Canuk was one of the mages that participated in the destruction of the evil magic (he long ago cast the spell of Long Life upon himself). His powers were drained for a very long time from the ordeal (which is what happened to most of the participants).

Canuk visited the museum regularly. The exposure to the Cluster had a strange effect on him: he became mesmerized, controlled. The Cluster seemed to reach out to him and hypnotize him. He became obsessed with the object and had to obtain it. He did. After building a replica cluster, he infiltrated the museum and swapped it for the real one.

Canuk kept his new possession a secret, even from his closest friends. When his friends decided to form a corporation and produce the Tele-Orb and Illumynite batteries, he was asked (since he was apparently the most knowledgeable person on Illumynite outside of the Dwarven community) to develop an interface between the batteries and the telepathic orbs.

Canuk agreed to the task, but not out of friendship. He had been “instructed” to take the job by the silent voice inside him. Already he was submitting to the mysterious cluster’s control.

Canuk succeeded in making a device that worked with the Tele-Orb and was offered partnership in the corporation. He accepted. But his personality was changing and the partnership with Rooper, Trembyle, and Moodock (the other partners) became strained. It was the disappearance of East Shanbar that finally pushed them all apart.

East Shanbar didn’t all disappear at once. No, it was a gradual process. First went the inn, then the general store, then the blacksmith’s place. Other areas of the valley were similarly affected, too. The original lighthouse (a Keep back then) was no more, though ruins still remained.

Bel Naire village turned into a ghost town in a matter of months. Monks and others no longer visited the Ancient Sacred Circle. People left West Shanbar. The crops began to fail and the cattle weakened. Even the people who stayed became overweight or skinny and seemed to lose their spirit. But where had the others disappeared to? What had happened to the once potential market for Tele-Orbs?

They were relocated. Without a conscious effect on the victims, the Tele-Orbs were transported magically to the new underworld. Illumynite lighted this new world and the transported people did not seem to mind. Eventually, all but a few buildings in West Shanbar were drawn into the new environment.

This made a few individuals curious—especially the Tele-Orb partners. After some tedious research and exploring, the partners discovered a secret door in the Old Mill. It led to the old underground empire, which no longer looked the same. It was a whole new world down there. The partners were excited and quickly consumed by the marketing potential of this new world: an underground resort with glowing rock formations, a giant theme park, and architecture based on the excavations of the old empire. And these were just the folks to do it. The Wizard Trembyle, a veteran of the Great Spell days, was a bit concerned, to say the least. To him, this return to the old underground world was highly unnatural.

Rooper, a veteran of beast-slaying and other great adventures, sharpened his awareness and prepared for the unknown. Moodock, who sold arms for a living and was a genius at manufacturing just disappeared one day, with the rest of East Shanbar and his shop.

Tremble and Rooper began to investigate and snoop around the new world. They soon discovered that something peculiar and magical was definitely occurring underground. An odd form of architecture was adopted, using Illumynite building materials. New buildings sprouted up everywhere, as if in preparation for mass immigrations.

Canuk, who had retired to a condo shack on dreary Ferryman's Isle in the new underground, had been in charge of the building process. The more Rooper and Tremble found out about Canuk and his alteration of the original underground plans, the more confusing and mysterious it all became. A confrontation between Rooper and Canuk occurred on the Isle. In an act of self-defense, Rooper turned Canuk into a duck (he deflected a changeling spell thrown at him by Canuk). The partners decided to leave Canuk in this state until they learned more about his strange behavior.

As time passed, the mindless vultures began to appear. These creatures were controlled by the same force (originating in the original Cluster, which was now a mutating object of much greater proportions) that controlled Canuk. The vultures roamed both levels of the valley, passing through unknown portals. They preyed upon any living thing that was stupid enough to isolate itself. They also regularly raided the Dwarven mining areas and transported stolen Illumynite chunks to an unknown place—the Citadel.

The Citadel was actually the first structure built with the new architectural techniques. It was, in fact, an incubator for the Cluster. Here, the vultures delivered the stolen chunks of Illumynite, which were absorbed into the structure housing the Cluster. Energy then was drawn in large quantities to speed up the mutation of the Cluster. The vultures also delivered various living things so that the force within the Cluster could develop a form that would enable communication between the force and everything else.

Confused by the variations delivered, the Force's mutation process became a nightmarish and disgusting event. Its shape constantly changed to fit the images and patterns of the sample creatures delivered. But the process went on. And the mutation grew and grew and gained more power with every minute. Its influence spread and its demand for more energy created a busy agenda for the marauding vultures.

These vultures were also the eyes and ears for the evil force. Able to zero in on subjects who spoke or acted against the force, they would swoop down and carry the offender away, never to be seen again. Most of these unfortunate persons were used for the mutation process. Others of more importance (those who needed to be thoroughly analyzed after the mutation was complete) were turned into stone statues or zombies and used to decorate and entertain in the Halls of the Citadel. They were, in fact, merely suspended or preserved until later.

When the Wizard and Rooper caught on to enough of the evil process, they set out to destroy it before it reached an unstoppable point. They had discovered what seemed like a plan to enslave the minds and bodies of the known world inhabitants and create a new world of evil-generating structures. The environment, unbeknownst to these two, was being transformed into a huge incubator, allowing even further mutation and growth.

It didn't take long for the Force to respond to the presence of the two snooping humans. The Wizard was the first to be turned to stone, having stumbled upon far too much information.

This disappearance of Trembyle caused Rooper great concern, and reacting in typical adventurer spirit, he donned his battle gear and prepared to find and defeat whoever or whatever was responsible. With the help of a prototype Tele-Orb, Rooper was able to discover most of the route the Wizard had taken. It wasn't too long before he was also turned to stone.

But.....

Prior to the earnest beginning of the investigations and the disappearances, Rooper had prepared a help message disguised as a public-relations package to be sent to everyone in the Westlands on his mailing list. This package contained a notification that the bearer had just won the grand prize of the Dizzy World Resort sweepstakes, a map to Shanbar in the Eastlands, and a gift Tele-Orb as a bonus. All the bearer needed to do to claim the prize was to journey—at his own expense—to West Shanbar and hear a presentation by Rooper and Trembyle.

This is where Ms. Peepers' narrative ends.

It is also at this point that the player enters the game, as the bearer of a grand prize sweepstakes winning letter.

Only bits and pieces of the grand valley puzzle are readily available. All seems well, although boring, in the valley. But where is Rooper? Does it matter? And what happened to the flourishing towns of Shanbar and Bel Naire?

As you and your character try to rediscover the facts and uncover the mysteries of this peculiar hidden valley, the Evil Force continues to mutate and gain power. Time is limited.

Nothing makes much sense—not even the people encountered. But unless you—the player—can unravel the mysteries, what good is a gift shop in a ghost town?

Spear's Rules of Adventuring (Return to Zork Version)

1. Save the game. Save often, save well.
2. Explore everywhere.
3. Stay out of dark places if you don't have a light.
Grues live there.
4. Examine everything.
5. Take everything that is not nailed down, but always get permission first. If it is nailed down, look for a prybar.
6. Never kill—trolls excepted.
7. Photograph everything.
8. Talk with everyone or everything possible.
9. Ask everyone, *et cetera* about everything, everybody, and every place.
10. Pay attention to what you hear and read.
11. Find creative uses for everything you possess.
12. Know where you are at all times.
13. Always remember the First Commandment:
Save the game.
Save often.
Save well.
14. Always remember:
It's only a game.

Speak's Rules of Adventuring (Return to Zork Version)

1. I have the game, love ones, save well.
2. Say out of hand please if you don't have a light.
3. Greet the player, please keep track of items you find in your inventory.
4. Examine every thing.
5. Don't take everything that is not a gold piece, but things are plentiful in the game. If it is called down, look for a golden.
6. Never kill—trolls escaped.
7. Don't take anything that is not a gold piece, but things are plentiful in the game. If it is called down, look for a golden.
8. Talk with everyone in every place possible.
9. Ask everyone what items they have, and how they use them.
10. For answers to what you hear and read.
11. Don't create new for anything you possess.
12. Know when you are at all times.
13. Always remember the first Commandment.
14. Save the game.
15. Save the game.
16. Save well.
17. Always remember.
18. It's only a game.
19. Always remember.
20. Always remember.
21. Always remember.
22. Always remember.
23. Always remember.
24. Always remember.
25. Always remember.
26. Always remember.
27. Always remember.
28. Always remember.
29. Always remember.
30. Always remember.



A Walking Tour Through *Return to Zork*

You are standing by a white house.

You are standing in an open field west of a white house with a boarded front door. There is a small mailbox here.

Oops! Got a little carried away there. Wrong Zork game.

Or is it?

You are standing in a mountain pass overlooking the Valley of the Sparrows. There is a large vulture here. A comfort-

able path squiggles down, losing itself into the background scenery. Your Tele-Orb sparkles to life and the Wizard Trembley greets you with neither the expected welcome, nor a warning. No. He demands a new battery. A battery? What's going on here?

Return to Zork is a mystery story as well as an adventure game. Much of the fun consists of just finding out what's happening, where to go, and what to do next. Just figuring out what's going on can be as enjoyable as conquering all obstacles to get to the game's conclusion. For many, just getting into the Great Underground Empire is considered a triumph.

But, still, all of that is not the same as winning.

This chapter contains a walkthrough of *Return to Zork*. It is a critical path through every problem, puzzle, and situation in the game. Both the floppy disk and CD-ROM versions of the game are covered also. Although the story is exactly the same in both versions, there are a few differences in problem solutions between the two. We'll note—and solve—each as we reach them.

All the answers are in here, including a lot of things you may not have noticed. You can read it straight through, or look up the section or problem bugging you the most. But again, there are no hints or gentle nudges here—just answers.

Before we continue, though...

Return to Zork is such an expansive and interactive world that there are many paths you can follow in order to play through from the beginning to the end. There is no one best-path solution. Although the game problems and their solutions don't change, the way you get to them can—and does—change as easily as deciding to follow the left fork in a road instead of the right. Or it may depend on who is spoken with first, or even from where your inspiration or intuition deposits you.

We have chosen not to follow the most efficient solution through *Return to Zork*. To do so would be to ignore all the interrelating clues, characters, and story lines that create the story of the game. Without these, the game makes little sense. Winning is one thing; winning without knowing what you've won is another. Instead of rushing through sequences of actions, many of which would be performed out of their proper contexts, we will stroll along; we will take the time to see how the story unfolds, and point out the *whys* as well as the *hows*.

To win the game but lose the story is not the best path through *Return to Zork*. Or any game for that matter. It would be like getting on a bus and rushing through a dozen countries in six days. You can always claim you visited those places, but you can never say you were there. That's why this is called a *walking* tour.

Getting Started



The main inventory screen.

Let's take a moment to check what you have to work with for now. Click the right mouse button and guide the cursor over the seven items displayed in the box.

This is your current inventory, and it is shown inside the Inventory screen. You have from left to right

- A Map, which can be scrolled up and down after you click on it. The red dot indicates your position. There's not much on the map now, but as you visit new places during the game, new locations will be added. After you arrive in the Great Underground Empire, you will find that the map has a second page, which details the lay of the land beneath the surface. Check the map often.
- A Photo Album. Inside the album are only two pictures—negative images of something or other. Any snapshots you take during your travels (and you'll be taking a lot) will be recorded here. Much later in the game, these negatives will be developed into positive images.
- The Tele-Orb. This contains Trembyle, who serves as your blathering companion (sort of) through the adventure, and a plot point at the same time. Listen to what he says; nearly all of his conversation is important, although the point is not always obvious at first.
- A Tape Recorder. You're going to be conversing with a lot of characters and critters during your journey through *Return to Zork*; all of what they say will automatically be recorded here. The controls work just the same as a physical tape deck. You will play these tapes back to other characters in the game as you go along. These tapes take away the need for you to make a lot of written notes about what folks say to you. Very convenient.
- A Camera. The ultimate in point-and-shoot simplicity. Just click on it wherever you are and, if the game allows, it will snap off a shot. Try it right now. Flash. Now look at the photo album. A landscape portrait of the mountain pass suitable for framing. Remember to photograph every place you go and everybody you meet. Unlike the tape recorder, the game will not do this for you.
- A Sharp Knife from home.
- A Box of Matches from Chuckle's Comedy Club.

You will notice that for the knife and matches, when you slide the cursor over their images you are given a choice of Use or Pick Up . If you Use some object while it is in your inventory, you will usually be presented with another set of choices as to how to use the object. Use the knife or matches right now. Click on the EYE icon, and you will see a full screen illustration of it—this is normally the way you look at objects during the game. The other possible actions listed vary from item to item and from time to time throughout *Return to Zork*.

The other basic choice you have while you're in the inventory screen is to Pick Up the item. Once something is picked up, it turns into the game cursor and can be Used on something else. These something elses can be other characters, objects on-screen, or other inventory items. When you are done using something, just put it back in your inventory and the normal cursor reappears.

Pay careful attention to the different ways in which various items can be used—these descriptions will tell you just what you can do with all the stuff you find. You may not know where or when to do these somethings, or even how, but these are important clues—don't ignore them. And just because you use something correctly once, that doesn't mean that it doesn't have another important task later on. Check over the stuff your character is carrying on a regular basis. You may be surprised as to what you discover.

While we are on the topic of inventory, there's a character in *Return to Zork* who exists always just off screen at the edge of the action—one whom you don't particularly want to meet.



The Guardian will get you if you don't watch out.

It's the Guardian. The Guardian will always appear after you do something in the game that is morally or ethically wrong (at least from the game's point of view). Ransacking a house without permission, for example, or killing someone

or something other than trolls. The Guardian will show up then, chide you for what you did, and take away everything *takeable* that your character possesses in inventory. Everything. You will never be able to get the items back. Never.

As a result, once you meet the Guardian, you cannot complete the game. You are left in what is known in game-development circles as a *dead end*—a situation where someone can continue playing, but will never finish the game. This is obviously somewhat frustrating. You can walk around, interact with folks, and get new stuff, but never win. It is as if your character is one of the digitally undead, passing for alive, searching futilely for the peace it can never obtain. Or should we say *piece*?

If this happens to you, quit, restore an older saved game, and repent your evil ways.



Author's Note: This state of affairs runs counter to nearly every other computer adventure or role-playing game ever created. Inspired, no doubt, by the original *Zork* game, the rule of thumb for players has always been:

Take everything that is not nailed down.

If it is, find something to correct the situation.

Not so here; in *Return to Zork*, this is a most bogus rule.

One undocumented feature of *Return to Zork* does allow you to do some nasty things with impunity. If you drop all your possessions before committing the unkind deed, you will have nothing on you for the Guardian to take away. Therefore, you can rob and loot with impunity, if that's your idea of fun, but there are only a few times that the opportunity ever arises. The camera, tape recorder, Ms. Peepers' notebook, map, and photo album can never be dropped, so the Guardian can't take those in any case.

If you feel like killing someone, though, use the dagger. Once you've rung Ms. Peepers' bell, there is no other use for it. From there on, it doesn't matter whether the Guardian confiscates it.

Above Ground (the first time)

Getting to West Shanbar

You are still standing in the Mountain Pass. Take a picture with the camera (if you haven't already). Look around. Move the cursor over things until a name appears; that's all you need to do in order to look around in the game.



Atop the mountain pass.

There's a Vulture perched atop a sign. Look at it (click the cursor while the word vulture is on-screen). Talk to the bird if you'd like, although vultures make better pets than conversationalists.

Look at the sign. It looks like the Valley of the Sparrows has a new name. Look at the plant. Try to pick up the Bonding Plant. Ouch. The bad, bad vulture will kill you if you try this three times, so consider yourself warned. Zoom back out to the Mountain Pass screen.

Look around some more. At the bottom left of the screen is a Rock. Pick up the rock. Click the rock cursor on the vulture. Then choose to Throw the rock at the vulture. Nice throw.

Sign of the times.

Look at the sign again, then at the bonding plant. Take the knife from your inventory (Pick Up knife). Click the knife cursor on the bonding plant. You are faced with nine choices as to what you can do with the knife and plant. Dig up the bonding plant; if you cut it or pull it up, the plant will die. However, you need a live plant for later. Put the bonding plant into inventory, and then zoom back out to the main screen. Move the cursor until it changes into a directional arrow. Click the left mouse button to move on to your next stop.





Author's Note: From here on, unless there is something specific or unusual about a certain action, we will eliminate references to specific mouse movements or

actions. You probably understand how the interface (how you do things) works by now, and this tour would get real boring real fast if we continue on like this.

This is a good time to Save your game. As with most computer games, the First Imperative is to *Save the Game*. Save often and save well. We will also remind you of this occasionally, but we'll leave it to you to remember all the other times. *Return to Zork* allows you to have 100 saved games available. Use them. They don't cost anything extra.



The lighthouse.

You are now looking at the Lighthouse. Snap a photo. Gawk for a moment, and then continue forward. As you arrive at the door to the lighthouse, Tremble will suggest talking with the "...old fool." You can move straight ahead, diagonally left,

or left. Turn left. Click on the door. The Lighthouse Keeper will answer and babble on a bit about a password and then let you inside. This is a bogus clue; there is no password needed anywhere in *Return to Zork*. The "swordfish" password that the keeper mentions is an allusion to the solution of a problem in an earlier Zork game. It's an in-joke for old-timers.

However, this is a good time to remind you that nearly everything anybody says in the game is important. Pay attention. Review the tapes later—you may have missed something.

Once inside the lighthouse, take a picture of the keeper. Talk to the lightkeeper. You then see a vertical row of icons indicating your attitude during the conversation. Choose Fascinated. The lightkeeper will talk your lights out. Listen especially about what he has to say about Illumynite and the nature of Vultures, Talons. This is enormously important if you ever want to get back here again—and you will.

You are allowed to change your conversational posture at any time, although the people in Zork will respond differently, depending on your attitude. You must always be aware of this as you continue throughout the game.

When you're done talking with the keeper, you see another row of icons. Ask the lighthouse keeper about the different things in your inventory, the map, and the snapshots in your album. Finally, play him everything that's recorded on your tape recorder. When you are finished, end the conversation.



Author's Note: What you just did is an extremely important part of playing *Return to Zork*.

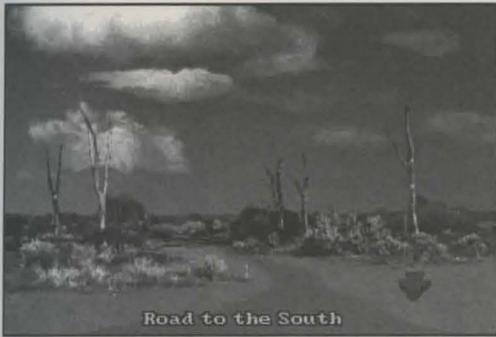
The general rule here is: Take photographs of every place you visit and of everybody you meet. Ask everybody about everything. Pay attention to what folks say, especial-

ly when they talk about other people, places, or things. A major part of the fun of *Return to Zork* is unraveling the mystery of what's going on around you and why. As you discover that, you will attain a better and better understanding of what to do next.

Go up the stairs. You will find yourself on a narrow balcony with a lone tree in the distance. Take a picture of the tree. Nothing happens; this is one of many spots where photography is not practiced in the world of Zork. Still, one has to try. Don't spend too long checking out the view; you'll be back later.

Return down the stairs, then exit the lighthouse.

Outside again, Tremble will begin gabbing again, then break up. His batteries have died.



The Road to the South.

Move straight ahead. You will come to the Road to the South. Do not continue straight beyond this point—instant death awaits your character there. However, if you'd like to see what happens when your character does perish, save the game and then continue. We'll wait here until you restore.



Author's Note: The screen that a computer game shows you when your character dies (or otherwise ends the game precipitously) is known as the End of Game

screen—the EOG. If you tried the Road to the South, you just encountered it. In *Return to Zork*, the large window above the coffin will reflect just how death occurred.

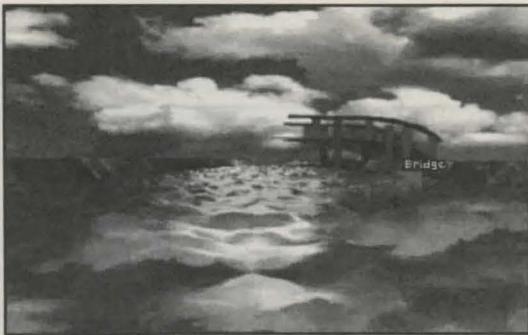
Oops! It's time to restore a game.

Turn around. You will be back next to the lighthouse. Follow the diagonal arrow, and you will then be behind the lighthouse and next to the Northern River. There are a bunch of loose wooden planks lying on the ground, as well as some vines growing on the remains of an old dock. Looks like the makings of a raft to us.



Take the Knife and Cut the vines with it. You are now carrying the vines. Click the vines on the loose planks and Tie them on the wood planks. You now have a raft; it's the only way possible to get any further into the game or into Zork itself.

Using the raft is easy—just click on it.



On the river.

You are floating down the River. There is no turning back to the lighthouse at this point, although you will be able to get back there later in the game. Before you drift any farther, look at your map. The skull and crossbones should suggest that there is danger ahead. If you put the cur-

sor over it, you will learn the existence of dangerous rapids ahead. Return to the main screen.

You are still on the first screen of the river. Move straight ahead. This is the second river screen. The remains of a bridge are on the right bank. That's where you want to go, so click on the bridge in order to get off. If you follow the river beyond this point, you will have another close encounter with the dreaded EOG—the End of Game screen.



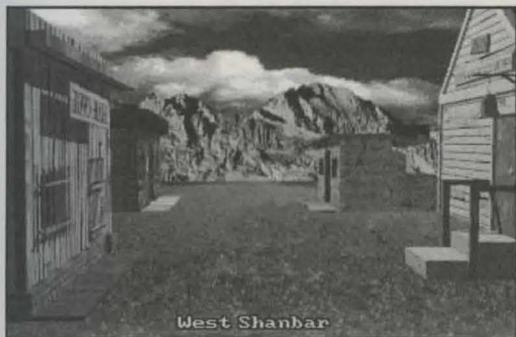
CD-ROM Alert: This is the first place in the game where the floppy-based and CD-ROM versions differ. If you're playing on CD, there is no option for clicking on the bridge. The river sequence is entirely

animated; at the end of it, your character will have arrived in West Shanbar at the same place as in the floppy version. No interaction with the game is required once you begin rafting.

West Shanbar

Steps Along the Way:

- Learning Your Way Around
- Using the Files
- Obtaining the Notebook
- Obtaining the Crank
- Obtaining the Box of Mice
- Obtaining Zorkmids
- Obtaining the Silver Flask
- Obtaining the First Disc Piece (Dirty Rock)



Beautiful downtown
West Shanbar.

You have arrived in West Shanbar. Save the game. (Just a friendly reminder from a friendly town.) Take a shot of West Shanbar—or what's left of it. Not even enough to take a picture, much less a

postcard to send to folks back home. Ahead of you are four buildings. Let's see if anyone's still living here.

But first...

If you move the cursor near the bottom center of the screen, you will see a circular arrow. This is the Turn Around cursor. Click it.



Facing the river in West Shanbar.

Although it appears that you are someplace you haven't been before, you are still in the same spot, but looking back out over the ruined bridge. This change of view technique can become very confusing in the game; this is the first time

you encounter it, but it will happen in nearly every location once we get to the Great Underground Empire. Get used to it, or get lost a lot.

OK. For now, just turn back around and face the city (ahem).



CD-ROM Alert: The floppy disk and CD-ROM versions of *Return to Zork* sometimes show your character's movement from place to place differently. As in the river-

rafting sequence, animation usually is used in the CD-ROM to take the character from place to place in West Shanbar instead of merely cutting from one place to the next.

Town Hall—West Shanbar.

Follow the diagonal arrow nearer to the bottom left of the screen; it brings you to the door of West Shanbar's Town Hall. Click on the door to walk inside. The Mayor of West Shanbar will greet you.

Talk to him for a while and learn what he has to say. Ask him about everything except your inventory; he has nothing to say about anything in your possession. His info about the places on the map is good, though.



Go over to the Filing Cabinet in the lobby.



Inside the Mayor's office.

There are three drawers full of file folders there. It is important to read everything that is in there; just click on each of the folders in each of the drawers. Take notes if you must (although we collected the contents of the filing cabinet in Chapter 4). Between this information and what

the mayor and lighthouse keeper have said, you have a rough idea as to what has been going on in these parts until now. You will also learn the basic who's who and what's what of the game. The file cabinet also contains important information and clues for solving many of *Return to Zork's* puzzles. You'll need all the help you can get.

When you have finished reading through the files, return to the main screen and then outside to the main street.

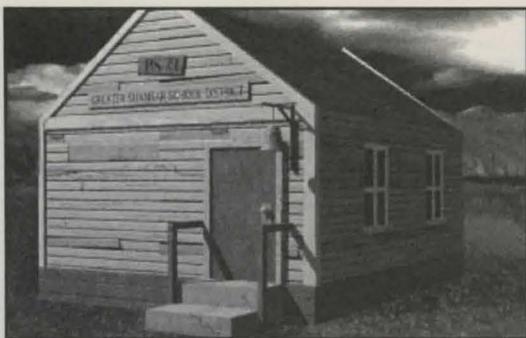
(By the way, the names of the six Ancient Muses of the Arts are the first names of the people who helped design one of the major game puzzles, spelled backward. They also posed for it. You'll know which one it is when you come to it, but we thought we'd point out the inside joke here.)



Author's Note: Although you must come back to the Town Hall at least one more time, make it a point to return here from time to time on your own to check out the files; new information will

be added as the game progresses. Remember: This is a major center of the game's hints and information. Use it often, use it well. We will not nag you about this again.

You're back looking down West Shanbar's main street. Follow the diagonal arrow nearest the bottom right of the screen, and you will be in front of the town's Schoolhouse—PS #1, Old Mill School.



The Schoolhouse— West Shanbar.

Take a picture, then knock on the door. Since there's no answer, you'll need another way to get inside. Get out your knife and Strike the Bell with it. Ding-dong, ding-dong.

Ms. Peepers.

Ms. Mavis Peepers, the slightly dowdy town schoolmarm, will welcome you inside. Put the knife away. Snap a photo, then talk with Ms. Peepers. Be apologetic.



But first...

Yes, it's pop-quiz time, and you can't squirm out of taking it. This single-question exam is part of *Return to Zork's* copy protection. The answer to Ms. Peepers' question will be found somewhere in the *Encyclopedia Frobozzica*, which is included inside the game's box. Try not to lose it. Or the encyclopedia, either. In fact, read the encyclopedia sometime; it's full of interesting stuff about the history of the Great Underground Empire (GUE).

After you pass the test, talk to Ms. Peepers; she will give you a Notebook and ask you to record the things you learn as you travel throughout the game. This is done automatically as you wander about, giving you more information and background as to what is going on. There are some notes already inside it, so take a moment to check it out. Check it often as you travel. Once you're finished, exit the schoolhouse. You'll come back later.



Author's Note: Ms. Peepers will not give you much information at this point, but if you do ask her about the pictures in your photo album, you will notice that new pages have been added to it. That's

to hold the photos you've been taking as you moved along. There are many more to come. An arrow cursor will appear at the bottom right of the screen to allow you to scroll through it.

Back on the street, our next stop is at the end of the arrow in the screen's upper left-hand portion. Snapshot time.



The Gift Shop—West Shanbar.

You are now in front of the combination Pawn and Gift Shop mentioned in the letter that came in the game's box. According to Rooper's letter, you can take three things from the shop.

Of course one needs to get in first.

What a nearly empty town needs with a Gift (or Pawn) Shop is a mystery we may never solve, but knock on the door anyway. Another no answer. For the moment, you have no way to get inside, so turn back and follow the upper right-side arrow.

Hardware Store— West Shanbar.

Here, you are looking at the ruined exterior of West Shanbar's former Hardware Store. Walk inside and look around. There are three things here that you need to get: the crank, the mice, and the box.



Just pick up the Crank and put it into inventory—it won't bite.



Inside the Hardware Store.

The Mice do bite, on the other hand, and will kill your character if you're not careful. Pick up the mice—it may take a few tries. Since the cursor is now the mice, click the mice on the Box in the middle of the floor. They're quick little critters; keep trying. Drop the mice into the Box

and put the box into your inventory. As long as the mice are in the box, they won't bite. If you put them directly into inventory, they will. It's a fatal mistake.



Author's Note: Now that you have the mice, we will admit that you really don't need them. Don't get rid of them. This walkthrough is structured so that

you will be exposed to much more of the game's story and logic than you would be in a typical sprint-through. Bear with us; we'll pay off the mice problem a bit further on.

Mice boxed securely, return to the beginning of West Shanbar, then turn around and face the bridge. Go left.

Old Mill—West Shanbar.

You are now outside the Old Mill, home of one Boos Myller, the town drunk. Snap a picture of his place, then go inside for another photo op.





"Want some rye? Course ya' do!"

Boos greets you and offers you a drink of rye whiskey. If you read through the file on Toasting in Town Hall, you learned of Shanbar's *Four Part Ritual Toast*; it's time to use it. When your cursor turns into a Shotglass (it will look filled):

1. Click the shotglass on Boos.
2. Make a Toast.
3. Click the glass on the plant in the screen.
4. Pour out the drink. Why? If you do take a drink, it'll knock you on your *****asterisk***** and you'll have to start the ritual from the start again.
5. Click the now-empty glass on Boos.
6. Choose the Drink option. (Yes, we know the glass is empty. Boos doesn't.) Boos will drink, then pour you another round.
7. Click the now-full glass on Boos.
8. Show Boos the empty glass.
9. Make a toast.
10. Pour out the drink on the plant.
11. Continue this toasting/drinking sequence until Boos passes out.

Boos-ed out.

Once Boos is unconscious, search around the floor next to him. When you run across the Flask, put it into inventory. Follow the left arrow out the mill's other door.





Author's Note: Remember that the Use options for different items are a great source of clues in this game. With Boos you have

an Ask for Keys choice. What keys? Do you need them? Why? This is a clue to do something. What?



Behind the Old Mill.

You are at the back (or is it the side?) of the old mill. There is a car here and a waterwheel. A key is on the ground.

Look around. On the river side you will find a Chock by the waterwheel; click on it to set the wheel turning. You have now

activated the mechanism that opens the trap door that leads down into the GUE. The automobile's only use is that of a vague clue. Get the Key, then return inside.

"Want some rye?"

"Course 'ya do."

Boos Myller has recovered quickly from his stupor and will offer you another glass of rye if you click the shotglass on him. If you try to talk with him—well, try it once. OK, so he's not Ms. Manners.

You will also notice that the Trapdoor has opened in the room. As advertised in the previous paragraph, this will take you down to the GUE. For the moment, forget about it.

Show the empty glass to Boos and begin the toasting/drinking sequence again. This time, once Boos has consumed *three* drinks, ask him about his Keys. He will give them to you. If you let Boos drink more, he'll pass out again.



Author's Note: If you would prefer, the two drinking sequences can be combined as one. However, when Boos tosses you his keys, the cursor will change from the shotglass to the keys. Make sure to place the keys in inventory, then pick up the shotglass again. You then can finish the toasting/drinking to get the flask. If you don't do it this way, you'll have to start the toasting sequence again from the beginning.

We did it this way for the sake of story continuity; although there is a notice in the filing cabinet about

Boos having been busted for drunk driving in the past, it is easily overlooked or mistaken for background color. When you first meet Boos, you have no idea that he has a car—much less still has one—and needs his keys taken away from him for everyone's protection. You do know that after you've been outside.

Even if you neglect to take the keys from Boos after you've seen the car, he will not drive away. You need the keys to enter the GUE and Boos will always be waiting for you to return and drink with him some more.



The door to the Great Underground Empire.

Now that you have all of Boos' keys, follow the arrow pointing down. At the bottom of the ladder is a door that you cannot open. This is the entrance to the GUE. It's locked, of course. Boos' keys will unlock it, but there are still a few more

things to do before entering it. Now that you know where the door is, and have seen it with your own eyes, climb back up and leave the mill by way of the front door.



Shanbar in the distance. Follow the arrow and you'll find yourself back on Main Street.

Go back to the combination Pawn and Gift Shop. Knock on the door. Still no answer, of course. Take the key you found behind the old mill and click it on the door. Open, sez me!

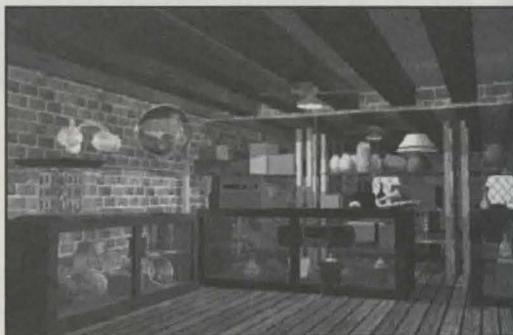
Take any three things inside the Gift Shop.

Inside, the store appears deserted. In fact, it *is* deserted despite the working fans and look of prosperity as opposed to abandonment. There are a number of objects that you need to get here.

Rooper's letter allows you to take three things, but to make shopping easier, there are only three things here to take:

On the shelf above and behind the front counter is a Battery. Pick up the battery and then open up your inventory. Move the battery cursor over the Tele-Orb and choose to Use the battery with the Tele-Orb. Drop the battery into the Tele-Orb. Remember the very first scene of the game when Trembyle complained that he needed a new battery? You got it—he's back. Trembyle can take a lickin' and keep on talkin'.

Inside the Cash Register are some zorkmids (coins of the realm) and a pair of Tickets to Dizzyworld. Open the register by clicking on it and then stash the coins and tickets in inventory.



West Shanbar from another perspective.

Outside again, turn around. You will be faced with a location you haven't seen before. This is another of those confusing changes of perspective; you are still outside the old mill, only the door is to your back. What you're looking at is West

Leave the Gift Shop, return to Main Street, then turn around and face the bridge. Left takes us back to Boos' place. Straight ahead leads to death and the EOG screen. Choose the downward-pointing arrow.

You are now underneath West Shanbar's ruined bridge. There is a Waif here. He is cautious, spooky, shy, and frightened of strangers.



A friend in need.

Talk to the waif; be cautious, then friendly. Ask him about the bonding plant and the tickets. Give the Dizzyworld Tickets to the waif. In return, he will give you a gift. It doesn't look like much—just a Dirty Rock—but, as you will learn, this is a most crucial item.

You have now completed the first major task in *Return to Zork*.

Before you leave, fill up Boos' empty silver flask with some river water. Never know when it'll come in handy.

You have now finished everything that can be done above ground for now. Return to Boos Myller's home at the old mill. Take the trap-door ladder back down, and use Boos' ring of keys to Unlock the door into the GUE.

Congratulations. You have reached the Great Underground Empire. Enjoy your accomplishments for a moment—it's all uphill from here. So to speak.

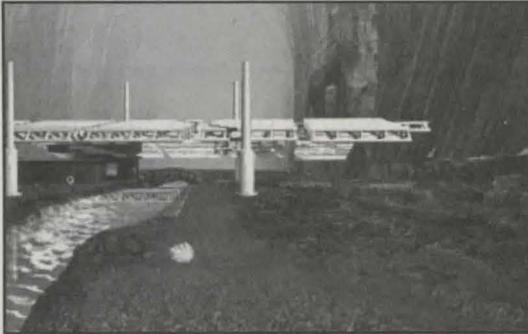
The Great Underground Empire (the first time)

Steps Along the Way:

- East Shanbar
- Learning Your Way Around
- Learning To Play Survivor
- Learning To Tie the Knot
- Obtaining the Letter
- Obtaining the Ferryman's Token
- Obtaining the Dwarven Sword

Oops! Are we in the right place? You thought we had left Boos' and climbed down to the GUE. What's going on here?

You are now below ground in what was once the Great Underground Empire. It just looks like you are in the old mill. You're really in the New Mill. The arrow to the left will take you back to the door and ladder to the surface. The right arrow leads outside. Follow it.



First look at the Great Underground Empire.

You really are in the GUE. In front of you are the great cities of East Shanbar and New West Shanbar, connected by a bridge; to the right is countryside. Before you move anywhere, take a picture.

Turn around; the exterior of the underground portion of the New Mill (the place you just came from) is nearly identical with the surface version. Turn back around again and pay attention to this traveler's advisory:

1. The GUE is a very confusing place within which to keep one's bearings at first. While we have provided maps for these locals, even these had to be fudged somewhat in order to make sense of the relationships of one place to another. Apparent inconsistencies abound, so our advice is just to relax and not take geography too seriously. You'll soon be familiar enough with things to move about with ease.
2. If you check your inventory map now, you will find that the second page is now revealed. If you do get lost, a look at the map will tell you where you are. Much like the opposite of images seen in the side-view mirrors in cars, things in Zork are much farther away than they appear.

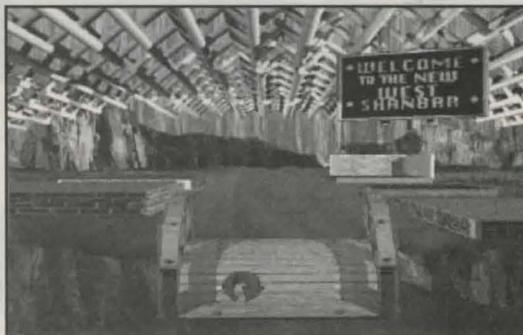
OK, back to the game.

You are in front of the new mill. Follow the arrow pointing off to the left.



Looking down East Shanbar's main street.

The opposite view—looking back from East Shanbar.



You have now arrived in the thriving metropolis of East Shanbar, and are looking down its main street. Come to think of it, it's the only street. Take a photo. Turn around, take another, then turn back to face the town again. There's a lot to do here, not all of which can be accomplished on your first visit.

Let's take a look at how things are set up around here.

Follow the smaller diagonal arrow at the lower left part of the screen.

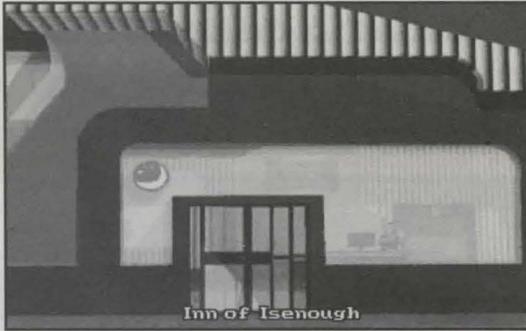


The General Store—
East Shanbar.

This is East Shanbar's lone General Store. Photo time. Knock on the door. Doesn't anyone answer doors in Zork? Zoom in on the door—there's an invitation to loot the place tacked there. One look keeps

the Guardian away later on. Do It, then leave for now. Zoom back out and turn left. You're back on the street.

Take the lower right-side arrow this time and snap a picture.



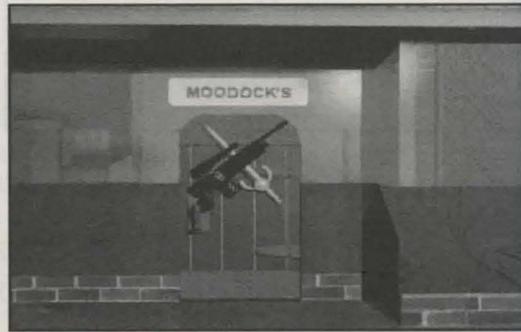
The Inn of Isenough—
East Shanbar.

This is the East Shanbar's Inn of Isenough. Walk inside and look around if you'd like, but this location is another momentary dead end. Instead, we suggest turning right, back to the street, and

then selecting the medium-size arrow in the screen's middle-left portion. It's the one pointing to the red rectangle.

Moodock's—East Shanbar.

You are now outside of Moodock's. He's the same Moodock mentioned in the mayor's files, and the former great hero of the GUE. No pictures are allowed outside, but he does accept visitors. Go right on in and take his portrait. Great.



Moodock himself.

Like many old soldiers, Moodock enjoys recounting his old war stories. Set a spell and talk to him; use any and all attitudes with him, and don't be discouraged if he repeats himself. You want to hear his story about the boar



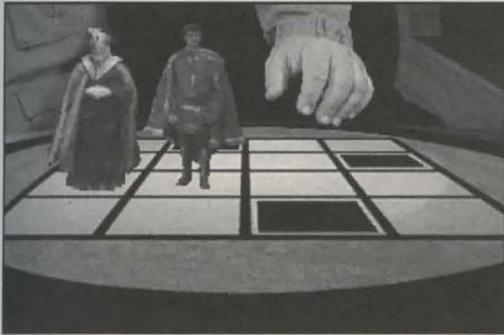
and the mirror. Also show him all the stuff you've collected—including the maps, photos, and tapes. By the time you're through, Moodock will have told you much important information about Trembyle, Rooper, and Canuk. There are also a few clues in there about an item or two you'll need to pick up.



Author's Note: The voice that goads Moodock on is his wife Molly; she runs the Inn across the street and we can only assume

that she has stopped home for a bit of lunch and a quiet nag. Or to give her husband a much needed reality check.

When you've finished talking with Moodock, click the cursor on the game board in front of him.



Playing Survivor.

Moodock will invite you to play a game of Survivor with him. Listen to the rules, but don't worry if you don't understand them completely. You will be playing the Canuk piece, and for this game at least, Canuk can't lose. Play the game through. Every time it's your move, just

pick any square without a hole in it and click there. It doesn't matter which square you choose. When you've won, Moodock will reward you with a beat-up Dwarven Sword and a Token. Make sure that you look closely at the sword and try to visualize what it would look when it's all cleaned up. Remember it.

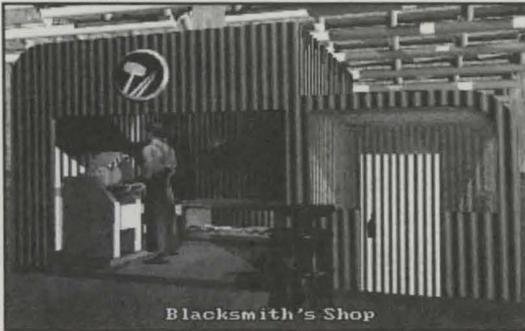
If you like, play some more survivor, but it is unnecessary—and a bit boring.



Author's Note: Ignore Moodock's comments while playing. They have nothing to

do with how the play is actually developing. As we noted, you can't lose this game.

Leave Moodock's and turn left outside. Follow the top-right diagonal arrow. This will bring you to the Blacksmith's Shop to which Moodock directed you.



The Blacksmith's Shop— East Shanbar.

The Dwarven Sword is another of the items you read about in the files. It has a number of important uses later, but it needs to be repaired first. In its current condition it is nearly worthless. Look at the sword. Yuk! Photograph the shop

and, once inside, the Blacksmith. He's not much of a talker, so give the sword to him; he'll tell you to come back later. Fine. Leave the shop and turn left.

You are now facing East Shanbar's main street looking back at the way you came. Click around a few times to get your bearings, then go to the bridge welcoming folks to New West Shanbar. But as you look about in town:

Don't go beyond the fork in the road.

Don't play with the incinerator.

And don't cross the bridge, either!

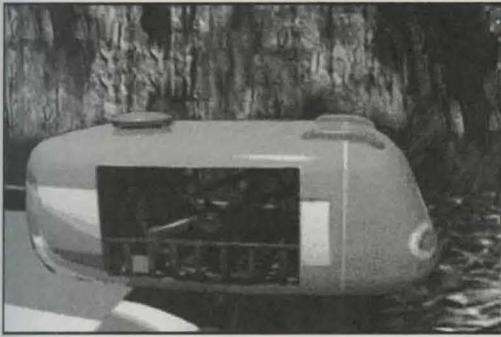
Oh, go ahead. Have fun—it's what playing games is all about. Don't be afraid to experiment or to do weird things. Just make sure that you save the game before you get too creative.

Turn left when you get to the bridge.

Ben Fyshin's Boating Emporium.

This is the town pier, and the man you are looking at is Ben Fyshin—he rents boats. Ben's just leaning there, fiddling with a knot. He'll offer to rent you a boat for two zorkmids. Click your coins on Ben, and then zoom in on the Boat.





The boat's motor—minus a power source.

From the looks of the Motor, it's treadmill powered. And, indeed, it is. Mouse-powered, perhaps? From your inventory screen, take the mice from their box and return to the main screen. Click the mice on the motor. No good.

You're going to need something bigger than mice to turn this baby. Drop the mice; you have no use for them anymore.



Author's Note: The only reason the mice are in *Return to Zork* is to show you that they aren't

strong enough to power the boat. Believe it or not.

Zoom back out from the motor, leave the dock, and return. This time Ben welcomes you with a "Hiya, sailor!" It's not only an ancient come-on from the world's oldest profession, it's an inside joke that refers to a warning in *Zork I*. It's also the solution to a problem in *Zork III*. The joke is for the pleasure of you old-timers out there.

Take a picture, then talk to Ben; he'll offer to rent you a boat. Pass for now, but ask him about the Knot he's tying (click on the knot).

How to tie a cow hitch.

Ben will then show you how to tie the knot—or, at least, you're told that he shows you this. It doesn't show up in inventory, but you do have it.





Author's Note: You can also learn about the knot if you show Ben a picture of a cow, but you haven't met the cow yet,

much less taken its portrait. Why a picture of a cow? Because the knot is a cow hitch.

Show Ben a photograph of Ms. Peepers and Ben will tell you a story about his having had a girlfriend once. He'll also ask you to carry a Letter to give to her if you do run across her. On the other hand, he neglects to tell you his girlfriend's name. Isn't that just like men?

Put the letter into your inventory, but don't open or destroy it. If you want to know what it says, save the game, read the letter, then restore back to where you were. Or you can check the contents out in Chapter 5—"Items of Note."

If you look at the envelope, you will notice that it is addressed to a Witch Itah. Rumor has it that she's a city girl and distant neighbor to a certain Dorothy Gale. But then, you're in Zork, and not in Kansas anymore.

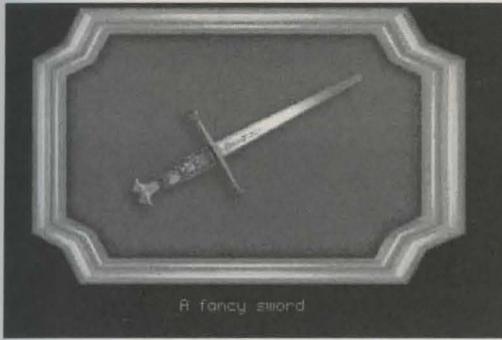


Author's Note: Actually, Ben will pine about his girlfriend no matter which woman's picture you show him. You only have the schoolmarm's right now, but when you visit him later with

other pictures, you'll get the same whining story. Except, curiously enough, for the picture of Witch Itah herself—his heartthrob. He won't recognize her at all. Love is strange.

You're finished with Ben for the time being, so return back to the bridge, turn around, and return to the Blacksmith's shop. Click on the blacksmith; by now, the Dwarven Sword should have been repaired. If it isn't, walk around for a dozen moves or so and return.

When the blacksmith asks you for two zorkmids, give him the coins from inventory; the game will only ding you the correct amount. Look at the Shiny Sword. It looks great, but it's less fulfilling; it seems that the blacksmith has not returned the same sword you gave him. How do you know for sure? In the Look picture, the graphic reads Shiny Sword, not Dwarven sword.



The Dwarven Sword.

Click the sword on the blacksmith and ask him about the sword. At this point, your talking poses will be revealed. Choose Threaten. He may be bigger, stronger, and tougher than you, but you have right on your side. And game design. Choose Threaten again until the

blacksmith relents and hands you the Dwarven Sword. It's all a mistake, so it seems; just an innocent mix-up. Don't stay angry at the man—you will need his sense of humor later.

If you do leave the shop with the wrong sword in your character's possession, you can always return and threaten the blacksmith then. However, he will have given the Dwarven Sword to someone else. You'll receive a voucher to give to that person, who may also have passed the sword on to yet a third person, and so on. When you are done playing tag, the Dwarven Sword will finally be yours.



Author's Note: Another good way to tell that you have the wrong sword is to visit the Money Tree in the Forest of the Spirits. The Shiny Sword will break after you hit the branches with it. The same thing will happen if you bash the statue of the boar that is also in the forest.

Don't worry about the broken sword though; the blacksmith won't notice

such a trifling thing when you return it. Just begin the threatening sequence and he'll act as if the sword is unscratched.

The shiny sword will also break while fighting the trolls, resulting in a condition of terminal death; nor will the Holy Woman bless it. There's a lesson to be learned in all of this. Drop us a note if you come up with it.

East Shanbar Countryside

Steps Along the Way:

- Learning the Location of the Money Tree
- Obtaining Some Illumynite
- Solving the Puzzle PUZZLE
- Learning the Illumynade Formula
- Obtaining the Second Disc Piece

Leave the blacksmith's shop, turn left, and then turn around. You will be at a point where the road through town branches off into two directions.



Fork in the road—
East Shanbar.

This is the opposite end of the street from the bridge. Directly to your left is an Incinerator. You also have the choices of moving diagonally left or diagonally right. First we'll do a bit of orienting—take the right fork.

This path has deposited you just outside the Whispering Woods. Take a snapshot.

Hush! The Whispering
Woods.

The woods are "...a dark maze of twisty passage, all alike," in which you will perish if you can't see in the dark. Your matches can provide some light; but it's easy to get lost, and matches do expire.



You will have to navigate the maze later, but right now we just wanted to show you where it was while you were in the neighborhood.

If you'd like, walk straight ahead about four steps, turn around, and return. You should notice two things:

1. Your peripheral vision will begin to dim. Soon it will become totally dark and your character will perish. You can light your matches, but you are in a maze and mazes are designed to get you lost. What you really need are both a light source and a trail. Or radar. You may try to get through using your matches and

the map we provide in Chapter 7, but you will have to return here a second time anyway. It is nearly impossible to accomplish the task in this way.

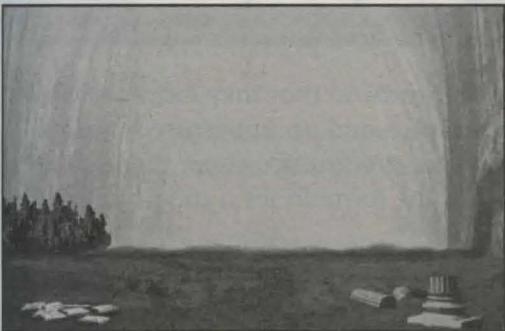
2. You will hear whispering all around you, which becomes louder and clearer the longer you stay in the woods.

Listen carefully. The woods are whispering over and over:

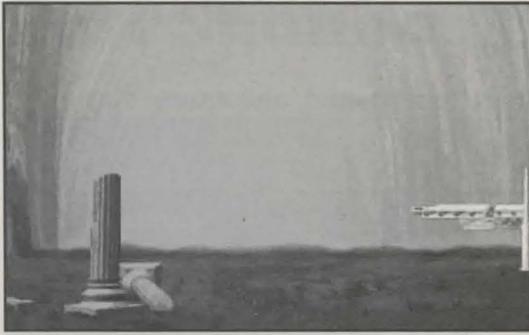
Three rings begin,
Two rings return.

It's a clue for when you finally do get through the Woods. Remember it.

Leave the woods and turn around. You are again where the road splits. This time, follow the left fork.



Ancient Ruins—facing the
Forest of the Spirits.



Ancient Ruins— facing East Shanbar.

Welcome to the Ancient Ruins. They don't look like much now, but once these were marble symbols of empire. Or something like that.

Take a photo. Search the ground and pick up the Tiles you find there. Turn around. Take another photo. Search the ground again and put the tiles into the Frame you find there. Look at the result of your work.

The Puzzle you now have in your possession is one of the toughest problems you will have to solve during the entire *Return to Zork* adventure. It must be completed, so there is no use in putting it off.

Here goes.

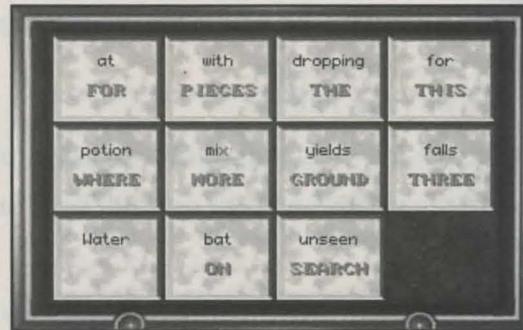
The puzzle PUZZLE.

The puzzle *PUZZLE*, as we like to refer to it, is a two-part problem, each of which is a major problem in itself.

With one exception, there are two words inscribed on each tile—a lowercase word and an uppercase word. The first part of the puzzle *PUZZLE* requires that you rearrange the words so that they form two complete sentences at the same time—a lowercase sentence and an uppercase sentence. These parallel sentences—part anagram, part torture—reveal two clues: the location of a broken piece of the Flying Disc of Frobozz and the formula for a magic potion.

It is best to solve this conundrum before you actually try to move the tiles on-screen. Oh, yes; that's the second part of the puzzle *PUZZLE*—you also have to slide the tiles around in the frame to display the correct solution.

What do you mean that you never could figure out how to solve those slide puzzles you manipulate with your fingers?



The general approach to solving the puzzle goes like this:

- A. Since the first word of most sentences begins with a capital letter, and the word Water is capitalized, that should be the first tile of the solution. It belongs in the upper left-hand corner.
- B. The last position—the lower right-hand corner—should be empty when you’ve finished. It will be magically filled in when the other 11 tiles are in the correct order.
- C. Once you have a solution for the parallel sentences worked out on paper (or computer), move the tiles around in order to line up the top row of words in the correct order. After that, manipulate the rest of the tiles in a circular pattern as you continue building. Some slide puzzle fans recommend working with two tiles at a time, but we find smaller circles inside the bottom two rows to be quite effective.
- D. Be patient. It can be done. We’ve done it. True, we screamed at the game and the game’s producers a lot, but we did do it without any help. On the other hand, we would not like to try another one.

On the other other hand, in order to write this book, we did have to try again—even after we had solved it the first time. Many times did we have to solve the puzzle. We were not amused.

Are you tired of moving tiles around and getting nowhere? Or worse, moving tiles around and around and around to finally get them (seemingly by luck) all to where they make sense, only to find out that they’re the wrong sentences! This is quite possible—there is more than one way to arrange the tiles to form two coherent sentences at the same time.

For those of us who are slide-puzzle disadvantaged (or is it slide-puzzle challenged?), we are going to reveal the absolutely, guaranteed easiest way through the puzzle PUZZLE.

A computer simulation has calculated that once you know the correct final arrangement of the tiles in the puzzle PUZZLE, the shortest possible number of moves to get to it is 32. Of course, that’s out of millions of possible moves. Lots of million. Lots and lots of millions.

On the other hand, there are not an infinite number of moves you (theoretically) may have to make. While very small, there is a finite probability that you will achieve the solution quite by chance. Someone once calculated that if you put a number of monkeys in front of keyboards and let them bang away at random, they eventually will reproduce the entire written works of William Shakespeare entirely by chance. Or Danielle Steele.

But we don't have that amount of time—nor do the monkeys, for that matter.

So, first the correct order of the tiles:

Top Row:

Water unseen at falls
mix with bat dropping
yields potion for (12th tile—invisibility)

Bottom Row:

[BLANK] SEARCH FOR THREE
MORE PIECES ON THE GROUND
WHERE THIS [12th tile—WAS FOUND]

The computer simulation also calculated just what the 32 moves are in order to solve the puzzle PUZZLE in the fewest moves. Until completed, there will always one empty position within the puzzle. To move a tile, it must be adjacent to a vacant slot.

A = Click the tile **Above** the empty slot

B = Click the tile **Below** the empty slot

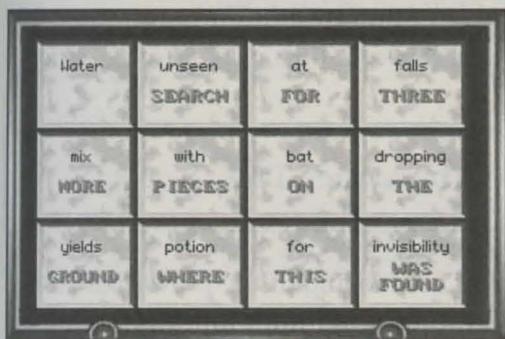
L = Click the tile to the **Left** of the empty slot

R = Click tile to the **Right** of the empty slot

From the jumbled arrangement of tiles *first presented to you on-screen*, make the following moves in order:

- | | |
|------------|------------|
| 1. L—A—R—A | 5. A—L—B—R |
| 2. L—B—B—R | 6. A—A—L—B |
| 3. A—A—L—L | 7. R—R—A—L |
| 4. B—R—B—L | 8. B—R—B—R |

That's it. 32 moves. When you've finally moved the 11 tiles into place, the 12th tile will appear to complete the formula. Here's what you will see when you're finished:



The answer to the puzzle
PUZZLE.



Author's Note: We have Activision's chief software engineer, Dave Zobel, to thank for creating the simulation that computed the shortest series of moves possible. And for determining just

what they are. The fact that the company even asked him to do so says a lot about the difficulty some people have in completing the puzzle PUZZLE.

Once you have completed the puzzle PUZZLE, turn around again. Search the ground; you will discover some more treasures. (If you're turned the wrong way, just turn back once more.) Take the Illumynite Rocks. Take the Disc. If you look at the disc, you will discover that it is only one *piece* of a disc. A significant part of the rest of the game will be spent finding the other pieces of this disc—the Flying Disc of Frobozz. And learning why it is important. And how to put it back together again.

Turn around yet again. You see the diagonal arrow leading left and pointing to some trees. Follow it.



Inside the Forest of the
Spirits—looking out.

You have just entered the Forest of the Spirits, another maze. Once again, you're not prepared to deal with everything you will encounter here, but it is a great opportunity to learn about *Return to Zork's* sure-fire road to financial independence.

From the initial screen inside the forest: One pace forward, turn right. Two paces forward. Turn right. One pace forward.



The Money Tree.

You are looking at the proverbial Money Tree. Strike the tree's metal leaves with your sword. Take the Coins that fall to the ground, and make sure that you get them all. You are now several zorkmids richer. Strike the tree again. This time nothing should happen.

Exit the screen. Turn *right*. Two paces forward. Turn left. Two more paces and you're back at the ruins.



Author's Note: Leaving the Forest of the Spirits from the money tree can be quite confusing because it seems as though you must turn left to get back out, not

right. Nope. Turn left here only if you turn around after leaving the money tree screen. You want to walk west.

Turn around. Return to the money tree. Strike it again. Two more coins. Leave the woods and return now as often as you like for more zorkmids; the money tree will always have another pair waiting for you. If you wait a dozen or so moves before tapping the tree another time, the number of coins given will be the same as the first time—four.

Return to Zork is not a money-intensive game. However, there are a few occasions when you do need to part with a few coins, and this is the only place around where you can find any other than the few in the gift shop's cash register. Some people, however, can't resist the lure of endless money; if you're one of them, enjoy. We usually stop when we have a total of 21 zorkmids. I take 21 because I've always liked the jingle of coins in my pocket. And prices have been known to change.

What Things Cost You in the GUE

<i>Item</i>	<i>Zorkmids</i>
Boat rentals (2 times)	4
Sword repair	2
Translations	2 (1 refunded)
Rooms at Inn (3 times)	9

New West Shanbar

Steps Along the Way:

- Getting Your Bearings (the countryside)
- Obtaining the Joke Book
- Learning the Skeleton's Directions

Once out of the woods, return to the ruins, and then continue to the bridge in New West Shanbar. Cross the bridge.

The marriage of geography and computer adventure games is an uneasy one once you enter the countryside of New West Shanbar. Often, the direction you take to go somewhere is not quite the same direction you take to return. This does not mean that you need to go other places in order to go from point to point and return. Not at all. It means that (for example) sometimes you will move off the top of one screen, but instead of returning back from the second screen via the bottom of that one, you may actually need to go left, or right, or either, just to get back with no stops between.

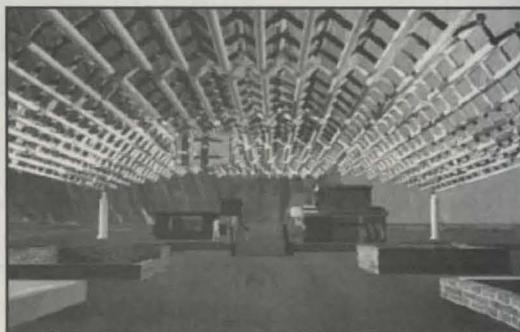
If this sounds a bit confusing, wait until you start navigating. We strongly suggest that you keep a bookmark on our map of this area as you explore. In time, it will all become familiar territory.

Across the bridge is the first of the two key landmarks in New West Shanbar—the Hero’s Memorial.



The Hero’s Memorial.

The Hero’s Memorial—
facing East Shanbar.



This is actually a statue in honor of Moodock, although this fact is never mentioned in the game. Doesn’t look a lot like him. Perhaps it’s modern art? Snap a picture anyway.

Turn around. That’s the bridge in the distance. If you walk straight from here, you will cross it. If you follow the diagonal arrow to the left, it will take you to the outside of the new mill. Don’t. Turn back around and face the memorial. Follow the right fork in the road. It will take you to the skeleton of a dead warrior.

If you have the true Dwarven sword, Tremble will appear at this point to tell you that the sword is glowing blue. He will always do this if you are near danger. But you must be carrying the proper sword in order for this to occur.



Author’s Note: The magical sword that glows blue in the presence of danger has existed since the very first Zork game. It’s a Zorkian tradition to carry such a weapon. However, the sword was always described as an “Elfish sword”—

not Dwarven. Our only explanation for this discrepancy—if it is such—is that things must have gotten a whole lot worse in the Great Underground Empire than was previously suspected. Or someone working on the game made a boo-boo.



The Troll's cave can be seen beyond the skeleton.

The skeleton here conceals a clue for a fight you will have later. Take a photo. Look at the skeleton in close-up and take note of the letters scratched into the gravel near its hand.

L—U—D

Beyond the skeleton you can see the entrance to the Troll Caves. Again, you'll need a hands-free light source to survive inside there. You don't have one of those yet.

Turn around and go forward one screen. Turn around again. You're back at the Hero's Memorial. Follow the path off to the left.

The Fool's Memorial.

The second key landmark around here is the Fools Memorial. We don't know in just whose honor it was erected, but he or she must have been some joker.

Take a picture. Get the book you find resting on the statue. It's a Jokebook; it contains a number of jokes in different Zorkian languages. You need to have a specific four of these jokes translated for use much later in the game. This will be done automatically for you; all you have to do is show the book to everyone you talk to—or have already talked to—in the game and the jokes will be captured on the tape recorder.

But it does help to know whose jokes you need. They are:

- The Blacksmith
- The Mayor
- Canuk
- Rebecca



You will need to revisit the blacksmith and mayor to get theirs; the others will join the action later.

Before you move on, turn around once to check out the reverse view and get your bearings.



The Fool's Memorial—the Hero's Memorial is in the distance.

That's the Hero's memorial in the distance. Turn back around.

The Sites and the Sights

Let's continue touring before you do anything else. You are facing the Fool's Memorial. Follow the right diagonal arrow.

You are facing Pugney's Ranch. That's his House and Barn in front of you. Photo.

Pugney's Ranch.



Looking back from Pugney's.

Turn around and see the reverse view. Another photo. Exit on the left diagonal arrow. Turn around again. You're back at the Fool's Memorial.

Return to Pugney's the same way you did before. Follow the arrow that points to the barn, then follow the arrow that points beyond it (diagonal left).

The Vulture pits.

You have arrived at the Vulture Pits. Take a snapshot. It's digital death to explore beyond this point right now, so exit via the bottom of the screen.

You're in front of the barn again; leave by way of the screen bottom. Turn around, then return to the Fool's Memorial.

Facing the Memorial, follow the path straight ahead.



Road Sign—Snoot's Farm in the background.

The path has brought you to a Road Sign. In the distance, you can see Snoot's Farm. The right arrow will return you to the Fool's Memorial. Instead, Go left.

In the distance, you can make out a body of water and a small sign. The path straight ahead will take you there. The path to the right will return you to the road sign.

Do not turn around here. You can get there from here, but you can't get there from here. Huh?



turn around so you can get to the water.

We warned you that directions were a mite odd in this part of the world.

Not having turned around, continue straight.

At the Cliffs of Depression.

You have reached the Cliffs of Depression. There is a Rope you can take and a Tree to tie it to for climbing down. However, you'd be a fool to do that without a full joke book.

Turn around. Turn left. If you try to move forward from here, your way is blocked. Now compare the negative in your photo album with what you're looking at. Theory has it that the negatives will, at some point, turn to positive images, showing faint outlines of what's out there. Maybe not. At least that's what theory says. But there has been no change yet. This is the Wall of Illusion. You will not be able to get beyond it until the very end of the game.

Turn away from the wall. You now have seen most of the major locations in New West Shanbar. It's time to get back to work.

Behind the Fool's Memorial.

You are actually standing at the Fool's Memorial with your character's back to the statue. If you turn around, you will be facing it, and if you face the Memorial, you will need to go back to the road sign in order to get back to the Fool's Memorial (here) so that you don't



Snoot's Farm

- Meeting Rebecca
- Meeting Alexis
- Cleaning the First Disc Piece
- Obtaining the Mirror
- Discovering the Meat
- Obtaining the Carrot

From the Cliffs of Depression, return back the way you arrived. Well, sort of; straight ahead will take you to the road sign. Go straight to Snoot's Farm. Knock on the door. No answer. Follow the arrow pointing to a window. Smash. You're inside.

You are in the Living Room of Snoot's Farmhouse. There are four doors here:



Snoot's living room.

- Directly to your left is the TV Room, or something like that. We've never really been inside completely.
- The top left door leads to the Bathroom.
- The center top door leads to the country Kitchen.
- Directly to your right is a Bedroom.

Take a picture, then try due left.

The KEEP OUT sign is there for effect; you can never get into this room. Check out Alexis.

She may look cute, but...



That's Alexis—
she's a nice doggie.

Click on the nice doggie. Woof! Click on the dog a second time to make sure that she barks at you—this is very important at the end of *Return to Zork*—you can't complete the game without hearing the barking. As they say in the NBA, "No

harm, no foul." Actually, Alexis is an ex-poodle that was turned into a hellhound in an earlier *Zork* game, *Wishbringer*. Leave the screen (and the hellhound).

Next, try the bathroom—top left.

The woman who punches your lights out is Rebecca Snoot. Try talking to Rebecca.

Rebecca Snoot.



Yes, indeed, it's copy-protection time again. Find the answer in the *Encyclopedia Frobozzica*; if you're wrong three times, Rebecca will just blow you away. If you are correct, she'll give you permission to take anything you want from the house. Permission to ransack, if you will. It keeps the Guardian off your case.

Rebecca will leave before you'll have a chance to speak with her, but you will meet her again, on a more cordial basis, several more times. Also, now that Rebecca trusts you, the front door to the farmhouse will be unlocked. You can now enter and leave like a civilized person.

Back on your feet again, re-enter the bathroom.



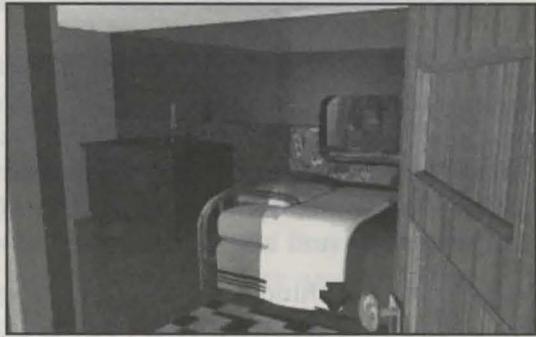
**Snoot's bathroom
(minus Rebecca).**

The bathroom is empty this time around. If you look about, you'll discover that all you can do is turn on the sink. If that's your idea of excitement, fine. Otherwise, leave the room.

Go into the bedroom. Check the place out.

Rebecca's bedroom.

Examine the dresser, then take the Mirror you find there. Remember Trembyle rambling on at one point about a spell being reflected back? (I know, we didn't point it out.) It was a clue.



Leave the bedroom.

The only room we haven't explored is the kitchen. Go there now.



Snoot's kitchen.

It looks like Rebecca (or her father) didn't straighten up the table when she finished breakfast. You can look at the box of cereal, but you can't take it—or use it for anything for that matter. The Thermozz is another matter; slip it into your inventory.

Open the refrigerator. There is a piece of frozen meat here. You will need to use the meat later, but it has to be defrosted and rotting. You can take it now if you'd like, but if you're carrying rotten meat when you talk to folks, they won't be too cooperative. A better strategy is to leave it frozen for now and come back later.

If you do decide to take the meat now, make sure to drop it in the screen prior to any conversation. Remember to retrieve the meat when you're finished chatting.



Author's Note: Anytime you drop an item in *Return to Zork*, its icon appears in the lower right corner of your screen. If there is more than one item there, you see

a Dropped Items icon. The item, or items, remain there until you pick them up again. It would be helpful if you don't forget where you leave things.

Exit the fridge. Pick up the Soap on the kitchen counter. Put the soap into the sink. (By the way, once you have the soap, you can do this in the bathroom sink, or the one in the hotel room you haven't rented yet.) Turn on the water. Pick up the waif's gift. Click the rock on the sink and **Wash** the rock. Although your character wasn't aware of it, he/she was carrying another piece of the Disc of Frobozz all along. Put it into your inventory and take a look at it. It doesn't look like much, does it?

There's one last thing to do before leaving the kitchen. Go over to the Stove. Turn it on. Boom! Your character won't be hurt, but the blast triggers another visit from Tremble who will begin telling you another of his stories.

You are now finished inside the farmhouse until, of course, you come back for the meat. Leave the house.



Author's Note: Once you have met Rebecca, she will be wandering around the landscape doing research on a book about Zork and Evil. This walkthrough is structured in a way that you—most likely—won't meet her again for quite a while.

However, you may very well wander off on your own. In that case, you may run into her. Since we will be covering the second meeting beginning on page 88, feel free to jump ahead to that point if you would like some help.

Follow the right diagonal arrow. It takes you to Snoot's Silo.



Snoot's Silo.

Click on the latch. Can't do anything with it, huh? Don't feel cranky—instead, take the Crank from inventory. Click the crank on the latch. Turn the crank Clockwise. Looks like they don't build things as well as they used to. If you didn't cause an explosion in the kitchen,

Tremble will accept the silo blowing up as another excuse to start talking again.

Pick up the Carrot. When you eventually use up this one, you can come back for another. Now, follow the arrow pointing diagonally right.

Pugney's Ranch (the first time)

Steps Along the Way:

- Meeting Pugney
- Meeting the Cow
- Obtaining the Box of Bras

You are standing in front of Pugney's Ranch. There is a house and a barn here. Look around. Nothing here. Click on the house. Click again. Click on the window. Meet Pugney; he claims to make a pretty mean haggis. Take his picture when you have the opportunity.



Mr. Pugney.

Talk to Pugney. If you're apologetic, he'll give you permission to take whatever you want; if fascinated, he'll ask you to take the Box of Bras lying in his yard. What do you mean that you can't figure out what a box of bras is doing on the ground in front of Pugney's? He's won-

dering the same thing too. This is a computer game after all. Reality works in strange ways around one of these things.

Or hadn't you noticed?

Ask Pugney about the joke book and he'll say something about jokes being recorded there. It's a clue to one of the game's less intuitive problems. (Although we tipped you off to it earlier.)

Play your tapes for Pugney and show him your photos. You have been taking them, haven't you? End the conversation and leave. Look on the ground and put the box of bras into your inventory.



Author's Note: You need Pugney's permission before taking the box of bras. It will be on the ground before you talk to

Pugney, but if you pick it up then, the act will be considered thievery and the Guardian will punish you.

Go to the barn, then straight ahead into it.



Mr. Pugney's cow.

Moo. Photograph the cow—this is a very important snapshot. Bessie looks like she needs milking, so click on her and try. You are not so warmly received.

Try again. Maybe you need something to put the milk into. Pick up the Thermozz.

Click the Thermozz on the cow. Same result. Try again—this time with the silver flask. After three times, you should be getting the message Come back later when you know what you're doing.

Return to East Shanbar.



Author's Note: If you stand around too long staring at the cow, she'll kick you out of the barn. It's no big deal—you can

always go back in, but it does serve to remind you just who it is that's wagging the tail around here.

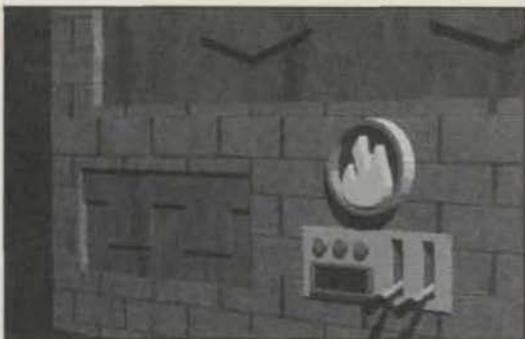
East Shanbar (the second time)

Steps Along the Way:

- Obtaining the Wire
- Obtaining the Whistle
- Entering the General Store
- Using the Rental Boat

Once back in town, go to the screen where the road forks. Turn left.

You are standing in front of East Shanbar's Incinerator.



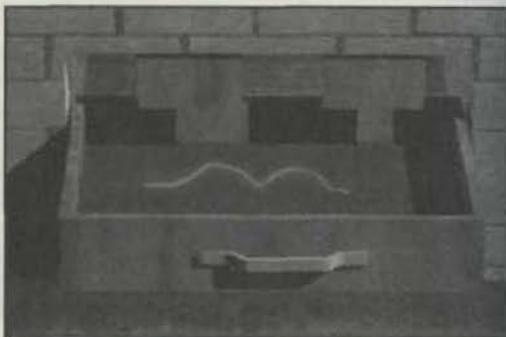
The East Shanbar incinerator.

There are two levers here. Pull lever #1. After the top doors have opened, take the box of bras and Throw it at the incinerator. Close the doors by pulling lever #1 again. Make sure of this; if both doors are open at the same time, you'll make another visit to the EOG screen.

Once the doors are closed, pull lever #2. A drawer will now open revealing a piece of glowing wire. Recall that one should never touch red (or orange) glowing things. This wire is much too hot to touch.

Hot wire.

Liquid will cool the wire. You have two choices: the water you're carrying in the silver flask or the milk in the thermozz. Of course, you have no milk right now. Water is best anyway. Click the Flask on the Hot Wire and the wire will soon be cool enough to pick up. Do so.



Author's Note: How, you may ask, did the wire get into the drawer? Good question. One of

the bras must have been either a support bra or one of the uplift kind.

As an experiment, save the game, then throw the Dwarven Sword into the incinerator. When you open the drawer, all you will see is a pile of ashes; slag, really. So, if the magical *steel* Dwarven Sword was entirely destroyed, why didn't the piece of wire melt

under the heat of the incinerator? That's an even better question. We can only assume that bras like the ones suggested earlier are built tough enough to stand up to anything.

Perhaps it was a padded bra? Well padded.

With asbestos.

Wire in hand, leave the close-up of the drawer. Take the diagonal arrow left and poof!—you're at the other end of the street, looking back toward the incinerator. No matter. You're standing next to the general store and that's where we were heading anyway. Click on the store (the green blotch). If you didn't do so the first time, click on the door to see the permission slip; the Guardian is always looking for little slip-ups like that.

Click the wire on the door. Insert the wire.



Inside the general store.

You are inside the General Store. There are some Rats running around here and a Cereal Box is on the floor. Look at the cereal box. Shake the box. Shake the box again. Heavens—there's a prize hidden away among the all-grain, all-roughage, all-fiber, all-vitamins, all-minerals, no

fat, no cholesterol, no sugar, no-bull, all-natural organic cereal flakes. Take the Whistle.

If you didn't get rid of them earlier, it's time to trade in your mice for some larger model rodents. Within your inventory screen, select the box with the mice in it to Remove the mice from the box. Go to the main screen and Drop the mice someplace—the barrel over in the right corner, for example. Don't put the rats into the box with the mice. The mice are diseased and will kill the nice rats.

Keep clicking on the rats until you can Pick Up one. Do so. Open up your inventory and place the rats into the mice's former home.

You're finished here. Leave the store. We'll meet you at Ben Fyshin's.

Back at the dock...

Since you already rented a boat when you were here earlier, just zoom in on the motor. If you forgot to pay the first time here, click your coins on Ben and you'll rent one on the spot. This time, take the rats out of the box. Then click the rats on the motor.

West Shanbar Countryside (second time)

Steps Along the Way:

- Getting to Witch Itah's
- Obtaining the Bog Stick

You are traveling in a boat on the Frigid River. Continue forward. The boat's motor will stop running as the rats somehow turn to stone. Bummer.

You find yourself in front of a big, gnarly tree somewhere in the Creeping Bogs.



The witch's home.

Since there's a door in the tree, click on it. Make sure that you are not carrying the sword or the knife when you do so.

Witch Itah lives inside the tree and, it appears, she has her home office there also. She's the reigning brewmeistress of

the GUE. Act friendly when Witch Itah speaks to you; she's not really a bad witch. Most aren't, in fact. She's just a bit lonely and lovelorn. Talk with her in any conversational mode except threatening.

Witch Itah.

Ask the witch about the Tele-Orb and the joke book. Show her the picture of Ben. Ben (Surprise! Surprise!) turns out to be her heart throb. Go through the rest of the items/pictures/map/tapes routine. No info. So much for that. (We did it for the practice since we haven't been bugging you about doing it.)

Look around. Then ask Witch Itah about the Bog Stick and the Cage of Bats.

Give the witch the Letter from Ben. She'll run off, taking your boat with the stoned rats engine and leaving you all alone, unless you call the bats in the cage "company." Lest you stay stranded in the bog forever, though, Witch Itah does give you permission to take the Bog Stick. Take the stick now. This is the only item that will help you get out of the bog. Do not take the bat cage—the witch has not given you permission to do so. If you do, it's Guardian time. You'll have to make a return trip in order to take it safely.

Stick in hand, it's time to boogie (bog-ie?) out of here.

Escaping the Creeping Bogs

Leave the witch's pad through the door directly in front of you.

In the Creeping Bogs.

You are now in the **Creeping Bogs**, named, no doubt, from the fact that they're supposed to creep into each individual's computer when you first install *Return to Zork*. For this reason, we are unable to give you an exact map of the place; it's different for just about every player.





CD-ROM Note: This is important. Perhaps the most glaring difference between the floppy and the CD-ROM version of the game is in the bogs. Here's why:

The bits of computer code that generate the Creeping Bogs work differently in the two versions.

When you install the game from floppy disks, the bogs are created when the game is installed.

These bogs are, in a manner of thinking, randomly generated; each one built differently from any other and from no set library of possible layouts. Therefore, the chances of any group of people having duplicate mazes, while not nil, is quite small. That's why we can't provide you with a map of the area. Your creeping bog might be different than anyone else's, but each time you enter the bog you have the same maze as the last time. Solve it the first time and the second walk through is a breeze.

The bogs don't work this way on the CD-ROM versions.

On CD, the Creeping Bogs are created every time you enter them. Every time. If you make it through the first

time, super. But it will not be the same maze on trip #2. And if you save just before you enter the bogs—and then get killed—there will be a different maze when you try again.

If you're playing from the CD-ROM version, here's how to handle the bogs:

1. Get the bog stick from the witch.
2. Enter the bog.
3. Let Trembyle say his piece.
4. Save the game.
5. Begin mapping a way out. If your character gets killed now, you will continue dealing with the same maze as before.
6. When you return for your second trip through the muck, repeat the above procedure; your first map won't help you at all.

That understood, know also that the bog is not that big of a place—at least as long as you don't make a misstep. Four to six correct moves to the north or to the west is all you need to get out. But on the other hand, it's easy to get lost—or get killed.

One might say that the Creeping Bogs suck. There is both firm ground, and there's the stuff that slurps you under. The idea is to stay unslurped. There are four things you can do here in order to make the experience as painless as possible:

1. At every location, click the bog stick icon on the tufts of swamp available for moving onto. Despite the way the screen might look, there are always four possible ways to go. If the stick sinks, don't go there. If it doesn't change, it's safe.
2. Make a map. Note the location of the house, then as you go along, the locations of the firm spots and the soggy ones. Note where you've been.
3. Only map the safe squares. The maze is not a normal grid; a screen that sucks when entered

from the south may very well be OK if entered from the west. However, you will always be able to retrace your steps.

4. If you've tested a screen and it's unsafe, the hole your bog stick made will remain visible. The exit to the bog is not always in the same place, but you will always end up in the same screen, outside the Whispering Woods. Move in the north and west directions; they're the most reliable ways to go. Expect to restore a few times before you're back to firm ground.

That's about it. If you'd like, you can omit the map step and just blunder along, rubber-necking the view and filling you lungs with CH_4 and SO_2 —methane and sulfur dioxide, rotten eggs and swamp gas. Enjoy!

We'll all meet up again where the bog exits at the edge of the Whispering Woods.

If you will recall your brief foray into the Whispering Woods earlier, we noted that you would need some help to get through. In what may have appeared to be a snide aside, radar was mentioned as one possibility among many. This was not merely another lame attempt at humor. No way Commander Cody (and the Radar Men from the Moon). That was a cage of *bats* in the witch's laboratory. Radar on the wing.

It is obvious that you must return to the witch's place, but it's best to take a slight side excursion first.

West Shanbar (the second time)

Steps Along the Way:

- Learning the Survivor Secret
- Obtaining the Mayor's Joke

It's time to return to the surface for a brief visit. Ms. Peepers asked you to keep notes of what you discover, and it's about time to report back to her. Return to the new mill, enter, and exit via the door on the left. Up the ladder and you'll be back with Boos Myller. Leave and return to West Shanbar.

The first stop will be the schoolhouse. Enter it and talk with Ms. Peepers. Ask her about the notebook. So much for your homework assignment. Now for the real reason for your visit.

The following two actions are vital for completing the game:

Show the Joke Book to Ms. Peepers. When you do this (or ask her about the joke book), it will trigger Rebecca being able to translate her joke from the book. She will not do so unless you've shown the book to Ms. Peepers.

Show Ms. Peepers the photo of Moodock (or play her the tapes of his conversation). Ms. Peepers will then tell you the secret for winning Survivor when playing the piece of the Wizard—the Wizard can pass on any move. In many respects, the Survivor secret is the most important piece of information you will pick up in the entire game. After your character has been told this, the information will appear in both the filing cabinet and the notebook for later reference. Leave the school.

Next stop, Town Hall. Walk inside. Show the Joke Book to the mayor, and he'll read one of the jokes out of the book.

You have now obtained **Joke #1**.

Read through the files for any new information. Read everything, especially the file on Survivor. You will notice that the hint Ms. Peepers just gave you has now been added to the file. Files in the cabinet are updated, and new information is added as the game progresses. Make it a point to return once in a while; you don't need our permission to check in here occasionally.

Your quickie in West Shanbar is finished. Return underground.



Author's Note: Like the mayor's files, read through Ms. Peepers notebook with regularity. Much of the important stuff you learn will be recorded there. Between it and the files, you will

begin to understand what's really happening in the game. *Return to Zork* was designed to give you a little information at first, and then unfold as you play, much like some fantastic mystery story.

The Great Underground Empire (the second time)

Witch Itah (the second time)

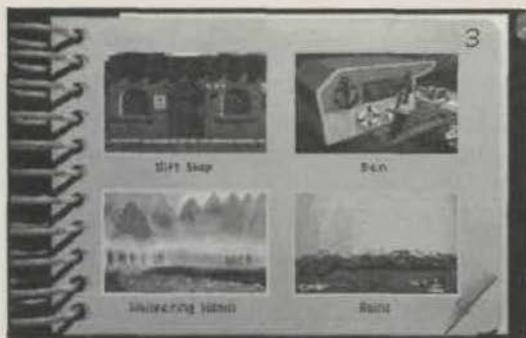
Steps Along the Way:

- Obtaining the Cage of Bats

Welcome back to the Great Underground Empire, or what's left of it, anyway. You have some unfinished business with a witch.

You will need another boat, of course. Head off to Ben's and click some coins on him. Rats! He would have to have a boat with a functioning motor this time. Picking locks was so much fun. If you're out of money or don't have the two zorkmids for the rental, scoot back to the Money Tree in the Whispering Woods and get some more. Return at once to the dock.

As soon as you pay Ben, the game puts you in a boat that's putt-putting downriver. Follow the red arrow and you will once again be outside Witch Itah's pad. And, once again, the rats will be turned to stone. Enter the treehouse.



A page from the photo album.

Inside, the witch is brewing up another kettle of something with bats in it. She reacts to you as if you've never been gone, and has only one thing new to say. Talk to her and act friendly.

Show the witch a picture of the Whispering Woods and she will give you permission to take her Cage of Bats. This is all you came back to do. You will also be granted her OK if you ask about the *Thermozz* or show her a picture of the cow. Whichever of these you do first will obtain the needed response. However, the witch will not grant her permission at the time of your first visit.

Do both. Witch Itah will also reveal the secret of milking the cow—warm your hands before beginning.

After you see the permission message on-screen, take the cage full of bats and go straight ahead into the bog. The maze will, or will not, be the same as the first time you navigated it, depending on which version of the game you are playing. When you're finally on firm land, return to Pugney's ranch.

But first...

An Important Narrative Pause while We Meet Rebecca a Second Time

We are attempting to encounter Rebecca Snoot while en route to Pugney's. She is wandering about randomly somewhere. There is no one particular place where you will normally find her, but it's never indoors or in one of the mazes.

Rebecca will always show up outside, but just where, and when, is up to the game.

If you want to pull a "two-fer" while looking for Rebecca, detour to the money tree and get some more zorkmids. However, you will have to return to the Forest of the Spirits shortly anyway, so we suggest continuing heading over toward Pugney's—several times, if necessary—until Rebecca shows.

We'll pick up when the two of you finally meet.

Hello to anyone just joining us from earlier in *Return to Zork*.



Rebecca at work.

You have just met Rebecca again. She'll fill you in a bit about Morpheus and a plague of evil dreams—nightmares. If she doesn't, just talk nicely with her. If you've visited the Vulture Pits, she will also reveal a secret about their talons.

Ask her about the Joke Book.

At this point, one of two things is supposed to happen, depending on whether you've shown the joke book (or Rebecca's photo) to Ms. Peepers:

1. If you haven't been back to show them to the teacher, Rebecca will be unable to translate any of the jokes. You must have spoken to Ms. Peepers about the book or Rebecca first; these trigger Rebecca's joke. So if you haven't done these things yet, you'll have to come back later for her joke, after visiting the teacher. This is not of any real concern right now because Rebecca is someone who should be spoken to many times anyway. Getting the joke eventually is vital, however.
2. If you have shown the joke book (or Rebecca's photo) to Ms. Peepers, Rebecca will translate one of the book's dumb jokes *whether or not you've shown Rebecca the joke book before.*

However...

This is another problem that is handled a bit differently in the two versions of the game.

This solution works just fine in the CD-ROM version. The floppy-based game is a different story. There, Rebecca will not be able to translate the joke the first time you show her the book—even if you have already shown it to Ms. Peepers. Whatever the circumstance, she will not translate the joke the first time.

This is a bug in the program, and one which may be fixed eventually. All it takes to get around it is to show the joke book to Rebecca the next time you meet her.



Author's Note: If this bug hits you, we suggest that you just say bye-bye to Rebecca.

Immediately walk around some

more until she pops up again. This time the encounter should play out as it was intended.

You now have **Joke #2** (or #whatever if you've been jumping ahead).

Show Rebecca the picture of the cow to learn the curious secret of its milk. Ask her about the mirror. Continue on in this vein with the rest of your pictures, inventory, and tapes. That's it for now. By the way, don't forget to take Rebecca's picture.

Now we'll return to the main walkthrough. Invited guests may stay or leave as they choose.



Author's Note: Rebecca is the third major source of clues and information in *Return to Zork*, along with the mayor's files and Ms.

Peepers' Notebook. Pay attention to what she says and make it a point to say "HI!" to her from time to time.

Pugney's Ranch (the second time)

Milking the Cow

You now should know the secret for milking the cow (thanks to the witch), and what the milk's use is in the game. It's time to go get it.

Return to Pugney's barn.



Warm hands, warm cow.

You are now back in the barn at Pugney's Ranch. Bessie's still munching away.

Look around and pick up the Hay. Drop the hay on the floor. Inside inventory, Light the matches. On the main screen,

click the lit match on the hay to Ignite the hay. Click on the fire and Warm your Hands. As you did the last time here, pick up the Silver Flask. Click it on the cow. Nothing—it's the wrong container. Click the Thermozz on the cow. Milk!

Exit the screen. Don't worry about dousing the fire; it will go out by itself in a rare display of computer reality imitating Smokey the Bear. Leave the barn and return if you don't believe us. In any case, leave anyway.



Author's Note: Now that you have the milk, you are the proud possessor of another bug—the Yummy Bug.

The milk does two things:

It cures blindness in the bowman.

It prevents blindness in your character.

The easiest way to get through the Whispering Woods is to drink a lot of milk earlier in the game. Three drinks will prevent your character from ever going blind there.

However, the thermozz only contains two drinks when it's full, which means that the cow needs to be milked at least two times in order to obtain enough of the white stuff. Also, you will have to give a drink to the blind bowman you will be meeting in the Forest of the Spirits. The Yummy bug provides an eternal supply of milk in only one milking.

In the floppy-based version:

1. Milk the cow.
2. Feed the carrot to the cow.
3. Take one drink of milk—you will get a message about your

vision improving. Do not take a second drink; the bug only works if you take one drink at some point before the Blind Bowman encounter. It doesn't work if you take no drinks before the bowman either.

4. Give the Thermozz to the Blind Bowman in the Forest of the Spirits.
5. When you get the Thermozz back—by all rights it should be empty by then—try to take another drink. You will get a second message about your vision improving some more.
6. Take a third drink—you will be permanently cured.

What should be an empty thermozz becomes one that never goes dry. Any drink you take after this generates a message of "Yum!" on-screen. That's why we call it the "Yummy bug."

If you're wondering what feeding the carrot to the cow is doing in the sequence, it's because it scores two points—points you would have received the second time you milked Bessie.



CD-ROM Note: Unfortunately, this neat bug does not work in the CD-ROM version of the game, but its absence causes a substantial difference in how the milk is

used in the game. Therefore, the non-buggy solution to the blindness problem is incorporated into the rest of this walkthrough.

Forest of the Spirits (first time)

Steps Along the Way:

- Obtaining Fairy Dust
- Encountering a Grue
- The Singing Tree
- Obtaining the Third Disc Piece

Go to the first screen of the Forest of the Spirits.

You are in a maze of twisty passages, all pretty much the same. You should be facing north; if you're not sure, check the compass at the top of the screen. By now, you should be very familiar with this part of the maze since you get to the Money Tree from here. If you'd like to pad your wad a bit right now, do it. We'll begin our new exploration at the start of the next paragraph.

The best way to get through this maze is to follow the map we've provided in Chapter 7. It's more fun to map it out yourself, though, but the choice is yours. If you do map it out yourself (please try!), be prepared to get lost a lot. Dropping objects as you go along and noting their locations is a Zork-honored tradition, going all the way back to Zork I. But if you do this, remember the following important points:

1. Don't drop the Dwarven Sword, the matches, or the Thermozz full of milk. You need all of them inside.
2. Be careful to pick everything back up on your way back out.

Not only is it impolite to litter, you are going to need all of your inventory items again later.

3. Don't lose your map. You have to navigate through the maze a second time later in the game.

There are several specific destinations you must visit while you're in here. The maze, however, is constructed so that to reach them you will be funneled into these locations in a particular order.

The Blind Bowman



The Blind Bowman.

The first encounter inside the maze is when you walk in on a Blind Bowman shooting arrows at a tiny Fairy. (From the start of the maze N, N, W, S, W.) The scene will play by itself for some time, and then loop the shooting sequence over and over.

Remember what Rebecca said about milk curing blindness? Those must be some powerful carrots that the cow eats. Anyway, pick up the thermozz of milk and Give the Thermozz to the Bowman. As advertised, the milk's a sure cure.

As soon as the bowman leaves, take the Bow, then take the Arrows. No permission is needed; you did just do him a big favor. And don't forget the thermozz either—there's still one drink left in it. Drink the milk. If you're attempting the Yummy bug, keep drinking; if not, there's a one drink limit now in effect.



Author's Note: There are a lot of inside jokes scattered about *Return to Zork*. Some are for Zork veterans, others for people who have played other popular computer games. The Blind Bowman is a

take-off on King Graham of Daventry from the King's Quest games from Sierra On-Line. He would never shoot an arrow at anyone.

Meeting (and avoiding) a Grue

Move two screens north from the bowman scene, then turn west. Don't move; there is danger directly in front of you. You are about to encounter the most famous creature in the entire history of Zork—a grue. Here is how grues are described in the original Zork (circa 1977):

"...the grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is adventurers, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale."

Save the game. Walk to the west.

You have just been eaten by a grue.



You have just been eaten
by a grue.

Restore back to where you were before our experiment with termination. Now walk west. It's pitch black. You are allowed only one action and it had better be the correct one. Light a Match. No grue. Instead, you meet the Fairy the bowman was shooting at.



Author's Note: You can always light the match before you enter the dark area. That way, there is no danger at all of being grue-ingested. We wanted to point

out the option of being allowed a single move in dark areas because it has been a tradition in Zork games since day one.



It's the Fairy. You have not been eaten by a grue.

Click on the Fairy. Act friendly to her; anyway, she owes you a favor. You now have a bag of Fairy Dust. Put it into inventory.

The Singing Tree

The Singing Tree.

The third encounter inside the Forest of the Fairies is with the Singing Tree.

(From the fairy dust screen: W, N, N, N, E, E, E, S.)

Talk to the tree. Keep talking. All the tree will do is sing to you, but her songs contain many clues—although they are hidden within the rhymes. Among other things, she will sing of Morpheus, Illumynite, and what lies beyond the woods. Each song will appear in Ms. Peepers' notebook after you hear it, so you can always check them out again later.

There are 10 songs; keep talking to the Singing Tree until you've heard them all. For your convenience, we have printed them for you in *Songs of the Tree Spirit* on page 136. There is nothing else to do here.



The Snare Trap (pile of leaves)

Beyond the Singing Tree you will come upon a Pile of Leaves lying on the ground. (From the tree screen: E, E, S, E.)



A trap in the forest.

It's a trap. For a chuckle, save the game, and then attempt to walk east. Once you're through having fun, restore back.

You need to spring the trap. Click any inventory item but the sword onto the leaves, then Throw it at the pile.

The trap is defused.

Trap sprung. Now click the sword on the hanging pile. Strike the leaves with the sword and you will be able to get back the object you threw. Do it.

Now you know why we didn't throw the sword at the leaves. Actually, you can use your knife to do this also, but we think that using the sword makes a more dramatic gesture.

Snare sprung, items back in inventory, it's time to go on.



Statue of the Boar

The penultimate (next-to-last) encounter in the Forest of the Fairies is at the Hungry Boar Memorial. (From Leaves screen: E, N, N, N, N.)



A Boar-ing statue.

When you reach the statue, pick up the sword. Strike the statue with it. Strike it three times in all. Put the sword back into your inventory, then click on the statue again and take the Third Piece of the Flying Disc of Frobozz. You now have half of the pieces you need.



Author's Note: Only the Dwarven Sword will break open the statue. If you didn't get the

proper sword back from the blacksmith, the shiny sword would have broken after the second stroke.

The Giant Spider Web

The final stop on your tour of the Woods is at the large Spider Web—guarded, of course, by a Giant Spider. (Exit the Boar screen, then W, N, W, W, W, W, S, W, W, N, W.)



The eensy weensy giant spider.

In the distance, you can see what looks like a waterfall. Your way is barred here, however. If you attempt to cut the web or attack the spider now, your character will expire. Later will be a different story.

You have now accomplished everything possible in the Forest of the Fairies at this time. Retrace your steps back out. Nothing is waiting to harm you. We'll meet you back at the Inn across from Moodock's, in East Shanbar.

If you dropped items to help mark your way through the woods, don't forget to pick 'em up on the way out.

East Shanbar (the second time)

Steps Along the Way:

- Dreaming of Morphius
- Obtaining the Blacksmith's Joke

If you recall, the second time you encountered Rebecca, she told about having nightmares—nightmares that included a mysterious character by the name of Morphius. It's been a long walk in the woods (and back), so how about a little naptime?

Enter the Inn.



The lobby of the Inn.

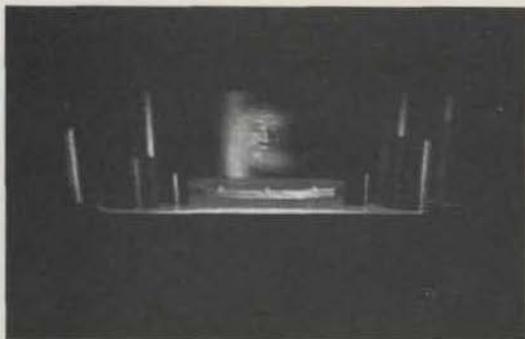
Walk up and talk to Molly. Ask her about the whistle, play her the tapes, show her the photos. Take a photo of her.

Click your coins on Molly and she'll tell you that your room is ready—it's Room

#1. Back out of the screen, then go to the elevator in the lobby. Moments later, you'll be in a corridor outside your room. It's the one on the right; click on the door and enter.



CD-ROM Alert: On CD, this is all done through animation.



A dream of Morphius.

Why is it that all hotel rooms look alike, even in the Great Underground Empire (or what's left of it)? Pick up your Illumynite Rocks and drop them on the room's Nightstand. If you don't, you'll be eaten by a grue when you turn out the lights. Look at the Monitor

above the nightstand. If you'd like some music, click the tuner; to change it, click again. If you're playing on CD, there's even a cartoon.

Click on the Light Switch. The lights will go out, and soon you will be dreaming.

The laugh should be very familiar by now; the name that goes with the voice is Morphius. You have just had your first look at *Return to Zork's* UBG (the Ultimate Bad Guy or Gal—sometimes known in game playing circles as the *Foozle*, a very Zorkian name.

Dream over, turn the lights back on. Put the Illumynite rocks back in inventory and return to the lobby, then go back outside.



Author's Note: To score all of the points possible in *Return to Zork*, you will have to dream of Morphius three times. Each nightmare will be different, revealing more and more about the UBG.

We've spaced the dreaming episodes out so that they fit into the dramatic continuity of the story. But if you'd like to get them all over with quickly, here's how to do it.

On CD-ROM:

Just leave the Inn, come back in, then rent the room again. That will

get you the second dream. Repeat the process yet again and you will have had all three nightmares. If you run short of cash, pick it up at the money tree.

Floppy-based:

Leave the Inn. Go either to the Wall of Illusion or above ground. Return to the Inn and rent another room. It gets you another dream. Repeat the process for the third dream.

Whew! After a dream like that, you might appreciate a good joke. Anyway, there are jokes to be collected on the tape recorder. Go to the blacksmith's shop. Show the Joke Book to the blacksmith and he'll demand to be paid for the service. Do so. Halfway through the joke the book will slip, so he'll only translate half a joke. That's OK; it's all you need from him and, considering the quality of the quips, half a joke is as good as a full one. Maybe better.

The blacksmith will give you a partial refund for screwing up. Take the coins and leave. You now have **Joke #3**.

Leave town and return to Snoot's farmhouse.



Author's Note: Even though we're giving the jokes numbers, these are arbitrary. We're just using them to keep track of how

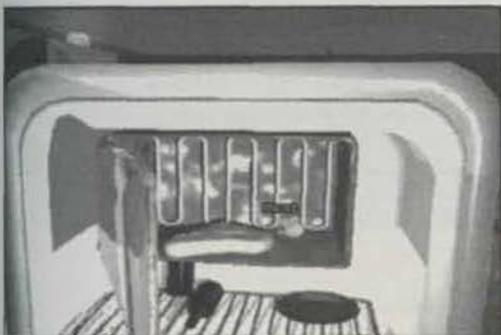
you're doing. The same is true of the disc pieces. The jokes and disc pieces all can be collected in just about any order.

Snoot's Farm (the second time)

Steps Along the Way:

- Obtaining the Rotting Meat
- Dealing with Rotten Meat

Use the front door to enter Snoot's Farmhouse and go back to the kitchen. Open the Refrigerator door.



A frozen steak.

Inside is the piece of Meat we described the first time you were here. Put the meat into your inventory. Leave the farmhouse.

It's time to find Rebecca again. After you've connected, keep asking her about things to find out anything new that's been happening in the background. Make sure that you ask her about the Tele-Orb; her answer comes in handy near the end of the game.

If you did not get her joke the last time you saw Rebecca, do so now.

There is a reason for seeing Rebecca at this particular time; we're waiting for the frozen meat to rot. Now this doesn't take very long, but it does take a number of moves. Just finding Rebecca will use up much of that time.



A rotten steak.

On the other hand, if you take too much time finding her, the meat will be rotting when you begin talking. The other characters in the game (called in the trade *non-player characters*—NPCs for short) will not be pleased at all if your character has *eau du garbage* for a scent. If this

happens to your character, step away one screen, drop the meat, and then try again. Things will return to normal for your conversation. Don't forget to go back and pick up the meat when you're done talking.

When you're finished with Rebecca, return to Pugney's Ranch.

Pugney's Ranch (the third time)

Steps Along the Way:

- Obtaining More Milk
- Preventing Blindness Permanently



Author's Note: If you've used the Yummy bug and are immune to blindness

already, feel free to jump ahead to the vulture pits.

When you cured the bowman of his blindness, he drank up most of the milk inside the thermozz. If you followed our directions, you quaffed the remaining drink after retrieving the thermozz from him. You will be traversing the Whispering Woods very shortly; it would be best to fill it up again now.

Enter the barn. You know how to milk the cow, but Bessie isn't cooperating this time. She's hungry and will boot you outside. Return to the barn. This time, Click the Carrot on the cow and Feed it to her. Now repeat the cow-milking sequence. If you've done everything properly, you'll end up with another thermozz full of milk.

The full thermozz should still be in your hand. Move the cursor around until the thermozz is visible. Click Drink some milk. Drink milk a second time. You should see a message reading *Your vision is so good now, it's safe from any spell.* You will now be able to see your way through the Whispering Woods. If you look at the thermozz now, it will read *Empty.*

On the other hand...

If you neglect to take a drink of milk before milking Bessie the second time, you will need to milk her yet again in order to take all three drinks. To do this, return back to the silo at Snoot's; there will always be another carrot waiting to be taken. However, you are never allowed to take—or carry in inventory—more than one of them at any time. So much for hoarders.



Author's Note: We've never discovered a clue in the game to the secret for preventing Zorkian blindness *permanently*—consuming three drinks of milk. If you were cured before returning back

here, double check to make sure that you've fed the carrot to the cow before you leave us. It would be a shame to lose the points that you receive for the deed.

Leave the barn. You no longer need to worry about going blind in the Whispering Woods.

The Vulture Pits

Steps Along the Way:

- Obtaining the Return Talon

You are standing outside Pugney's barn. By now, the meat should be properly rotting, but if it isn't, walk around for a bit until it is. Follow the arrow pointing past the barn.

You are standing at the edge of the Vulture Pits. You need to get rid of the vultures that are waiting to kill your character if you continue farther. Inside inventory, pick up the fairy dust. Use the Fairy Dust with the rotting meat to Sprinkle the Fairy Dust on the meat.

Pick up the doctored meat, then Throw it at the cliffs. The vultures will go for the bait and fall asleep.

Walk forward.



Inside the vulture pit.

You are now standing near where the vultures roost. Look around. When you find the Talon, put it into inventory. Leave.

Go to the Whispering Woods.

The Whispering Woods

Steps Along the Way:

- Navigating Through
- Obtaining Guano

You are in a dark maze of twisty passages, all alike. You are also in the first screen of the Whispering Woods, facing south.

Pause for a moment to listen to the voice of the woods. She's saying

Three rings begin,
Two rings return.

As noted before, if you haven't taken your prophylactic three drinks of milk, you'll lose more and more your vision the farther you travel into the woods. Plus, it's a maze. We've included a map of the maze in Chapter 7, but without sight, it is nearly impossible to navigate. And it's not a short maze. And grues like dark places and adventurers.

Take the cage of bats from your inventory and Remove the bats from the cage. Free from captivity, the bats will fly away leaving behind—as birds and bats are prone to do—a trail of droppings. In this case, guano.



The guano trail.

Pick up one of the glowing pieces of Guano. This is a most important ingredient in making the Invisibility Potion detailed in the solution to the puzzle PUZZLE. Follow the line of droppings the bats leave behind and they will lead you through the Whispering Woods to the

other side. If you have to walk back out of the woods later, the trail will still be there.



Author's Note: If you still haven't taken the three milk drinks and still want to get through the woods, it can be done. Release the bats at the beginning of the maze. Follow the trail. You will begin losing vision, but if you can still see which way the bats fly off the screen, you can turn in that direction. The trail then will be directly in front of you. Travel this way until your sight is almost

entirely gone. Take a drink of milk. Your sight will improve enough for you to continue on.

If you milk each drink—so to speak—for as long as possible, you can make it through on the two drinks in the thermozz. However, if you do this without the talon and the cereal box whistle in your possession, you'll be stuck with no way to get back.

Canuk's Island

Steps Along the Way:

- Meeting Canuk
- Un-Ducking Canuk
- Re-Ducking Canuk
- Obtaining the Fourth Disc Piece
- Obtaining the Magnet

You have come through the Whispering Woods uneaten by a grue. You are on a dock by a lake. There is a bell here.

"Three rings begin..."

Ring the Bell three times by clicking on it. Clang. Clang. Clang.



The ferry skeleton.

A generic shrouded ferry skeleton appears and holds out its bone hand. Pick up the Coin (token) that Moodock gave you, then Show it to your ride. You will need it for the ride back across the lake, so make sure that you don't give it to the creature. You could end up strand-

ed. Worse yet, you won't score all of the points in the game.

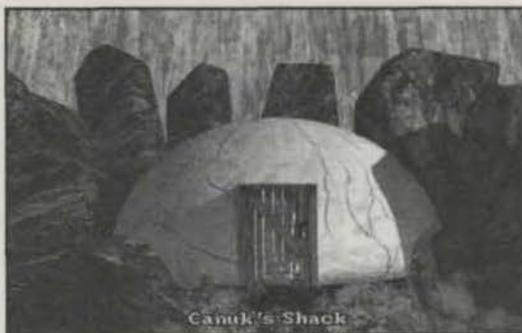
The jolly boatman will leave you off at a dock on Canuk's Island. If you haven't heard about Canuk by now, you haven't been paying attention to what people have been saying.

Turn around and follow the trail. It will take you to Canuk's shack.

Canuk's shack.

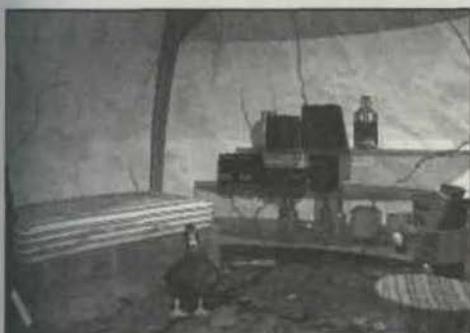
Walk up to the door and look at the knocker. Remember what it looks like. Knock on the door. No answer. Go inside.

You are in Canuk's shack. There is a duck here.



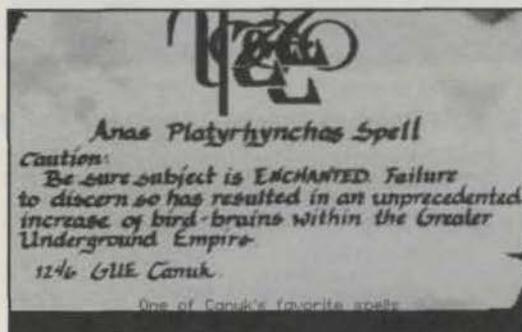
Canuk the duck.

In one corner is a Scroll, and a Blueprint is sticking out of a drawer. A Ship Bottle sits on a shelf in front of you. Look at the scroll.



Anas Platyrhynchos spell.

Hmm. We could never understand pig Latin, much less duck Latin. Pick up the scroll. Click the scroll on the Duck. Read the scroll to the duck. Poof! It's Canuk. Talk to him in a friendly posture.





Author's Note: There is a second solution to un-ducking.

Instead of reading the scroll to Canuk, you can Feed it to him. When that happens, Canuk will lay an egg. We'll let *you* explain how a male duck can lay eggs.

If you pick up the improbable egg and crack it with something hard—

your sword, for example—you will discover that the egg contains a scroll. It's the same scroll you started with. You can now read the scroll to Canuk to un-duck him. Or, for that matter, feed it to him again.

This, of course, presents us with a second conundrum. Which came first, the scroll or the egg?



Canuk unducked.

Canuk has a lot of information, so make sure that you talk to him about everything except the scroll. Repeat: *Do not* ask Canuk about the scroll. Especially ask about the plant you've been carrying since the game's start, the whistle, the Tele-Orb, and the disc pieces. By the time

Canuk's finished, you will discover some important facts:

- A. Canuk has a severely dual personality.
- B. His second voice sounds a lot like Morphius.
- C. A disc of Frobozz can shatter walls of illusion.
- D. Morphius lives behind a wall of illusion.
- E. If you have a whistle, then you obviously should have a pet vulture.

F. Canuk helped build the Tele-Orb along with Trembyle, Moodock, and Rooper.

G. Canuk was turned into a duck by Rooper for some unknown reason. Or so he claims.

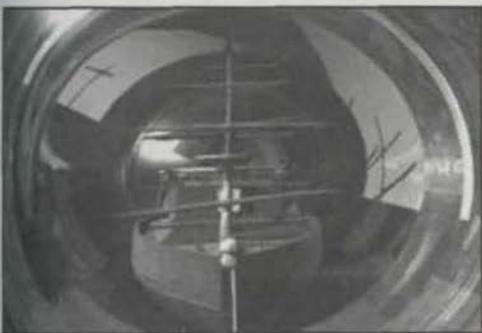
H. The Waif is (or was) one of Morphius's slaves.

I. You should take the bonding plant to the Cliffs of Depression.

With the information you've been picking up along the way, you now should have a good idea about what is going on in Zork, and what the rest of the game is all about: Get the rest of the disc pieces, fix 'em, and use them to shatter the Wall of Illusion that hides Morphius. Along the way, you should visit the Cliffs of Depression and find a pet vulture.

After you hear all of this, ask Canuk about the Joke Book. He'll read a joke to you. You now have heard **Joke #4**—the last one you need.

From the main conversation screen, click on the Ship Bottle. Ask about the bottle. Poof!



Inside the ship bottle.

You are inside a bottle. There is a ship here. You are underwater and can only hold your breath for 20 minutes—Zork time. How long is this for you? In the floppy-based game, it's 30 moves. CD-ROM—20 moves. You will have to be very efficient in here.

Outside the captain's cabin.



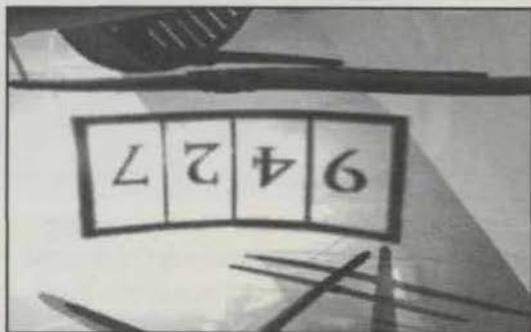


CD-ROM Alert: Besides the fact that there are 10 fewer moves available for those of us who are playing the CD game, there is another big difference between the two versions—the starting point of the problem.

Floppy version: From the first screen inside the bottle, move straight ahead two screens. At this point, you will find two different arrows pointing straight. The arrow near the white door will take you

into the captain's cabin; the arrow near the top of the screen will take you to the far end of the bottle. Follow the latter.

CD-ROM version: From the first screen inside the bottle, you will find two different arrows pointing straight. The arrow near the white door near the left of the screen takes you to the captain's cabin. The arrow nearer the top of the screen on the right will take you to the far end of the bottle. Follow the latter.



The right combination.

At the end of the bottle, you will see the reflection of a number. It's upside down but easy to read:

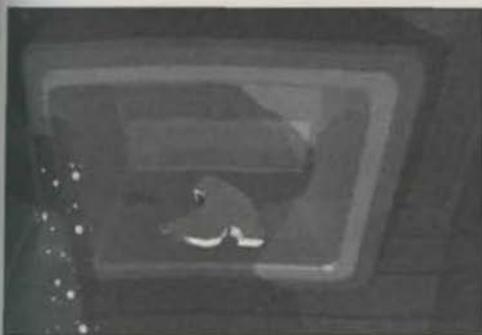
9427

Leave this screen, and then enter the captain's cabin.

Inside the captain's cabin.

Inside the cabin, you will see a Rag and a Safe. Pick up the rag. Click on the safe. Using the up- and down-arrow keys provided on-screen, change the numbers to enter the safe's combination: 9427. Click on the handle to open the safe.





Inside the ship's safe.

The safe contains two objects. Take the Disc Piece—you now have the fourth piece of the Flying Disc of Frobozz.

Take the rag from inventory and click it on the Rusty Piece of Metal. Rub the piece to obtain a Shiny Piece of Metal. Do not place the shiny piece of metal

into inventory. Instead, keep carrying it. Close the safe, leave the cabin, and head back out of the bottle.

Time Now for an Important Announcement

You must be prepared for what happens when you leave the bottle. Canuk is waiting for you—or is it really Morphius? You must have the shiny piece of metal or Rebecca's Mirror active as the cursor when you get out. Do not leave the bottle without making sure of this. Now back to *Return to Zork*.

The bad side of Canuk's personality is waiting when you get out of the bottle.

Canuk in a bad mood.

He immediately gestures and casts a nasty spell at you. It translates to something like "Duck you!"

As soon as you have control of the cursor (either the mirror or the shiny metal), click it on Canuk. The result will be that the spell is reflected back on him and he'll be re-ducked.

You have now defeated Canuk.

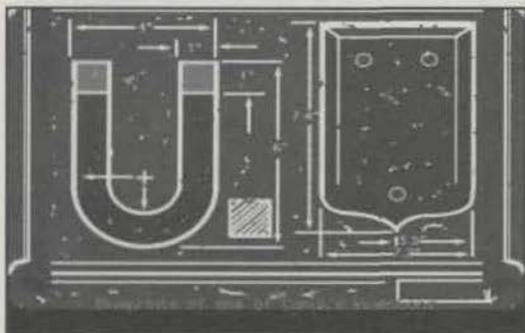




Author's Note: There is one potential danger and one inside joke residing in the bottle. If you save the game at the beginning of the bottle sequence, you can take the time to discover what they are:

1. From the screen outside the captain's cabin, go left and wait a while. Enjoy the special guest appearance in *Return to Zork* of the real star from the movie *Jaws*.
2. From the left side of the ship, dive down. The skeleton there is dressed exactly like the hero of the *Monkey Island* games from LucasArts—Guybrush Threepwood. Guybrush could stay underwater forever, or so we all thought.
3. When you take the rag, look at it. There are initials on it: GT. Same guy (so to speak) as in number 2.

It's now time to finish up on Canuk's island.



Blueprints.

Look at the Blueprints; they appear to show that the door knocker was made from a horseshoe magnet. Very interesting. You can leave Canuk's shack now. Don't bother trying to take the blueprints and the scroll. They won't follow you.

Back outside the door, Trembyle will pop in with some comments about Canuk and Rooper. When he disappears, try to pick up the door knocker.

What the blueprints represent.



In Spear's *Rules of Adventuring (Return to Zork Version)*, we advise you to take anything that's not nailed down and to find a prybar if it is. This is a perfect example of the dictum.

Pick up your sword. Click the sword on the Knocker. Pry the knocker with the sword. You now have the Magnet.

Return to the dock.

There is a bell here.

"Two rings return..."

Ring the bell twice. This time you can Give or Show the coin to the ferry skeleton; it's no longer of any use. You will be ferried back to the dock at the edge of the Whispering Woods.



Author's Note: If for some reason you give the Coin and then decide that you would like it back, go to the Money Tree. If the

game sees you without Moodock's coin, you will receive another when you hit the tree with your sword.

Capturing a Pet Vulture

As Canuk assumed somewhat erroneously, if you have a whistle, you must have a pet vulture. Of course, you didn't correct him on his mistake at the time. Here's how to get your own vulture:

1. Pick up the magnet you just pried from Canuk's door.
2. Use the magnet with the cereal box whistle.
3. Blow the whistle.

A vulture will appear flying toward you. At once, click the magnet on the vulture. When the screen clears, you will be flying in the grasp of your Pet Vulture.



Aboard PVRT—Pet Vulture Rapid Transit.

If you miss the pickup, try again.

Where to now?

Let's follow Canuk's advice and go to the Cliffs of Depression.



Author's Note: Pet vultures are a great form of transportation in Zork; they'll take you to any place that's on your map. All you have to do to get anywhere now is to just look at the map and click on where you want to go. You will be transported there instantly. Heck, after the first ride, you don't even need to call the bird.

The down side of Pet Vulture Rapid Transit (PVRT) is that it can't take you anyplace you haven't already visited, and it will only drop you off in the general vicinity. If you want to visit the giant spider at the far end of the Forest of the Spirits, the

bird will only take you to the beginning of the Forest. If you'd like to see Ms. Peepers, you'll be left off in West Shanbar.

On the other hand, PVRT is the only way to get back to see the lighthouse keeper.

The best part of PVRT is that you can use it anywhere. It is especially useful in cases where you're someplace ready to do something and discover that you forgot to get a critical item at another spot. As they say in Zork:

Don't sweat it.
PVRT it!

The Cliffs of Depression

Steps Along the Way:

- Getting to the Comedy Club (Chuckle's)
- Winning the Comedy Competition
- Getting the Fifth Disc Piece

You are standing at the edge of the Cliffs of Depression. There is a large Tree here, a DANGER! sign, and a rope barrier.



The way down the cliffs.

Pick up the rope. Click the rope on the tree to Tie the rope on it. Follow the arrow Down the rope until you reach the base of the cliffs.

One of the first things you did at the beginning of *Return to Zork* was to dig up

a living bonding plant. When alive, they can help overcome, and protect against, depression. When you enter the Comedy Club, you will be deeply in the midst of same. The plant's protection, however, doesn't last very long; just enough moves to enter, tell the four jokes you've learned, receive your prize and leave. They'd better be the correct jokes.

If you do anything else, the plant will die. And if the plant dies, you won't be able to climb back up the rope.



At the bottom of the cliffs.

You are now at the base of the Cliffs of Depression. Enter the Comedy Club. The clientele here is so depressed that they'll laugh at almost anything. Even those dumb jokes you've been collecting. The manager challenges you to make him laugh.

Don't do it now—but have you ever looked at the match book your character's been carrying since the beginning of the game? It's from Chuckle's Comedy Club.

Chuckle's Comedy Club.

Pick up the tape recorder and click it on the microphone. By now, you should have recorded jokes from Rebecca, Canuk, the Mayor, and the Blacksmith. If you don't have them, get out now. Advance to each of these people on the tape, find their joke, then play it. The audience will think you're a howl. The game doesn't penalize you for shuttling through the tapes.



When all four jokes have been told, you will be given a prize. Leave at once and climb back up the rope.

You now have Disc Piece #5.

Take a photo. Leave at once and climb back up the rope.



Author's Note: If you have to get out of Chuckle's before you have the disc piece, you will be faced with the problem of dealing with a dying bonding plant. If this

is the case, Eat or Burn the plant. It then will regrow back up in the mountain pass. Since PVRT is available to you, fly back up there and dig up a new plant. Very tidy.

Discovering the Citadel of Zork

When you have returned back up the rope, click on the rope again and put it into your inventory. When you've finished, walk left to the spot where you can go no further. You are back at the Wall of Illusion. It still looks the same as the first time you were here, except that you now know that Morpheus is somewhere beyond it.



CD-ROM Alert: At this point, the two negatives in your photo album should have turned to full images. However, the triggering mechanism differs between the floppy and CD versions of the game.

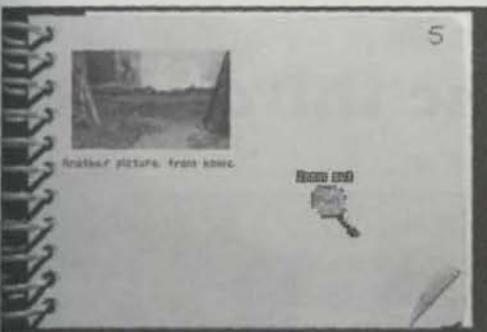
Floppy version: The trigger is having left the Comedy Club after winning the comedy competition.

CD-ROM version: The trigger is having left the Comedy Club after winning the comedy competition *and having taken Cliff's picture while you were there.*

In reality, you don't need to have the pictures develop. You're given enough information to know what to do without having to see the outline of the Citadel of Zork.

Open your photo album to the first page. Where the two negatives once appeared, there is a new picture, *One Picture from Home*, which duplicates what you can see while you're standing here.

Next, flip to the last page of the album. Another *Picture from Home*.



A picture from home.

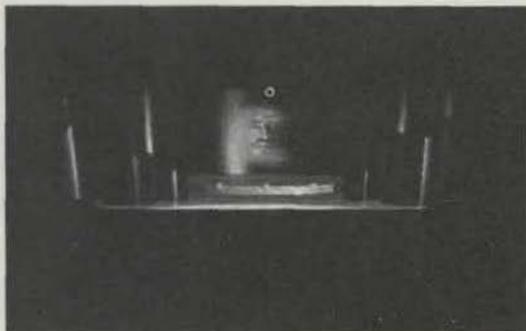
This is what was on the second negative. It is nearly identical to the other new photo except that you can clearly see the shadowy outline of something in the distance. It's Morpheus' place.

The Inn of Isenough (again)

Steps Along the Way:

- Another Dream of Morphius

It's time to return to the Inn again for your final nap. Make sure that you have three zorkmids for the night's lodging. If not, you know where to get it.



A dream of Morphius.

The dreaming sequence works the same as before: enter the Inn, pay Molly, ride the elevator, enter room 1, put the Illumynite on the table, turn off the light, then dream. You will learn more about how Morphius operates and his unsavory plans.

When the nightmare is finished, turn the light back on, pick up the Illumynite, and leave the Inn.

Open the map and click on the Lighthouse to take the PVRT there. It's your only way there.

Above Ground (the third time)

Steps Along the Way:

- Obtaining the Sixth Disc Piece
- Crossing the River

You are back at the Lighthouse. Knock on the door. This time the keeper will not let you inside unless you give him the Illumynite Rocks. Do so.

Talk to the Keeper about the disc pieces, and he'll give you another—the last piece. You now have Disc Piece #6. You now have all the pieces of the Flying Disc of Frobozz. Now you have to figure out what to do with them.

Follow the Keeper's advice to visit the holy woman across the river.

Take the stairs up to the balcony.

Pick up your rope from inventory, click it on the railing, and choose the Tie a Cow-Hitch option. It's the only knot that will hold.



A rope bridge across the river.

Take the Return Talon and Tie it to the rope. You now have a boomerang rope. Finally, click on the rope and Throw it across to the tree on the other side of the river. You have created a Rope Bridge.

Follow the arrow across the River.

Across the River

Steps Along the Way:

- Obtaining the Shield
- Obtaining the Blessed Sword
- Obtaining the Miner's Helmet
- Learning the Direction through the Dwarven Mines

You are across the river from the lighthouse. If you turn around, you can see where you came from. Continue straight toward the mountains.



The Temple of Bel Naire.

You have arrived at Bel Naire Temple. There is a statue here holding a shield. Put the Shield into your inventory; don't worry about the Guardian. Enter the Temple.

The Holy Woman.

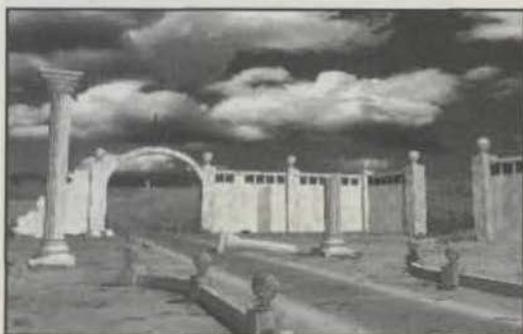
The Holy Woman will greet you inside and inform you that the disc pieces can be reforged. Keep acting Fascinated as she talks. At the end of her speech, she should grant you a magical favor. The favor consists of an opening appearing in the walls that surround the Temple grounds, although the game never tells you this fact.



Talk to the Holy Woman. Ask her about the Dwarven Sword and she'll offer to bless it. Ask her about the Tele-Orb, and she'll tell you that it can be used as a lens to help in the reforging. Ask her about the Altar and the Pedestal.

When you finish chatting, click the Dwarven Sword on the Holy Woman. Give her the sword, and she will Bless it. You now possess the Blessed Sword.

Leave the Temple.



A gap in the temple wall.

Back outside, you will notice a break in the wall on the screen's right side. It wasn't there when you entered the

Temple. Follow the arrow through the hole; it will put you on the road toward the Dwarven Mines. Continue on.



The miner and the general.

When you get to the mining encampment, you will meet a dwarf who will give you a Miner's Helmet. When the miner notices that your character is carrying the Dwarven Sword of Zork, he'll be joined by a Dwarven General.

They'll both be quite impressed by your character. The two will then go into a nonsense routine concerning Illumynite. Listen carefully to them and jot down all the "left," "right," and "straights" in their patter. These are the directions you will take to get through the mines, and they're given in the order you will need to follow them.

Here they are: L, R, S(straight), R, L, R, S, R, L, L, R, S.

At the end of the directions shtick, talk to the general about things. When you've finished, put the helmet into inventory and take the PVRT back to the Troll Caverns.

Steps Along the Way:

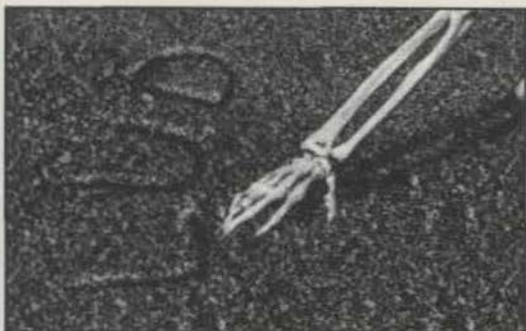
- Obtaining the Necklace of Fear

The Troll Caverns

Click on the skeleton and you will see three letters scratched into the ground:

L U D

These letters represent directions: Left—Up—Down. Zoom back out to the main screen.



A clue scratched in the road.

You are standing outside the Troll Caverns. There is a Skeleton here.

Make sure that you're wearing the Miner's Helmet; if not, put it on. Make sure also that you are carrying the Blessed Sword in your hand. Enter the caverns.



Author's Note: If you are not wearing the helmet when you enter the caverns, you will be

eaten by a grue. It doesn't matter at all if you drank your milk like a good adventuress/adventurer.

Your character will be met inside the caverns by a Troll Guard.

The troll guard is having more than a bad hair day.

Don't even try to talk with the guard: it's digital death to try. Click the Blessed Sword on the troll. Select Swing Left from the choices presented. One troll down. Walk forward.



At the second guard, again click the sword on the attacker. This time, choose Swing Up. Two trolls gone. Forward again.



Author's Note: We would not presume to note here that the Left swing that dispatched the first guard and the Up swing that did in the second correspond to the

L and U letters by the skeleton's hand. If we did that we'd be forced to point out that the last of the skeleton's directions is D.

At the third guard, repeat the process, except choose Swing Down to triumph here. Three up, three downed. Move forward the final time.

The last Troll Cavern screen brings your character into a confrontation with the Troll leader.



The troll leader.

Do not attack the leader. Let him talk tough until he shuts up. You will now be in the conversation screen. Talk to the troll leader. Threaten him. Continue to threaten and watch his bravado fall away. Finally, he will give you his necklace. You now have the Necklace of Fear.

You are finished with the Troll Caverns.

Forest of the Spirits (second time)

Steps Along the Way:

- Getting Past the Giant Spider
- Making Illumynade (invisibility potion)
- Flood Control Dam #3

Click on your map and travel to the Forest of the Spirits. You have a date with a certain giant spider.

Navigate through the forest until you reach the Giant Spider and its Web. The map is shown in Chapter 7.



The Necklace of Fear.

Click the Necklace of Fear on the Giant Spider, then Show it to her. The spider will dart away. At once, pick up the Dwarven (Blessed) Sword and Strike the Web with it. Walk forward past its remains.

In front of Flood Control Dam #3.

You are now standing at the base of Flood Control Dam #3 (FCD #3). There is water falling over the cracked dam and a tiny path heading toward it. Walk toward the dam.



"...water unseen at falls..."

You end up behind the waterfall. Look at the answer to the puzzle PUZZLE:

Water unseen at falls....

...mix with bat dropping

...yields potion for invisibility

Recall also what the mayor's file on Illumynade said about containing it:

"(it) can only be contained in a metal container"

If you look around, you will notice that you can see the backside of water—the unseen side, so to speak. Pick up the Silver Flask and click it on the water. It's a metal container. Fill the flask with water from the falls. Pick up the Bat Guano. Use the guano with the flask and Drop the guano into the flask. The glowing blue potion just created is Illumynade; it will make you invisible. Save it for later.



Author's Note: Flood Control Dam #3 first appeared in *Zork I* where your character then had to find a way to get water flowing over the dam. FCD #3 may be

cracked now, but the water is still flowing.

This is another inside joke aimed at veteran *Zork* players.

The Flying Disc of Frobozz

Steps Along the Way:

- Retrieving the Return Talon
- Navigating the Dwarven Mines
- Reforging the Disk

It is now time to reforge the Flying Disc of Frobozz. You now have everything needed to accomplish the task and then go on to the conclusion of *Return to Zork*—the confrontation with Morphiuss.

Use the map to return to the lighthouse. Go upstairs and take back the rope. This will retrieve the Return Talon for you.

Use the map to return to the Dwarven Mines. Wear the miner's helmet. If it doesn't appear in your inventory, it may still be on your head from the troll cave sequence; it is very easy to forget to take it off. If you're not sure, go into inventory and try to Use something. If you still have the helmet on, taking it off will be one of your options.

Back at the mines, you will meet the miner and the general again. Walk past them and you will discover an empty gravity-powered Mining Cart that travels on rails.



The mining cart.

Think of this as an Indiana Jones sequence. The cart will begin moving as soon as you click the arrow cursor. You now have to guide the cart through all the underground turns. Make sure that you have the directions through the mine at hand.

Careening through the Dwarven mines.

As it hurls along, you will reach branchings in the tunnels. Have your cursor pointing to the left. When you reach the first intersection, click on the diagonal Left arrow. This will take the cart left—the first direction on your list. From here on, it's simple:



1. Know what the next branching will be.
2. Have the appropriate direction arrow ready.
3. Click the cursor as soon as you reach the intersection.

There are 12 decision points in the Dwarven mines. If you are successful, you will arrive on the other side. If you make a wrong choice, you will be returned to the start of the mine so that you can try again.



Author's Note: Here are the directions through the mines

once more:
L-R-S-R-L-R-S-R-L-L-R-S.

You emerge in the GUE's version of the Ancient Ruins.



Statues of the Muses.

You are standing in front of a pedestal or platform of some kind. There are seven Statues and a bowl—a Trencher—here. Lightning is flashing in the distance.

What's going on here?

What's going on is that you are facing

what some think to be the most difficult problem in *Return to Zork*—the reforging of the disc.



Author's Note: The following solution is going to be brief, explicit, and to the point. If you want to try to solve the reforging

puzzle on your own, stop reading until you are finished (or until you give up).

Take the Six Disc Pieces from inventory and Drop them into the Trencher. The fit is good. What you need now is to find a way to get the lightening to focus through the Tele-Orb in order to forge the pieces back together.

It looks pretty obvious that the statue in the center of the semicircle is posed to hold an orb of some sort. But what about the others?

There are buttons on the left and right sides of the trencher. Press the Red button—the one on the left. All of the statues except the center one will begin a series of gyrations that look a bit like throwing, catching, or kicking.

You are now going to construct a Rube Goldberg type of system that will move the Tele-Orb into the grasp of the center statue. Why this? Because the game will not allow your character to place it there directly.

So what goes where?



Statue 5: Miner's helmet and empty box

Statue 6: Shield

Statue 7: Tele-Orb

If you don't have any of these items, what have you been doing all through this game? Fly out of here now and pick them up. You can always fly back.

Everything in place and set, press one of the buttons.

The disc made whole.

The Tele-Orb and the other things begin to get tossed around from statue to statue. It all culminates with the lightning being routed into the miner's helmet, shot out through its headlight, into and through the Tele-Orb.



Ready to forge.

Beginning on the far left:

Statue 1: Bog stick

Statue 2: Return talon

Statue 3: Thermozz

Statue 4—the center statue: Nothing

Instant Flying Disc of Frobozz.

Congratulations! You have reformed the disc.

Now there is only Morpheus to deal with.

But before you leave here...

Pick up the Flying Disc.

In addition to the Disc, make sure that you now have at least eight items in your inventory other than the camera, tape player, map, photo album, and Ms. Peepers' notebook. These eight items *must* include the Bow and Arrows and the Illumynite. If you do have the required items—and you should—leave the stuff on the statues behind. You don't need them anymore.



Author's Note: What makes this problem so difficult is that you have very little information to work with, and that's somewhat obscure. The only real clue to solving the reformatting puzzle is in the mayor's filing cabinet back in West Shanbar. It's listed under *Muses* on the second page. There's a section of bad verse there that seems to make no sense at all. But it's really a list for what to put where during the reformatting process.

Here's how to decipher the Muses clue:

Bog down not with your staff,
(Bog staff)

but return to throw, (Return Talon)

lest the vessel of sight, (Thermozz—
carries milk)

miss your boxing helmet, (Box &
miner's helmet)

and your brilliant defense, (Shiny
Shield)

to hit you in the orb kicker. (Tele-
Orb/kicking statue)

Notice that the items described are in order, from left to right, with the kicking statue at the end of the sequence.

It's really very clear.

After you know the answer, of course.

The Inn (the third time)

Steps Along the Way:

- Last dream of Morpheus

Return to the Inn.

The lighthouse keeper didn't take all of your Illumynite, so it's safe to dream of Morpheus for the third and last time.

Same old same old. Pay Molly three zorkmids, go to the room, put Illumynite on the nightstand, turn off the lights, and dream. It looks like Morpheus is inviting you over for a nice game of life or death. It's so kind of him.

Dream finished, light on, and take back the rocks. You don't want to keep Morpheus waiting.

Did you know that pet vultures will even pick you up indoors? They do.

Beyond the Wall of Illusion

Steps Along the Way:

- Shattering the Wall
- The Citadel

Before you visit Morpheus, though...

Just in case you haven't been keeping up with the mayor's filing cabinet, take a quick visit to the mayor's office on West Shanbar. Check out the entry under *Hellhounds*. Read it all. Carefully.

Back to the chase.

Return to the Walls of Illusion. Turn to face the Wall.

You will now see that a directional arrow has appeared pointing straight ahead. If you try to move that way, however, the way is still blocked.

The Flying Disc of Frobozz.

Get the Flying Disc from inventory and click it on the Wall. Throw the Disc. Good-bye illusion. Wall shattered, you see a most interesting structure. It's the Citadel of Zork. Morphius has a bizarro sense of architecture.

The Citadel of Zork.

Walk forward to the Citadel. A Hand hurls above your character. Click on the gate, then knock on it. The message reads that

"...you must first BOW to the hand of Morphius"

from inventory, pick up the Bow. Use the Bow with the Arrows. Shoot the arrow at the Citadel. The doors will groan open to admit you. Go forward.

Inside the citadel, you will be immediately confronted by an Orc Guard.

The Orc guard.

Pick up the Silver Flask containing the Invisibility Potion (Illumynade) and click it on the Orc.

Drink the potion.

You are now invisible, but the Orc still senses your presence. Go to inventory

again and use the Tape Recorder. Play a cut of Alexis—all she did was bark, and that's all the Orc will hear. It seems that Orcs really are gullible enough to believe in invisible Hellhound Poodles. The Orc will run away. Continue forward, deeper into the Citadel.

You are facing the Citadel Bridge. Do not attempt to cross it.



load of empty boxes, wires, ferry tokens, puzzle PUZZLES, and the like. Keep tossing.

The second citadel bridge.

You will have to toss at least eight objects onto the bridge, but if you have more you will have to throw in your entire inventory. This causes a second bridge to rise up. When you finally receive the message that it's safe to cross over, it is indeed safe to cross over. Do so by clicking the arrow on the far side of the bridge.

Make sure that you save the game before you go.



Author's Note: This is why we left all the stuff back at the Forge. The bridge problem requires that you throw away your entire inventory (with the exception of the undroppable items). However,

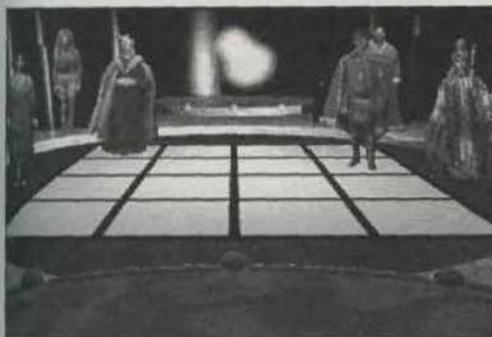
a minimum of eight items is necessary for the bridge mechanism to work. We left the stuff behind in order to save ourselves the effort of unnecessarily picking stuff up only to throw it away again.

Defeating Morphius

This is the final scene of *Return to Zork*.

You are now in the Inner Sanctum of Morphius. A Survivor Board fills most of the floor. It is surrounded by statues of Rebecca, Witch Itah, the Holy Woman, and Rooper. All have been turned to stone by Morphius.

You must play a game of Survivor with Morphius; if your character loses, he/she will join the display of statuary.



Confrontation with Morphius.

Remember the time you played against Moodock? At the time, it was pointed out that the Canuk piece could never lose. You were Canuk then. Morphius is Canuk now. You're playing the Wizard.

Is your character's life insurance paid up?

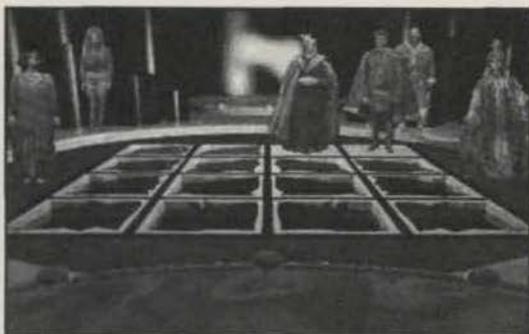
However, Ms. Peepers has told you about another rule of the game—the Wizard is allowed to pass on any move.

Guess what? By playing Ms. Peepers' way, the Wizard can win. Here's how it's done.

As explained by Moodock (and in the filing cabinet), the rule for moving the Wizard's piece is a tad unclear and, to watch Moodock's game in action, apparently somewhat arbitrary. It's not.

Think of Survivor as being played in a miniature chessboard, four squares by four squares in size. The Wizard moves exactly like a Knight in chess—two squares horizontally, then one vertically. Or two vertically followed by one horizontally. Or, a one-square-long move followed by a two-square move. Instead of moving in straight lines, the Knight—the Wizard—hop-scotches from spot to spot.





Morphius defeated!

With this in mind, you can plan a number of moves in advance. If the Canuk piece is occupying a specific square when you want to jump there, just Pass for the turn: Morphius must move when it's his turn again. As a result, you can move pretty much at will, leaving Morphius

the one with nowhere to move to at the end. Follow a simple in-and-out pattern. It may take you a few games to get the hang of, but by then, Morphius won't stand a chance.

Solution to Survivor
(One of many solutions)

A1 (Start)	B1 #7	C1 #14	D1 Trap Morphius Here
A2 #13	B2 #10	C2 #3	D2 #6
A3 #4	B3 #1	C3 #8	D3 #11
A4 #9	B4 #12	C4 #5	D4 #2

There are many possible paths for winning Survivor, but we've put one together for you to show a winning game. Just follow the jump numbers—#1, #2, and so on. If Morphius is in the square you want to jump to, just pass and he'll go away.

The end of the game is now inevitable. In 14 moves, Morphius will finally be defeated.

Congratulations! You have completed *Return to Zork* and have scored the maximum possible points.

Evil has been defeated. Everyone turned to stone is returned to good health. The slaves in the mines are freed. The rebuilding of Zork has begun. Like the bad loser we all suspected him of being, Morphius does not take losing gracefully. But he is gone.



Or is he?

Nothing's ever over.

Songs of the Tree Spirit

Based on the Fabled Songs of Singing Tree in the Forest of the Spirits. Edited by Ms. Mavis Peepers.

- (I) You good soul
My friends have brought you to me: (repeat for each verse)
You must be kind
You must be light footed
- (II) You will not get far
Without our help
- (III) Beyond the trees will be your task.
Past fearful form will be your mask
- (IV) The veil of water
Shall be yours also
- (V) Listen to the Woods
When they whisper
- (VI) In the Whispering Woods
The Ferryman answers thee
Keep one for two ways
Or forever held there be
- (VII) Many things happen in the Forest of the Spirits
Be wary
- (VIII) Nature Conservation is
Your only hope for a future.
Treat us kindly



From the Town Files of West Shanbar

As you journey through the remains of the Great Underground Empire, bits and snatches of fact and rumor will touch you, begging that you remember them. But, as you may have noticed, there is a lot there to be learned.

Ms. Peepers and Rebecca Snoot have been working diligently to compile all these snippets of folk tale, common lore, conventional wisdom, remembrances, and informed supposition for inclusion in their various historical works. The trouble is that their studies are often of little practical help as you try fitting together all those pieces of seemingly unconnected information, sliding them around like some diabolical slide puzzle until they make sense.

Ms. Peepers' notebook fills itself with a great deal of what you learn, but it is just a written record of what you have already learned. Ms. Snoot also is helpful, but we suspect that she is protecting the bulk of her research until it's formally published and she can make a few zorkmids off of it. She won't reveal the contents of her manuscript at all.

There is some more practical aid available, however.

The files collected in the Town Hall of West Shanbar are open to anyone with the time or interest to plow through them. It is there that you find much of the critical information you need to maneuver about, solve the puzzling obstacles you encounter, and keep your character alive. Without some of the specific material you find in the filing cabinet, it is nearly impossible to win the game at all.

As you return to the filing cabinet throughout *Return to Zork*, you will find that the files change: news is added and some old facts clarified. But the files are not always immediately available. You may be on Canuk's Island and want to check a fact. At least until later in the game, you have to climb up and down a ladder that goes to and from the GUE if you want to consult the files. Of course, you'll have to find your way back to the ladder. And, of course, you might want to do this any number of times.

Not any more.

Nino Ruffini, the encyclopediast of Zork, intends to sift through the West Shanbar records, seeing in them much material for new entries in the next edition of the *Encyclopedia Frobozzica*. It is for this reason that he asked me to compile not just Ms. Peepers' findings (which you saw in Chapter 2), but also to bring together everything contained inside the West Shanbar filing cabinet. That is what this chapter is about; we have made consulting those files as easy as turning a page.

If, while playing *Return to Zork*, you feel a need to consult anything that might be inside those files, this chapter will save you the trip. If you merely want to satisfy your intellectual curiosity, we can help with that, too.

Too much knowledge can be a dangerous thing. Please don't abuse this.

Too much.

West Shanbar Town Files

(In somewhat alphabetical order.)

Bel Naire Temple

Ancient Temple continuously occupied by unusually high priestesses since BC (Before Counting).

Cluster, The

(Also known as Feebo's Folly)

Football-sized concentration of pure Illumynite of odd color. The luminance of The Cluster never diminishes. On view at Bel Naire Temple. (See *Feebo's Folly* and *Illumynite*.)

Dwarven Sword of Zork

After being passed down from generations of simple peasants and adventurers, this legendary weapon was last known to be in the possession of Moadikum Moodock. It is said to have been blessed in every generation by the Holy Women of Bel Naire.

When in good repair, this fabled sword glows blue in the presence of danger.

Regardless of its condition, the sword is unbreakable.

The Dwarven Miners now claim this sword as their own even though it was formally (sic) owned by elves.

Excerpts from East Shanbar Times

Mud Day, Ottobur 6, 1640 GUE:

Moodock's Arms and Armaments Disappear

The headquarters of IT&L, Inc. and Moodock's Arms and Armaments, both located in East Shanbar, are the most recent of inexplicable disappearances. They follow on the heels of the disappearance of the Historic Inn of Isenough last month.

Frob Day, Augur 13, 1640:

Historic Inn of Isenough Disappears

A frantic Moadikum Moodock discovered that the Historic Inn of Isenough has mysteriously disappeared and his wife along with it. "We had just had breakfast at the Inn and I walked across the street to open my shop. I turned to say something to Molly and the whole block was gone." Moadikum has moved in with his friend and partner Rooper.

The Mayor vows recovery.

Grues Day, Mage 21, 1642:

General Store Closes and Disappears in Same Day

"I can't take it anymore," says Will Swindle, ex-proprietor of the General Store. But fate took a hand when, immediately upon tacking up his last notice, the building vanished.

"It's just as well," he shrugged philosophically, "My clientele has been dwindling steadily."

Grues Day, Dishmembur 14, 1635:

Feebo's Folly, commonly known as The Cluster, is suspected to have been replaced with a fake cluster. The Holy Woman at Bel Naire Temple has expressed concern and asked for an inquiry.

IT&L has been contacted to investigate.

Feebo

Dwarven miner who discovered The Cluster (also known as Feebo's Folly). Embarrassed by the Folly, he took to drink and missed a turn during a joyride in a mining cart.

Parts of the mining cart and some of his wardrobe are enshrined at Bel Naire Temple.

Feebo's Folly

A football-sized concentration of Illumynite that emitted strange sounds and energies found by the Dwarven miner, Feebo. Set aside as a good luck symbol but, when the anticipated vein of Illumynite failed to appear, was named Feebo's Folly. Ultimately, Illumynite became a dominant mining material.

Feebo did not live to see his discovery become a valued building material and light source. Renamed The Cluster. (See *Cluster* and *Illumynite*.)

Frobozzica

The Encyclopedia Frobozzica. The abridged version of this encyclopedia, edited by Nino Ruffini, contains an incredible amount of information on the Great Underground Empire.

Unknown persons are attempting to rewrite Zorkian History and are trying to circulate a revisionist version. The Guardian is roaming the countryside confiscating the bogus versions.

The true abridged version has alphabetization errors.

Gazpacho

- 6 medium sized tomatoes
- 1 or 2 cucumbers
- 2 medium onions
- 1 handful fresh basil
- 2 shallots
- 2 red bell peppers

Chop fine and blend with:

- 3 eggs
- 1/2 cup of red wine vinegar
- 1/2 cup olive oil
- 1 1/2 cup tomato juice
- dash fresh ground pepper
- dash cayenne pepper

Refrigerate three hours. Serve cold.

Great Diffusion

Event causing the end of the Second Age of Magic 1247 GUE. All magic and magic devices, whether mechanical or enchanted, were dispersed into the atmosphere with the hope that evil magic would be vanquished forever. Most Wizards and Mages lost their powers in the process.

Guardian

A mysterious figure, semi-shrouded in secrecy, whose intent is to keep Zorkian citizens and visitors honest and upright. His job is to punish the fallible and to fling their belongings to the four winds whenever appropriate.

Hellhounds

The descendants of these fearsome canines finally became domesticated in late 1646 GUE. They are, however, still quite ferocious and not to be trifled with because they've been cross-bred with the best guard dogs from the Major Pie R. Squared Kennelry. These guard dogs, which are indigenous to the area surrounding the Road to the South, share the natural features of all that hale from that region of the world.

The cross-breeding occurred as a result of a drop in sales of purebred hellhounds following the circulation of a vicious rumor started by the Poodle Guild. The Guild spread word that pure hellhounds could become invisible and the only warning one had of imminent attack was the sound of their bark. Of course, only an Orc would be so gullible as to actually believe that kind of nonsense, but sales dropped anyway and the cross-breeding program was instituted.

Illumynade

The recipe for this surprising drink has been misplaced. However, it is known that this drink can be contained in only a metal container. Containers made out of other materials will behave unpredictably.

Illumynite

Glowing mineral mined by Dwarves. Originally considered useless. Now used extensively for building underground. Valued for its grue-repellent qualities. Manufacturing material used by IT&L, Inc.

Illumynite loses its glow when exposed to most sources of warmth, such as sunlight or body heat. Maximum illumination from this mineral can be obtained by placing it near radio speakers. (See *Feebo's Folly* and *IT&L, Inc.*)

Inn of Isenough

Historic Inn of Isenough built in 985 GUE. Inherited by Molly Moodock (*nee Kettle*) 1626 GUE. Subsequently remodeled to suit her taste.

IT&L, Inc.

Illumynite, Translumynite, and Leisure, Incorporated. Company formed by Wizard Trembyle, Rooper, Moadikum Moodock, and the Mage Canuk for the purposes of building an underground resort and the development of high-technology commercial products. The first project of IT&L, Inc., was Dizzyworld. Other projects include the Prototype Tele-Orb, lighting products, Illumynite magnets, and Illumynite batteries.

Kettle/Moodock Betrothal

Molly Kettle and Moadikum Moodock were wed in the lobby of the Historic Inn of Isenough, Frobruary 14, 1635 GUE.

Long Life Spell

Spell cast to ensure long life. Duration unknown. This spell was cast by the Mage Canuk and the Wizard Trembyle before The Great Dispersal to ensure that both would have enough time to recover their powers lost due to their participation in The Great Dispersal of 1247.

Magic Tiles

The perfect game for manipulative people. Usually comes in sets of 9, 12, or 16. In each set, all but one piece is visible until the correct arrangement of words is achieved.

Muses

(Ancient Muses of the Arts)

Sculpture garden built around 966 GUE as a shrine to the six Ancient Muses of the Arts: Eoj, Mit, Cire, Mik, Selrach, and Xela.

Although it is not known which muses are associated with which art, many hold that the following odd verse is somehow germane:

*Bog down not with your staff,
but return to throw,
lest the vessel of sight,
miss your boxing helmet,
and your brilliant defense,
to hit you in the orb kicker.*

The seventh, kneeling figure is not believed to be one of the original muses and is simply known as Lib, the Catcher.

Night Life

For the month of Suspendur 1647 GUE:

- Night spelunking with E. R. Rooper. A whole new way to look at underground caverns.
- Starlight motor boating. Not much exercise for the passengers but a wonderful view of the tree homes.
- Dancing nightly at the West Shanbar Vacation Village.
- Walk on, stand up contest at Cliff's. Big prizes nightly.
- Group sing-alongs under the moon in the Forest of the Spirits Club.

And after it all, get a good night's rest at the Inn of Isenough. Sweet dreams.

Plants

Among the rarest high-altitude plants is the Bonding Plant found in the mountain passes around the Valley of the Sparrows. This plant is often found near signs. Although scientific research has never verified its relationship to humans, it is widely believed that the Bonding Plant creates an emotional bond with anyone who finds and removes it. Although good mental health won't invigorate a Bonding Plant, this plant seems to wilt and eventually die when its "master" becomes sad or depressed.

It has also been said that a wilting and dying plant can sadden its master prematurely. Most remarkable of all is that the bond between these plants and their "masters" seems to know no physical barriers. Cases have been recorded in which a plant has wilted and died from a saddened master on another continent.

The Bonding Plant can be considered a perennial because it will grow anew at just about any time of year. Once bonded with a human master, it will never sprout again in the same spot as long as it continues to exist, dead or alive.

Refuse Procedures

The newly installed incinerator from the EverBlast Company is equipped with the latest technology for burning any type of refuse. Due to the intense heat inside the furnace, great care should be taken to have only one drawer or hatch open at a time. Aside from avoiding possibly explosions, this technique will ensure complete combustion without excessive manhandling.

Shanbar Library

(Blueprints checked out by Canuk. Construction to begin in 1648.)

Survivor

A game of strategy involving two players in the guise of Wizard Trembyle and Mage Canuk. The Wizard piece plays a compound move composed of one straight and one diagonal move in one turn. The Canuk piece can move to any square on the board to block the Wizard piece's movement. Whenever the Wizard piece vacates a square on the playing board, that square turns into a pit. The object of the game is to occupy the last remaining square on the board.

Advanced Rule: There is an obscure rule that many people do not know about, but is essential for victory when playing the Wizard piece. It is simply this: The Wizard piece may pass on any turn.

Toasting Etiquette

Excerpted from a treatise by Boos Myller)

The traditional Shanbar Ritual Toast consists of four steps:

1. Here's to us!
2. Who's like us?
3. Damn few . . .
4. And they're all dead.

Before each sentence of the toast, the host offers the guest a glass of some drink (rye or wine, for example, but not Illumynade). The guest then suggests a toast. The host recites the next sentence in the toast and raises his glass. The guest drinks first while the host waits. Finally, the host drinks his glass, and starts the next part by offering another drink.

The first two or three steps of this intricate ritual with the highly potent local rye is enough to make you drunk. Getting past the third drink is the key.

Remember, don't drink and drive!

Translumynite

Translucent mineral found deep underground. Similar properties to Illumynite but can be made transparent. Comes in many colors. Mined at the Cliffs of Depression.



Author's Note: This entry appears only after player

becomes aware of the Cliffs of Depression.

Excerpts from *West Shanbar Times*

Wands Day, Jelly 18, 1645:

Mayor and Lighthouse Keeper Announce Plans
for New Anti-Vulture Warning System

The Mayor announced at a press conference held on the steps of City Hall...

Grues Day, Jam 21, 1640:

Rebecca Snoot Graduates
Suey Cum Loudly

Ms. Mavis Peepers stood at attention while her star pupil, Rebecca Snoot, received her diploma. Rebecca plans to continue her anthropological studies and write books. Her father, noted collector and farmer, Obediah Snoot IV looked on proudly.

Sand Day, Arch 15, 1642:

...Boos Myller of West Shanbar drove his pick-up truck into the river for the tenth time. When questioned at the scene Myller replied, "I was pressing on the brake but a bottle must've got wedged between the pedal and the floorboard."

Upon hearing of Boos' latest accident the Mayor remarked, "We've already revoked his license; what we need to revoke are his keys."

Starday, Oracle 1, 1643:

(Headline):

Angus Pugney Wins
All-Valley Cattle Round-up
Best Of Show

(Advertisement):

Always the best vegetables...

Special:

Giant Carrots
by the bushel or the bag

SNOOT'S FARM FRESH VEGGIES

(Advertisement):

BEN FYSHIN'S BOAT DOCK

Featuring:
All New Power Boats
For Commerce Or Day-sailors

ALL Year Round

Wild Boars

Often found in antiquity in the Forest of the Spirits. In 1369 GUE, a memorial statue was erected in honor of these always-hungry beasts. Rumor has it that, in his efforts to meet his delivery deadline, the sculptor, Hans F. Stone, poured plaster over a boar that had just choked to death on a pork chop.

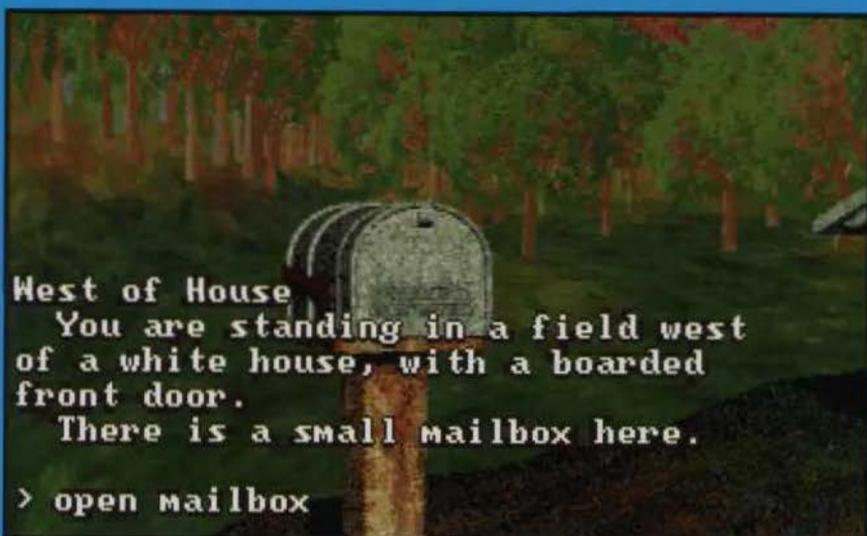
Yar

Sailing term (archaic). Seaworthy, easy handling, responsive, rights to the wind easily.

Zork: *The Return Of Evil*

Companion book to *The Rise and Fall of Zork*, edited by Mavis Peepers.

Zork: The Return of Evil, by Rebecca Snoot, will be available soon in independent neighborhood bookstores. Only two zorkmids.



It all begins with a letter...





Something's very wrong in the Valley of the Vultures.



Zork's Lighthouse (and Vulture Early Warning System).



Return to Zork



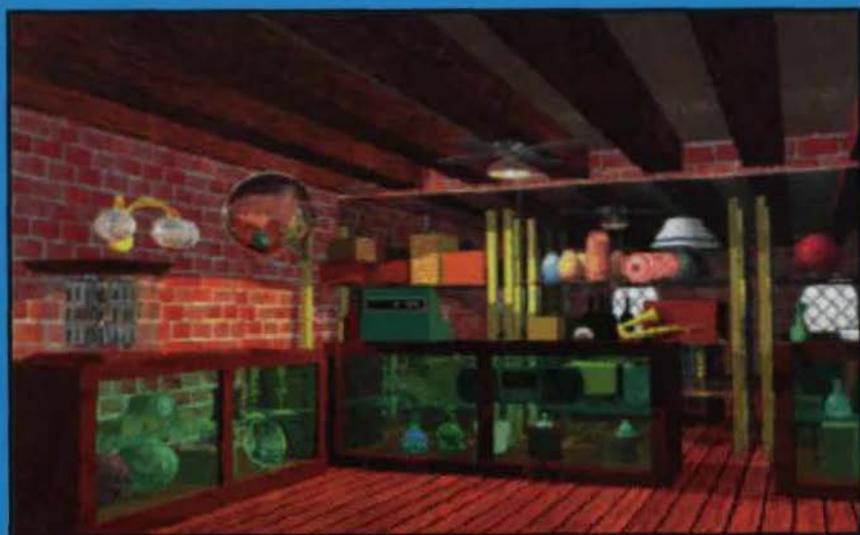
Riding the Frigid River to West Shanbar.



"...Want some rye? 'Course ya' do!"



"...Have you been drinking with Boos Myller?"



"...Choose three free gifts from our wide selection..."





Discover the secret door to the Great Underground Empire.



The Great Underground Empire begins here.



Crossing the bridge to West Shanbar.



The Fool's Memorial is nothing to laugh about. Or is it?





"...That's not a poodle, that's a Hellhound. Heh! Heh! Heh!"



"I'm Rebecca Snoot. We weren't properly introduced. Eat this!"





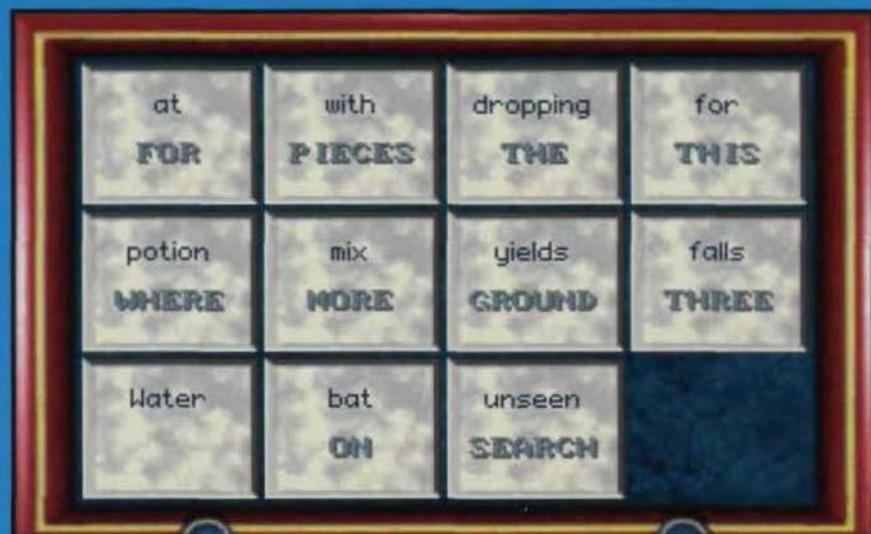
It's Witch Itah, to be sure—but you're not in Kansas anymore.



Careful! It's very easy to get bogged down in these parts.



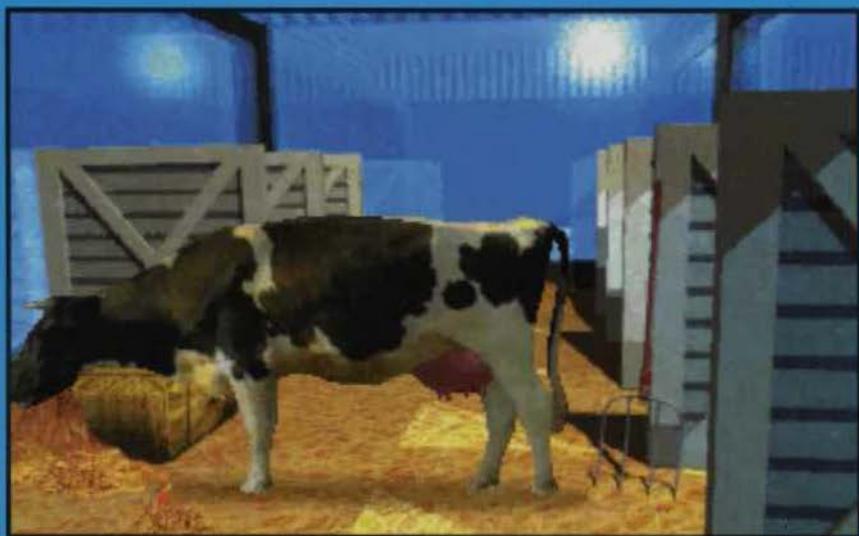
Return to Zork



Getting the words in the right order is only *half* the puzzle.



The Dwarven Sword of Zork (on loan from the Elves).



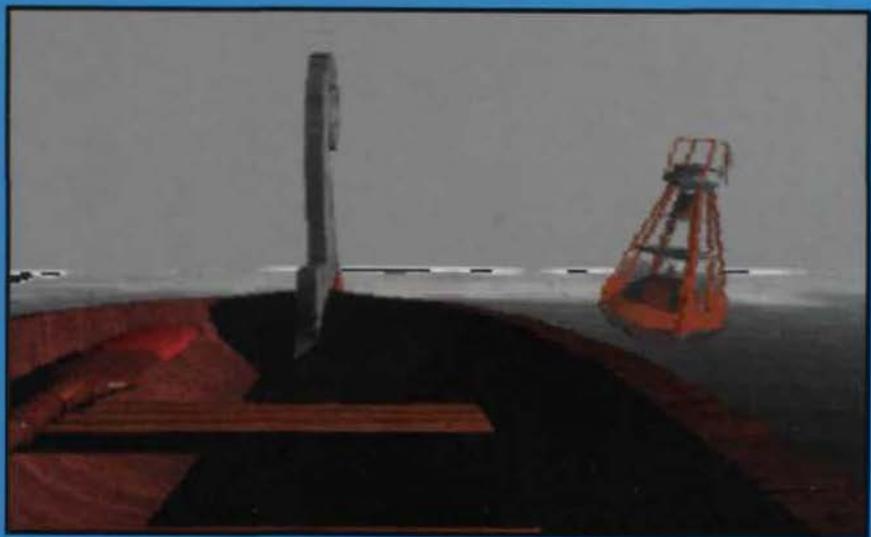
"...Dad always said that milk is good for your eyesight."



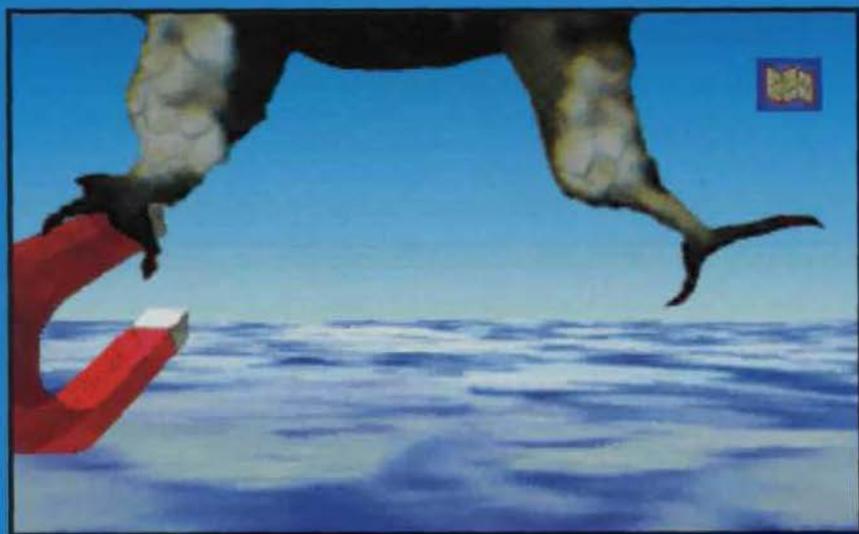
"...I may be blind, but I can hear you!"



A nasty surprise in the Forest of the Spirits.



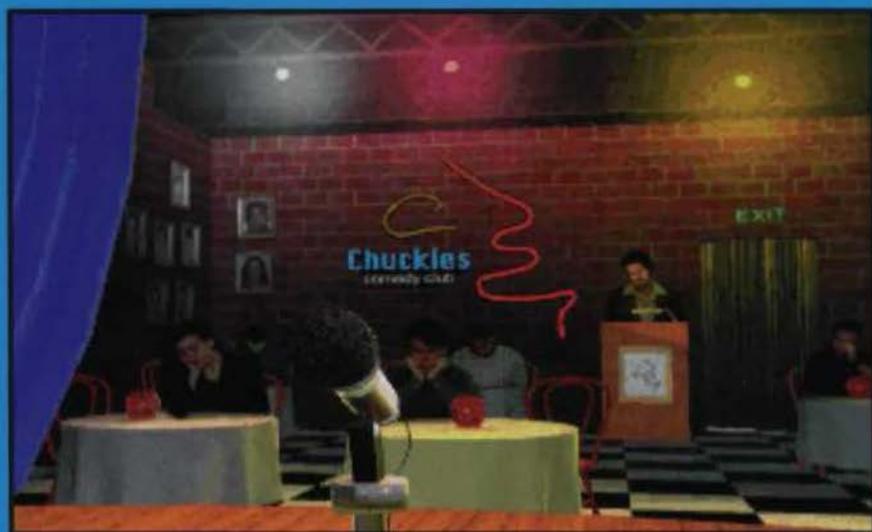
Aboard the ferry to Canuk's Island.



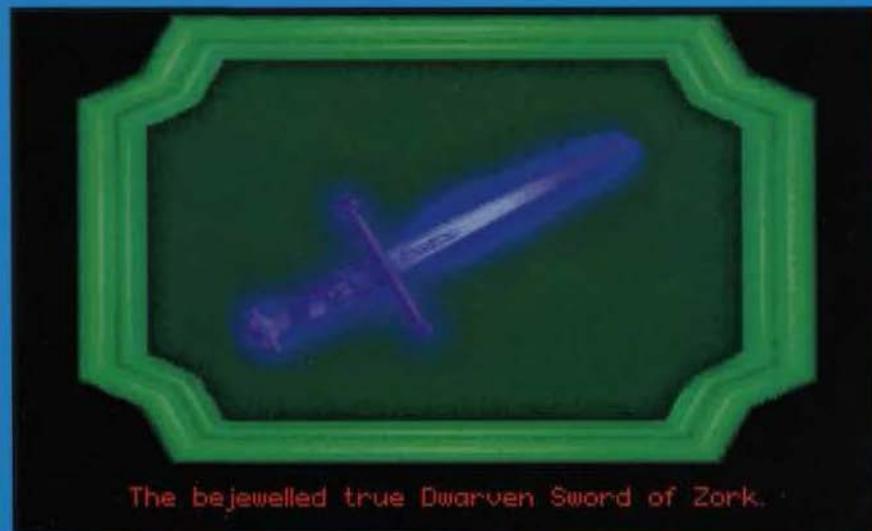
Flying high with a pet vulture.



Beyond the rope bridge—the Temple of Bel Nair.



Be funny, as if your life depended on it. It does.



"...I can sense your sword glowing blue."



The fight with the trolls.



The forge.



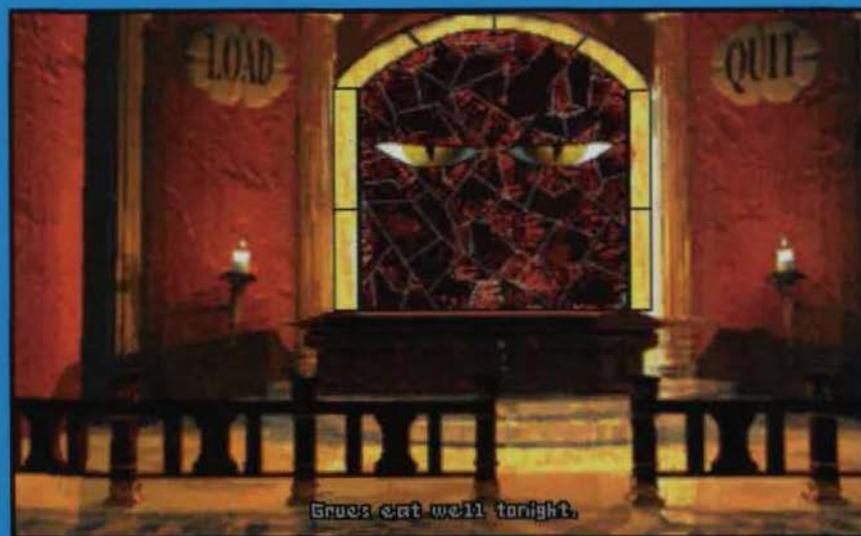
The Citadel of Zork.



The game's not called Survivor because it's easy on losers...



Rooper.
Or is it?



Remember: Always avoid dark places. Gruess live there.



Return to Zork



Items of Note

The ultimate objective of *Return to Zork* might be to defeat the ultimate bad guy, Morphiis; but there's a lot that needs to be done before you get there. You'll be looking for, finding, creating, and using a lot of different stuff along the way.

From gold and rubies to the legendary pocket lint, nearly all computer adventure games litter the landscape with items awaiting an adventurer to find a good use for them. Those uses can be very creative or quite obscure. Items in computer games can be obvious (it's sitting there right by your character's feet), mundane (a bar of soap), and torturously difficult to find or obtain. Their natures range from the magical and extraordinary to the extraordinarily ordinary. Sometimes items have to be created by using still other items. But someone still has to come up with them. Most likely it is you, the game player.

The point is best expressed in Spear's Rules of Adventuring:

- Explore everywhere
- Examine everything
- Take everything that is not nailed down
- And if it is nailed down, look for a prybar

For your reference and convenience, this chapter presents comprehensive illustrated descriptions of all the items and objects that can be acquired in *Return to Zork*. Also noted is where they are located, what they're used for, and some occasional personal commentary about them.

This information is intended for recreational purposes only. *Return to Zork* is a game after all.

Bats/Cage of Bats



Where found: Witch Itah's.

Uses: Show correct path through the Whispering Woods. Create guano.

Notes: Because of their natural sonar, bats can easily navigate through dark forests like the Whispering Woods. All you have to do is to let them out of their cage, and then tag along behind.

The guano that Witch Itah's bats trail behind is laced with Illumynite and is therefore quite luminous and easy to follow.

Witch Itah gives permission to take her bat cage only after you have shown her something that has to do with milk; the cow's picture, the Thermozz of milk, or the like. The connection between milk and bats is a matter heavily debated by the philosophers of the Great Underground Empire.

Battery

Where found: Inside the gift shop in West Shanbar.

Uses: Powers Tele-Orb.

Notes: This is one of the three free gifts referred to in Rooper's Sweepstakes letter, which serves as the starting point for *Return to Zork*. Without a battery, the Tele-Orb—and Trembyle—cease functioning.

Once the battery is in place, it does not need replacing and is ever ready to work.



Blessed Sword



Where found: Temple of Bel Naire.

Uses: Thrown on Citadel Bridge (if carried or in inventory).

Notes: When shown the True Dwarven Sword of Zork, the Holy Woman at the Bel Naire Temple will bless it for the adventurer. From the game player's point of view, this is a ho-hum: no points

are given nor does the blessing affect the Dwarven Sword in any way.

The Holy Woman at Bel Naire, however, will grant adventurers a magical favor if they're nice and show her the Tele-Orb. This favor opens a path through the temple's outside wall that leads to the Dwarven Mines.

Boat

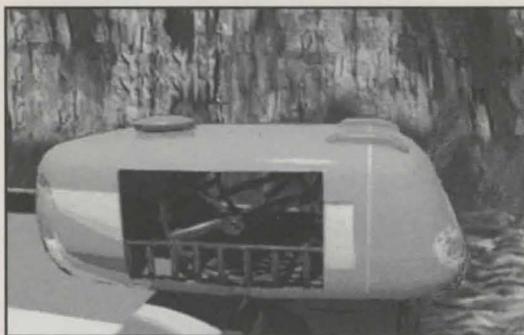
Where found: Rented from Ben Fyshin.

Uses: Transportation to the Witch's house.

Notes: When the boat is first rented by Ben, its rodent-powered treadmill engine is out of rodent power. Theoretically, you should attempt to use the mice to power the boat, find them ineffective,

and then figure out that you need some bigger critters aboard—like rats. It's easier, and in game terms safer, to skip the mice step altogether.

Two boats must be rented at different times during the game. Despite the elaborate puzzle constructed around finding an energy source for the first boat, the second one comes fully equipped and ready to go.



Bog Stick



Where found: Witch Itah's.

Uses: Navigating the Creeping Bogs. Reforging the disk. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: This is Witch Itah's walking stick, and she will give you permission to take it only after she is handed the letter from Ben.

Use the stick to test the ground around your character as you walk out of the bogs. If the stick sinks, so will your character. If you attempt to take the bog stick without permission, the Guardian will stick it to you.

Bonding Plant



Where found: Dug up at the mountain pass.

Uses: Prevents depression at the comedy club. Can be used to spring the snare trap.

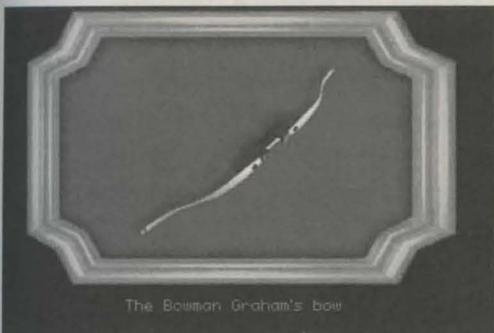
Notes: The bonding plant will die after eight moves—just enough time to enter and leave the club, tell four jokes, receive the prize for winning the comedy competition, and then leave.

The bonding plant must be replaced if the player leaves the comedy club without finishing the sequence. To do so, either eat or burn the bonding plant. After this is done, a new bonding plant appears in the mountain pass. You'll then have to go get it, of course.



An almost dead bonding plant.

Bow and Arrows



The Bowman Graham's bow.

Notes: As your character stands before the gate to the Citadel of Zork, you will notice a hand attached to the wall above the gate. This is the gate's opening mechanism. A message on screen tells you that you should BOW before it. Bow. Bow and arrow. Get it?

Where found: Given by Blind Bowman in the Forest of the Spirits.

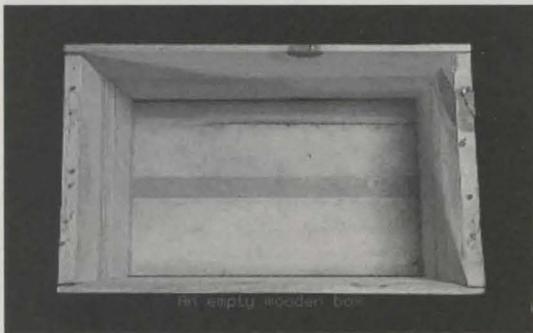
Uses: To activate the door at the Citadel of Zork. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).



The Bowman Graham's arrows. Pretty handy.

You are supposed to fire an arrow at the hand in order for the gate to open, but just firing the bow and arrow is enough to get inside. If you shoot someone with the bow and arrow, the Guardian will not be pleased.

Box (Wooden)



Where found: Hardware store in West Shanbar.

Uses: Carry mice. Carry rats. Can be used to spring the snare trap. Reforging the disk. Thrown on Citadel Bridge (if carried or in inventory).

Notes: The empty wooden box is the only way to safely carry the diseased mice, which are also

found in the hardware store. Later, the mice are ditched and the box is used to transport the rats found inside East Shanbar's General Store.

Of course, you don't have to take the mice because they're really not necessary for scoring or winning the game.

Box of Bras

Where found: On ground in front of Pugney's.

Uses: Incinerated to create a piece of wire.

Notes: Because Pugney, his wife, or his cow have no knowledge as to how the box of bras came to be littering Pugney property, we can only assume it to be the work of the imps of computer game design. The eventual improbable use that the box is put to only reinforces this notion.



The technical dramatic term for this technique is “Deus ex machina.” In ancient times, when the playwright needed to save a character from inevitable death or worse, neatly solve characters’ problems, do something drastic to tie up loose ends, or wrap events up quickly, they would often resort to having some deity or other fly in from the sky and do so with the wave of a hand. This arrival was effected by use of some sort of off-stage machinery, giving rise to the idea of “...a god by way of a machine.” Deus ex machina. In this case, Deus ex brassiere.

Box of Cereal

Where found: Snoot’s kitchen.
Inside general store.

Use: Contains whistle.

Notes: It’s a box of Rodney’s FunCereal, the GUE’s favorite breakfast food. There is always a mystery prize hidden inside each FunCereal box, but Snoot and Rebecca have already taken



theirs by the time your character arrived at the farm house.

The cereal may be admired or used, but never taken. The one at Snoot’s can’t even be used. Served with a cup of lowfat milk and half a cup of fresh fruit, it makes a healthy breakfast for any adventurer.

Camera



Where found: In player's inventory at the beginning of the game.

Use: Taking photographs of people and places encountered in the game. Can be used virtually everywhere.

Notes: The camera can only be used. It cannot be dropped or confiscated by the Guardian.

Carrots

Where found: Silo at Snoot's farm.

Uses: Feed cow. Thrown on Citadel Bridge (if carried or in inventory).

Notes: There is a saying in the Great Underground Empire:

A carrot a day keeps the grues away.

Like much folklore, it makes good common sense. In fact, one of the major bits of logic in *Return to Zork* goes something like this:

1. Carrots are good for the eyes.
2. Snoot grows great carrots.
3. Pugney's cow eats nothing but Snoot's carrots.
4. Pugney's cow gives milk.
5. The milk from Pugney's cow cures blindness.



Deductive reasoning as tight as that cannot be argued against. Nor should it.

Pugney's cow needs to be milked once during the game, and, more likely, two or three times. After the first milking, the cow needs to be fed a carrot before it will give any milk. There will always be more carrots available at the remains of the silo for every extra milking.

Coin (Token)



The token that Moodock gave you

Where found: Given by Moodock after playing Survivor.

Uses: Obtains ferry passage to and from Canuk's Island. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: This is a somewhat schizoid item insofar as it is it has two names—coin and token.

It should be shown to the ferryman before the crossing to Canuk's and can either be shown or given on the way back. If, for some reason, you want to obtain the coin (token) a second time, a replacement is found growing on the money tree—but only if you have already given the first one away.

Infocom, the original publishers of the *Zork* series, were legendary not only for their games, but for all the cool little give-aways they included inside the games' packages. One of those neat items was the reproduction of a genuine zorkmid. The graphic used to illustrate the coin (token) in *Return to Zork* is a reproduction of that zorkmid.

Crank Handle



An old crank handle

Where found: Inside Hardware Store in West Shanbar.

Uses: Open silo at Snoot's farm. Thrown on Citadel Bridge (if carried or in inventory). Can be used to spring the snare trap.

Notes: We must assume that Mr. Snoot shopped for many of his farm supplies in West Shanbar

before things turned nasty in Zork. The crank handle fits perfectly into the latch of Snoot's silo. We do wonder, however, why turning the handle clockwise blows up the silo? A counter-clockwise turn does nothing.

It does seem a somewhat extreme method for Snoot to use to get a carrot.

Disc Pieces (6)



Where found: From the waif (needs washing). On the ground after the puzzle PUZZLE is completed. Inside the statue of the boar. Inside Canuk's ship in a bottle. As a prize for winning comedy competition at Chuckle's. From the lighthouse keeper.

Uses: Needed to reforge the Flying Disc of Frobozz. Can be used to spring the snare trap.

Notes: For all intents and purposes during most of *Return to Zork*, amassing the disc pieces is what the game's all about. But, they are just the means to the means to the end. All six pieces are needed at the same time in

order for the Flying Disc of Frobozz to be reforged successfully. (That name sounds a whole lot better than the Flying Frisbee of Frobozz.)



Duck Egg

Where found: Produced by duck after it's fed the duck scroll.

Use: To obtain the duck scroll again.



A duck egg

Notes: The logical loop that takes you from feeding the scroll to Canuk, Canuk laying the egg, cracking open the egg to find the duck scroll again, and feeding the scroll to Canuk again, *ad infinitum*, adds a nice touch of whimsy to this section of *Return to Zork*. It's just the old chicken-and-egg joke dressed up in different feathers.

Among computer programmers, a sequence of deeply hidden screens awaiting some odd or unusual response from the person running the program is known as an "Easter egg." Programs of all types contain Easter eggs, most much more obscure and difficult to find than this one. In keeping with the spirit of the chicken-and-egg joke, it should be noted that the Easter Bunny doesn't normally conceal duck eggs either.

Fairy Dust

Where found: Given by the fairy in the Forest of the Spirits.

Uses: Sprinkle on rotten meat to put vultures asleep. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: Fairy dust is known throughout folklore as possessing any number of magical qualities: enchantment, invisibility, ensorcellment, and sleep are perhaps the most common. Graham, the Blind Bowman, is said to be allergic to the stuff; it makes him sneeze. This might be one of the reasons that he's shooting arrows at the fairy—to convince her to get the stuff far, far away from him.



A pouch of fairy dust. A gift from the Fairy.

Filing Cabinet



Where found: Inside West Shanbar's Town Hall.

Use: Contains background to the story and many important clues to solving *Return to Zork*.

Notes: The filing cabinet never becomes part of the character's inventory, but its importance cannot be stressed too much. Like Ms. Peepers' notebook, new information is added to it as the game progresses.

Inside you will find a lot of Who's Who and history of the Great Underground Empire, but its more important function is to provide solutions (although somewhat cloaked) to several of the game's most important problems. Many of these clues are for getting through the reforging of the disk and surviving inside the Citadel.

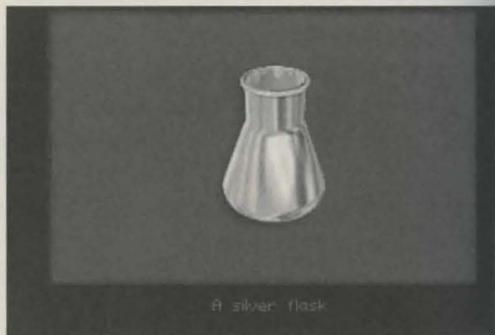
The "secret" rule for winning at Survivor also appears here after the character talks to Ms. Peepers about Moodock—after having played the game with him.

As to be expected, there are a number of less useful files in the cabinet. However, we do recommend you try the gazpacho. For those of us watching fats and blood-cholesterol levels, the eggs can be eliminated.

Flask

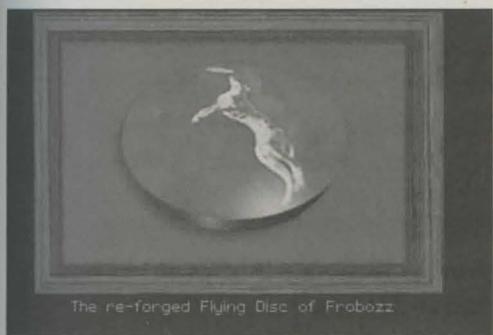
Where found: Dropped by Boos Myller when he falls over drunk.

Uses: Carry water. Mix and carry Illumynade. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).



Notes: Water needs to be obtained twice during *Return to Zork*, and the flask is the way to do it. The flask is made of silver and is the only container that can be used to mix the invisibility potion (Illumynade), which can only be brewed in a metal container.

Flying Disc of Frobozz



Where found: Ruins beyond the Dwarven Mines.

Use: Shatter Wall of Illusion.

Notes: What else can you write when the ultimate item in a serious adventure game is a frisbee? All six pieces of the disc must be together when the reforging is attempted; otherwise, it won't work.

When the forging is completed and the disc is in the character's possession, make sure that all the items placed on the statues get back into inventory. You'll need to use them one more time at the Citadel Bridge.

Frame

Where found: On ground in ancient ruins.

Use: Holds tiles for slide puzzle.

Notes: The game calls the frame "...An interactive multimedia frame with buttons." We agree with most of the description but, *multimedia?*



Multimedia is one of those loose buzzwords that everyone will define in their own way, for their own purpose. From overuse, the word has lost most of its meaning.

I had an acquaintance whose ideas of cleanliness were nowhere near godliness. Moldering orange peels littered the floor near and under his bed. There was always a pile of unwashed socks and laundry waiting overtime for a token rinsing. I define a visit to his place as sensory multimedia, but multimedia nonetheless. Sight and sound and smell worked together to convey a coherent message. I'm not sure the *Oxford English Dictionary* would agree with me, but to each his own.

Frozen Meat



The pull-date is not visible on the slab of steak, but we have it on reliable authority that the meat is well past the time it should have been defrosted and consumed. Perhaps that's why it rots so quickly after it thaws.

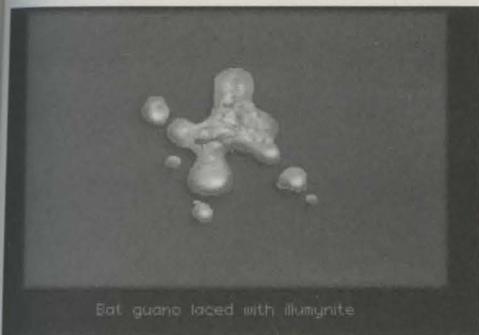
Where found: Inside refrigerator at Snoot's farm.

Use: To rot while being carried.

Notes: From the look of the inside of their refrigerator, Rebecca and her father don't seem to cook very much. Perhaps their diet consists mostly of raw carrots and dry breakfast cereal?



Guano



Where found: Whispering Woods.

Use: Use in making Illumynade.

Notes: The after-products of the bats, Illumynite-laced guano is a critical ingredient in making the invisibility potion, Illumynade. However, guano by another name is considered inappropriate in polite conversation.

Bats are often thought of as birds, but they're actually mouse-like, featherless, furry, flying rodents. Like birds, though, they do have a natural proclivity for dropping little giftys behind them as they fly. To distinguish these moist offerings from bird droppings, they are given the name guano.

Hay

Where found: Pugney's barn.

Use: Burned to warm hands.

Notes: Remember the old saying, "Cold hands, warm heart?" At Pugney's, it's been changed to "Cold hands, no milk." Don't worry about extinguishing the small hay fire when your character leaves the barn; the game will do it for you.



Illumynade



A silver flask with blue potion.

Where found: Can be made anywhere.

Use: Invisibility potion.

Notes: The formula to Illumynade is one of the payoffs for solving the slide puzzle (the puzzle PUZZLE). As noted in Chapter 3, the liquid ingredient is "...water unseen at falls." The river water available under the

bridge at West Shanbar will not work for this. Illumynade needs the water from behind the waterfall at Flood Control Dam 3 (FCD 3) at the far end of the Forest of the Spirits.

The actual brewing of the Illumynade potion does not have to be done at the dam; it can be mixed up anywhere as long as it's done in the silver flask using the guano and the proper water.

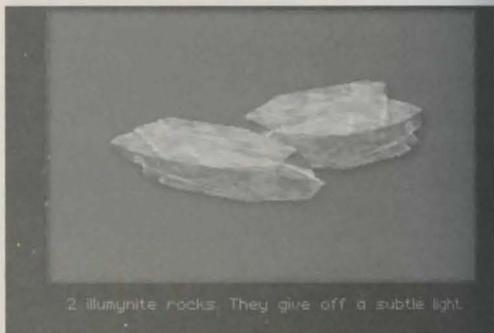
It's worth pointing out here that Illumynade is a blue potion despite having been made from the green guano.

We hope that sheds some light on the problem—*Illumynates* it, you might say.

Illumynite Rocks

Where found: In the ancient ruins after slide puzzle is solved.

Uses: Needed to reenter lighthouse. Illuminate (Illumynate?) room at the Inn. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).



2 illumynite rocks. They give off a subtle light.

Notes: After rafting away from the lighthouse at the beginning of the game, the keeper will not allow your character to get back into the lighthouse unless the Illumynite rocks are in the character's possession. The keeper takes the rocks from you, but leaves one remaining—just in case you might need to dream again at the Inn.

There is a common mistake made in the hotel room after dreaming of Morphius: many players just pick up the Illumynite and attempt to leave without clicking the light switch. This is a sure way to turn the character into grue bait. Always make sure to turn the lights back on first before picking up the Illumynite.

Joke Book



Where found: At the Fool's Memorial.

Uses: Contains jokes that must be translated in order to win the comedy competition at Chuckle's Comedy Club. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: The book's full title is *The Booke of Olde Jokes and Learned Essays Upon Them*. As each joke is translated, it is recorded on the tape player. To tell the joke, find its location on the tape, and then play the tape.

Your character doesn't understand any of the Zorkian languages in which the book's jokes are written and must have them translated by others. Only four specific jokes will work at Chuckle's; those translated by the Mayor, the Blacksmith, Canuk, and Rebecca. Rebecca is unable to translate her joke until your character returns to the schoolhouse and shows the book to Ms. Peepers.

The Blacksmith actually only translates half a joke because he smudges the page when he attempts to read it, but that's a ruse to make you think that it's not a good joke—or a correct one either. The joke *isn't* good, but that doesn't matter to the discriminating patrons at Chuckle's.

You will notice when the Blacksmith is reading the joke book it is quite clear that it's a book he's holding—especially in the CD-ROM version. Rebecca, on the other hand, is shown reading something else entirely. It looks suspiciously like the script, and when Rebecca lowers it, it looks as if it's attached to a clipboard.

Key



Where found: Behind the Old Mill.

Uses: Unlocks Gift Shop in East Shanbar. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: What's the use of the offer of three free gifts, as stated in Rooper's Sweepstakes letter, if

you can't get into the Gift Shop? We assume that the key ended up behind the mill as a result of falling out of Boos Myller's pocket as he staggered out of his car while drunk the evening before.

This is another item that the Guardian ignores when taken.

Keys (Boos')

Where found: Given by Boos Myller after three drinks during toasting ritual.

Uses: Unlocking door to the Great Underground Empire. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: By taking Boos' keys away, the player not only attains access into the GUE, but keeps another inebriated driver off of the roads.



Although this is a socially responsible action for someone to take, it does lead one to wonder why no automobiles are ever seen on Zorkian highways. Could it be that Boos' owns the only car in the world? Or is everybody in Zork drunk all the time and friends are holding their keys for them?

Knife



Where found: Inside the player's inventory at the beginning of the game.

Uses: Dig up bonding plant at the mountain pass. At the side of the lighthouse to cut vines. Ring bell at the schoolhouse. Can be used to spring the snare trap. Reforging the disc. Thrown on Citadel Bridge (if carried or in inventory).

Notes: It seems a shame that such an attractive and well-made dagger has to be used as a humble utility knife in *Return to Zork*. Use it either to spring the snare trap in the Forest of the Spirits or to cut the trap's netting just to give it an extra use or two. It was especially sad to let go of it at the Citadel Bridge.

Knot

Where found: Taught by Ben Fyshin.

Use: To make rope bridge.

Notes: The knot never appears in inventory, but the character has it in memory anyway. Ben teaches the knot only if he is asked about it or if he's shown a picture of Pugney's cow. The knot, of course, is a cow-hitch.

If the player constructs the rope bridge without using this specific knot, the character is killed.



Letter



Looking at the letter is permitted, but opening or destroying it is not. We've reproduced for you here what Ben's love letter contains, but if the player peeks (or tears up the letter) they will have the pleasure of another visit from the Guardian.

Magnet

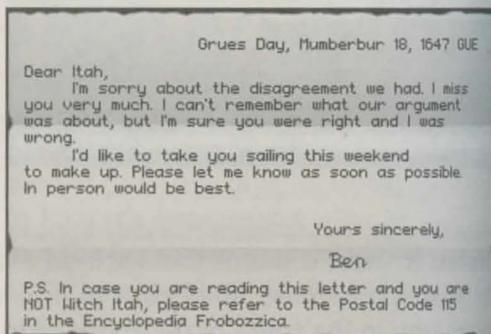


ture comes flapping by, clapping the heavy magnet on it. In moments, your character is flying along, needing only to select a destination from the game map. After this initial journey, Pet Vulture Rapid Transit (PVRT) even dispenses with the need to flag down the ride.

Where found: Given by Ben Fyshin when he sees a photograph of a woman.

Use: Exchanged for permission to take the bog stick.

Notes: Until you look at the letter, you have no idea who you should deliver it to. It turns out to be Witch Itah; she lives down river a bit.



Where found: Door of Canuk's shack.

Use: Catches vultures.

Notes: Canuk uses a large magnet as a knocker on the door to his shack. Perhaps he's trying to capture a pet vulture the hard way. Then again, without lips, ducks have a difficult time using whistles.

The proper way to catch a pet vulture is to toot on the whistle and, when the vulture

Although a vulture can only be summoned outdoors in the countryside, PVRT will pick you up anywhere at all; even from your room at the Inn or the throne room of the troll leader.

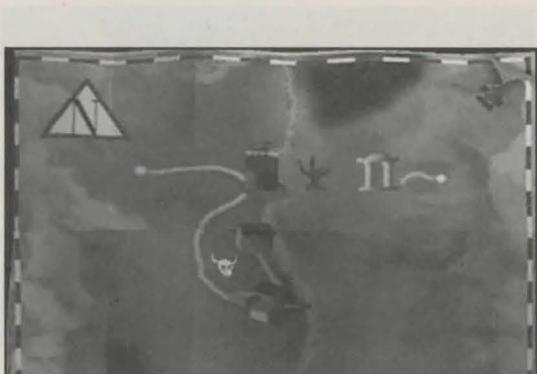
By the time you're ready to catch a vulture, you should have been informed a number of times about the fact that the bird's claws are magnetic. Magnets don't always necessarily attract each other, however; if their polarities are not aligned properly they will repel each other instead. *That* is not good for catching vultures.

Map

Where found: In player's inventory at the beginning of the game.

Uses: To show the territory in which *Return to Zork* takes place. To determine player's overall location. To travel from place to place via pet vulture.

Notes: As the player visits more and more locations in the game, more areas in the map are shown. The map consists of two pages that can be scrolled up and down. The second page is not revealed until the player enters the Great Underground Empire.



Comedy Club at the Cliffs of Depression. How they got out of Chuckle's, much less out of the Great Underground Empire, is a mystery in itself.

Matches

Where found: In player's inventory at the beginning of the game.

Uses: Light the hay in the barn. Prevents grue from appearing in the Forest of the Spirits. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: If you look at the matches, you'll notice that they came from Chuckle's

Don't worry about using up the matches in the book—you can't. The matches can be used to provide a dim, short-lived light in the Whispering Woods, but it's not enough to take a player through the maze.

Metal Things (Dirty & Shiny)



A rusty piece of shiny metal

Where found: Dirty: inside safe in the ship in a bottle. Shiny: made from dirty thing.

Uses: Reflect Canuk's spell. Thrown on Citadel Bridge (if carried or in inventory).

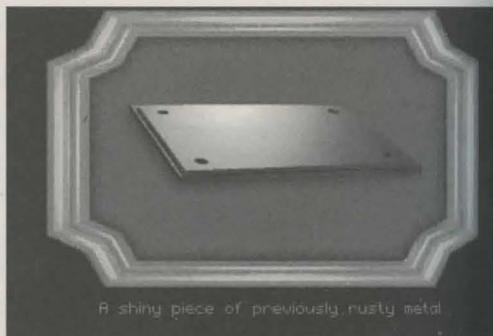
Notes: The rag found in the captain's cabin inside the bottled ship can be used to clean up the dirty metal thing in the safe, and the shiny metal can be used to

defeat Canuk when the character exits the bottle. If the character is carrying the shiny metal when the Citadel of Zork is finally entered, it will need to be tossed onto the citadel's bridge along with everything else the character possesses at the time.

Actually, there is absolutely no use for the metal thing in *Return to Zork*; Rebecca's mirror also reflects Canuk's magic back at him, and you are clued earlier in the game that is the purpose of the mirror. Plus, you score no points for either taking the dirty metal or polishing it up.

If the character is not carrying the mirror when put into the bottle, then the mirror becomes the alternate solution for defeating Canuk.

However...



A shiny piece of previously rusty metal

The metal thing is supposed to be a more convenient way to have a reflective item ready when emerging from the bottle. This is only true if the rag is in hand when the safe is opened: the rag is put into inventory, the disk piece is put into inventory, the dirty metal thing is put into inventory, the rag is picked up in inventory, and the dirty metal thing is polished by the rag. The shiny metal is not put into inventory, but is kept to act as the cursor when Canuk attacks.

Compare this to rag into inventory, safe opened, disk into inventory, dirty metal thing into inventory, and mirror picked up in inventory to act as cursor. The alternate solution requires an extra step and the player is not rewarded for the effort. Because the number of moves inside the bottle is limited, this could be a digital life or death for the inefficient (or unwary) player.

Such a deal.

Mice

Where found: Inside Hardware Store in East Shanbar.

Use: None

Notes: The mice are diseased. They have two functions in *Return to Zork*:

1. If the player puts them directly into inventory without placing them in the empty box first, the character will die in three moves.
2. The mice are supposed to provide a clue as to how the boat's motor

operates. If put into the motor, they will not be strong enough to power the boat. The player then is supposed to be clued as to the use of the rats.



The diseased mice you put in the box.

However, the player scores no points for taking the mice, nor for getting rid of them. Nor are they necessary for obtaining the rats. The same action—putting rodents into the motor/treadmill—is as clear to the player (as it will ever be, that is) whether or not they carry any specific rodent. And once the rats are encountered, the mice clue is rendered unnecessary anyway.

Milk



Where found: Milking cow in Pugney's barn.

Uses: Cures and prevents blindness.

Notes: Please refer to the entry under *Carrots* to understand why the milk from Pugney's cow prevents and cures blindness. All it takes is to consume three drinks of the stuff.

Actually, this isn't quite true—the "miracle cure" only works inside the

Whispering Woods. Even if your character has drunk the necessary amount of milk, he/she will be eaten by a grue if they attempt to enter the dark spot in the Forest of the Spirits or the Troll Caves.

The drinks of milk can be taken at any time; your character does not have to be inside the woods when it is done. If you read the screen messages as each drink is taken though, they will inform you that your already excellent vision is getting clearer and clearer. This is not a bug in the game. It's a feature.

Miner's Helmet

Where found: Camp outside of Dwarven Mines.

Uses: Illumination in mines and troll caverns, reforging the disk, and thrown on Citadel Bridge (if carried or in inventory).

Notes: Without wearing the helmet, an adventurer has no chance at all of avoiding the grues in either the caverns or the mines. It's easy to put on and easier to forget to take off. Normally, an oversight like that is unimportant except that if the helmet is on and a character is attempting to dream of Morpheus, the helmet's light will prevent it from occurring. Also, the helmet needs to be put onto one of the statues of the Muses in order for the Flying Disc of Frobozz to be reforged.

To wear the helmet, click it on some named object on-screen. One of the choices presented will be to wear the helmet. To remove the helmet, do the same thing. If the helmet is being worn, it will not appear in the character's inventory.

Mirror

Where found: Rebecca's bedroom.

Uses: Reflect Canuk's spell, can be used to spring snare trap, thrown on Citadel Bridge (if carried or in inventory).

Notes: Rebecca's mirror is not needed to overcome Canuk and his spell; the shiny piece of metal will do that quite well on its own. However, taking the mirror does score a game point, which is a good point on its own.

Return to Zork clues you that magic spells can be reflected, and having the mirror will allow you to dispense with the metal piece and rag shtick while your character is trying to hold her/his breath underwater.

Necklace of Fear (Troll Necklace)

Where found: Throne room of Troll leader.

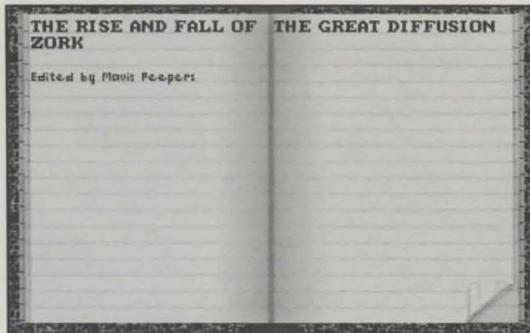
Use: Frighten giant spider.

Notes: There is no way past the giant spider at the end of the Forest of the Spirits unless the player has the troll's necklace. When it is shown to the spider, the spider will run away in fright. Or, in Monty Python terms, "...run away! Run away!" The spider will not return after that. The web can then be cut with the Dwarven Sword and the character can move on to Flood Control Dam #3 and the "...water unseen at falls."

The Necklace of Fear is a very curious item. Shown to the giant spider, it brings on panicked flight; shown to an adventurer, it brings a smile when it's noticed that gaining the necklace scores the player two points. On the other hand, it's the bearer of the necklace, the troll leader, who becomes scared in that particular encounter. Sure, the player has to threaten the troll first, but the spider's Fangs of Death do their own tough talking.

Trolls are not noted for being more than rudimentarily bright, so we must assume that it is *they* who are unclear on the concept of the Necklace of Fear. Or any other concept, for that matter.

Notebook



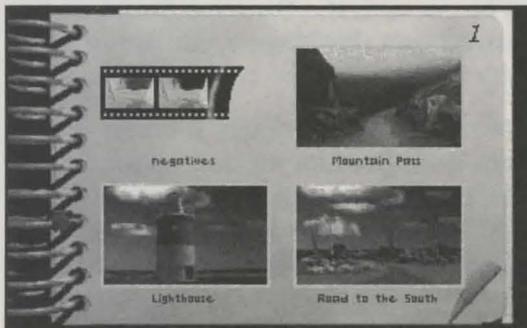
Where found: Given to character by Ms. Peepers at the schoolhouse in West Shanbar.

Use: Records information gathered by the player's character during the journey through the world of Zork.

Notes: This item can only be used. It can neither be dropped nor confiscated by the Guardian. It has no use at the Citadel Bridge.

As the character makes his way through the game, important information is automatically added to Ms. Peepers' notebook. Much of it is the story behind the story that is being played: who has done what to whom how things came to be, and things like that. It is the information in the notebook that is the basis for Chapter 2, "The Story So Far." Perhaps the most important entry in the notebook is the one about the game Survivor. The initial entry sets out the rules of the game, but after the player has talked to Ms. Peepers about Moodock—after playing Survivor with him—the crucial "secret" rule is added to the entry just in case the player forgets to remember it.

Photo Album



Where found: In player's inventory at the beginning of the game.

Uses: Can be used anywhere.

Notes: The camera stores all the photographs taken during the game by the player. It cannot be dropped or confiscated by the Guardian. It is of no use at the Citadel Bridge. When the game begins, there are two negative images inside the otherwise empty photo album. These

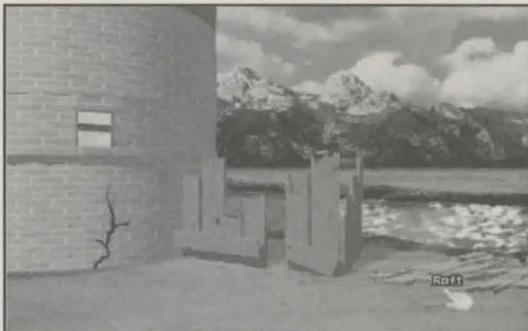
images turn into photographs after the player escapes from the Cliffs of Depression. One of the photos appears on page one of the album, the other on the final page. The second of these pictures changes again after the reforging of the Flying Disc of Frobozz.

Raft

Where found: Player builds the raft at the lighthouse.

Use: Transportation to West Shanbar.

Notes: The raft has one use only: getting to West Shanbar. Once built, all the player does is click on it to be on the river. In the floppy-disk version of the game, the player must get off of the raft at the bridge in West Shanbar or the character is swept to his death in the rapids. In the CD-ROM version, getting off is done automatically. In all versions of the game, the raft is nonetheless swept away and destroyed.



Rag

Where found: Captain's cabin inside ship in the bottle.

Uses: Create shiny metal thing, thrown on Citadel Bridge (if carried or in inventory).

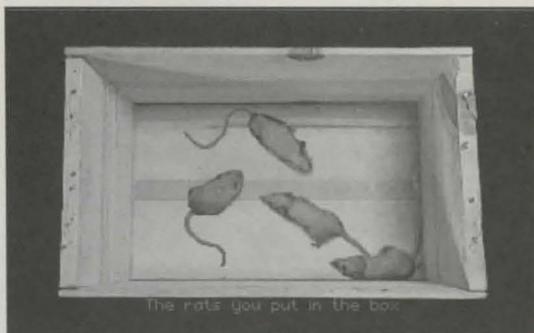
Notes: If the rag is used to clean the dirty metal thing, it will disappear.

Unless the player's character arrives inside the ship's bottle without Rebecca's mirror, the rag has absolutely no use other than to shine a useless dirty piece of metal in order to create the useless shiny piece of metal. And for no points. For a bit more ranting on this point, see the entry for *Metal Things*.

If you take a peek at the rag, you are informed that the letters G.T. are embroidered on it. It's a joking reference to another computer game series, *Monkey Island*, by LucasArts. Guybrush Threepwood is the hero; you can also see his skeleton if you dive down on the left side of the ship.



Rats



The rats you put in the boat.

rats can make great pets. They're quiet, very clean and cuddly, but at the same time quite independent and intelligent. Rats' paws are extremely agile and it's quite remarkable how they can manipulate their toys and food. In fact, rats are always trying to score some more food from their owners, not so much to eat as to pack away to be eaten later. The term "pack rat" really is a good description of their behavior.

Return Talon



The legendary Return Talon

lighthouse to the far side of the river, the talon has to be attached to the rope before it is tossed. If it is, the end of the rope will swoop around the tree branch on the opposite side, and then return to be secured on the lighthouse railing.

The talon has a vital part to play in the reforging of the Flying Disc of Frobozz; be sure to retrieve it before entering the Dwarven Mines. If you forget the

Where found: Inside the General Store in East Shanbar.

Use: Power for boat.

Notes: Mice are too small to run the treadmill motor in the boat rented from Ben Fyshin, so it has to be the rats. The second time the boat is rented, the rat power is already in place.

Many people are unaware that

Where found: Vulture pits.

Uses: Making the rope bridge. Reforging the disk. Thrown on Citadel Bridge (if carried or in inventory).

Notes: Return talons operate much like boomerangs or bad jokes; toss one away and it will come right back to you. When building the rope bridge from the

talon, however, you can always fly back to the lighthouse, retrieve it, and fly back to the forge.

Rock

Where found: The mountain pass.

Uses: Throw at vulture to scare it away.

Notes: In general, the producers of *Return to Zork* avoid terminally violent solutions. Therefore, the rock doesn't harm the vulture at all.



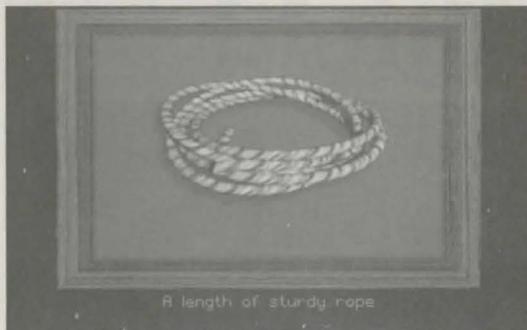
This rock is not to be confused with the "dirty rock," which is given to the character as a gift by the waif (the "dirty rock" is a disc piece in need of a thorough cleaning).

Rope

Where found: At the Cliffs of Depression.

Uses: Reach Chuckle's Comedy Club. Make rope bridge. Can be used to trip snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: When constructing the rope bridge, first tie the rope to the rail using the cow-hitch knot, tie the return talon to the rope, and then throw the rope at the big tree across the river. The talon will take care of the rest.



The rope is another one of those objects that's extremely easy to forget about and leave behind. Don't forget to retrieve it after leaving the Comedy Club, or sometime after crossing the river via the rope bridge. The easiest way to do the latter is to fly back to the lighthouse just before entering the Dwarven Mines, or immediately after the first visit to the miner's camp.

There is no actual need for the rope after the rope bridge is made and crossed, but the return talon is essential to the reforging of the disk. The only way to retrieve the talon is to take the rope; the talon comes along with it.

Rotting Meat



A smelly slab of rotting meat.

Where found: Created from frozen meat after it thaws.

Use: Attracts vultures.

Notes: Vultures are carrion eaters; they like their meat dead and don't mind a bit how ripe it is. A rotting steak, especially one long past its supermarket pull-date, attracts the birds like garbage draws flies. But flies

have better table manners.

Sprinkled with a dash of fairy dust, rotting meat will sucker punch every vulture in the vicinity. Sleeping vultures are much easier to slip past than conscious ones, making the task of obtaining the return talon possible.

Shield



Scoop-shaped shield from the Temple.

Where found: Outside Bel Naire Temple.

Uses: Reforging the disc. Thrown on Citadel Bridge (if carried or in inventory).

Notes: What good is an adventurer without a sword and shield? This is the shield, although it is never used for its intended purpose—even when fighting the

trolls. The trolls can be beaten even if the shield is not being carried.

Despite the ever present threat of the Guardian intervening any time, an item is taken without permission, he never does show up when the shield is taken. Why is that? We can only assume that he's out to lunch at the time.

Shot glass

Where found: Boos Myller's.

Use: To toast Boos.

Notes: The shot glass contains the rye whiskey that Boos will offer the character every time it enters the old mill. The rye is pretty potent stuff; if a drink is taken, the character will wind up on his or her butt back outside the mill.

The shot glass can only be used inside the old mill. Once the character leaves, it disappears from inventory.

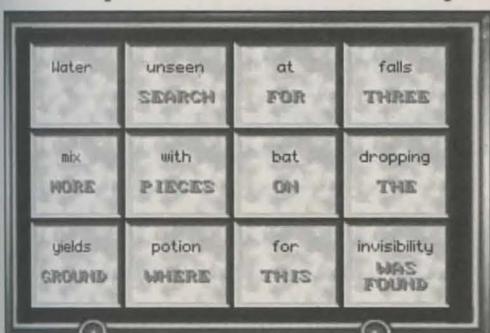
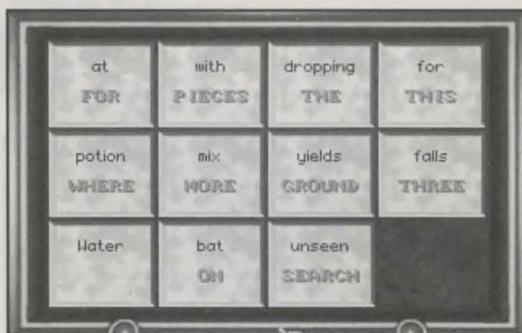


Slide Puzzle

Where found: Created from the frame and tiles at the ancient ruins.

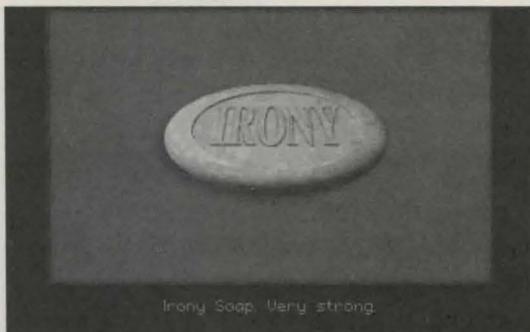
Uses: Reveals formula for Illumynade invisibility potion. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: The slide puzzle contains two, two, *two* puzzles in one. We call it the puzzle PUZZLE—at least in polite company.



Others may be less reserved in their comments. After the slide puzzle is solved correctly, a piece of the Flying Disc of Frobozz appears on the ground, as do a pair of Illumynite rocks. At least the reward was worth the effort.

Soap



Where found: Kitchen in Snoot's farm house.

Use: Use with water to wash waif's gift and reveal disc piece.

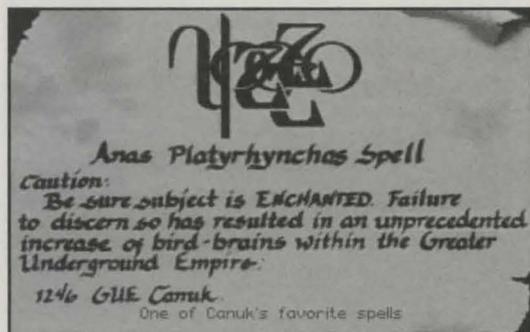
Notes: The soap can be put to use in either the kitchen or bathroom sink at Snoot's or in the sink of your room in the Inn.

So what else do you do with soap other than wash things? Well, for

one thing, you can make a crude form of napalm using a combination of gasoline and soap flakes. Stick it in a bottle along with a wick and it's a Molotov Cocktail. But because *Return to Zork* generally frowns on violence as a way of adventuring, this information is only of academic interest.

Anyway, there's no gasoline available in the game.

Spell Scroll



Where found: Inside Canuk's shack.

Use: Transforms Canuk to and from duck-dom.

Notes: The Anas Platyrhynchos scroll can be used on the "ducked" Canuk in two ways:

- It can be read to him.
- It can be fed to him.

If the second method is used, Canuk will lay an egg. Inside the egg is the scroll once again. The scroll transforms Canuk only if it is read to him, so the egg must be cracked open to get the scroll back.

The scroll is returned to Canuk's if your character leaves the shack with it in his possession. If the character returns and "unducks" Canuk a second time, the character perishes.

Sword (Rusty)

Where found: Given by Moodock after playing Survivor.

Use: Needs to be fixed.

Notes: The dull and rusty sword truly is the Dwarven Sword of Zork, although its true name is the Elfish Sword of Zork. The dwarves seem to have appropriated both it and its name. The sword is needed several times during the game, but is worthless in this condition.

In the CD-ROM version, you might notice that the Blacksmith just drops the sword on the floor after it is given to him. That's not a cool thing at all to do with a good sword.



Sword (Shiny)

Where found: Given by blacksmith.

Uses: Nearly useless.

Notes: When the player returns to pick up the repaired Dwarven Sword, the Blacksmith doesn't return the proper one. Instead, the character is given a "shiny sword." This sword works fine at the money tree, but breaks before it shatters the statue of the boar. If the sword mix-up is not corrected at once, when the player does finally return to the Blacksmith's shop to obtain the true Dwarven Sword, it won't be there: the Blacksmith will have sold it to Ben Fyshin. Instead, the character gets a claim ticket and has to track down the current owner of the sword.



Sword (True Dwarven)



Where found: From the Blacksmith after repair of rusty sword. Or from Ben Fyshin (if sold by blacksmith).

Uses: Indicates presence of danger. Gets coins from money tree. Can be used to trip snare trap. Cracks statue of boar to obtain disk piece. Cuts spider's web. Defeats troll guards. Citadel Bridge.

Notes: The true Dwarven Sword glows blue in the presence of danger. Just in case the blue glow is not noticed, which is always the case, Trembyte appears and makes verbal note of the fact. This is the only sword that will crack through the statue of the boar and the only one the Holy Woman will bless. If the character is carrying it when the Dwarven miners are encountered, it is noted and the player receives the directions through their mines. In code, of course.

Tape Recorder



Where found: In inventory at the beginning of the game.

Uses: Records and replays conversations virtually everywhere. In the Comedy Club to tell jokes and win disc piece as the prize. In the Citadel of Zork to frighten the orc guard.

Notes: Recording is done automatically, but playback is at the

discretion of the player. The tape recorder cannot be dropped or confiscated by the Guardian. It has no use at the Citadel Bridge.

Tele-Orb

Where found: In player's inventory at the beginning of the game.

Uses: Reforging the Flying Disc of Frobozz. On-going game clues in the guise of advice and commentary by the Wizard Tremble. Thrown on Citadel Bridge (if carried or in inventory).

Notes: One of the first tasks a player must accomplish is to find a new battery for the Orb to keep it working. Tremble appears in it to warn the player of imminent danger just prior to encounters with grues and guards.

Tremble's appearances are beautiful examples of the smooth integration of video and computer graphics used in *Return to Zork*. This is especially true on the CD-ROM versions, but is still quite impressive on the floppy-based game.



Tele-Orb from IT and L Corp.

Thermozz

Where found: Kitchen in Snoot's farmhouse.

Uses: Milking cow. To carry milk. Curing Blind Bowman (when filled). Reforging the disc. Thrown on Citadel Bridge (if carried or in inventory).

Notes: The Thermozz is the only container Pugney's cow can be milked into. When full, it holds only two drinks; because three drinks of milk are needed to permanently cure or prevent blindness, it theoretically needs to be filled twice for a character to achieve such a condition. Giving a full Thermozz to the Blind Bowman is the only way to cure him. It is returned when he leaves.

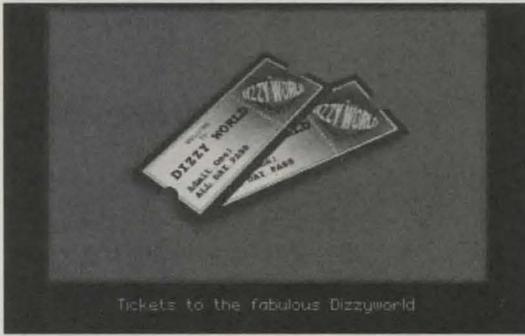
What is curious, however, is why the bowman is cured after just two drinks while the player's character needs three. We can only assume that Graham must have had a nip or two of his own earlier.



An empty Thermozz for keeping drinks cold

For the record: The thermos was manufactured by the Airhed Speling Company of Old East Shanbar. Besides the high quality of their products, the company is famous for its frivolous approach to putting letters into proper order with respect to making words. Hence, Thermozz. Mr. Speling always excused himself by claiming he never did very well in Spelling bees.

Tickets to Dizzy World



Where found: Inside cash register of West Shanbar's Gift Shop.

Use: Give to the waif.

Notes: This is one of the three free gifts that Rooper's Sweepstakes letter allows you to take from the Gift Shop. Of course, there are only three things there to take anyway. But of the three, the Dizzyworld tick-

ets did have your name on them. Maybe you'll get another free trip after defeating Morphiuz:

"Mr. or Ms. Adventurer, now that you've saved Zork and defeated the Ultimate Bad Guy, what are you going to do next?"

"I'm going to Dizzy World!"

The waif is so grateful to be given tickets to the DizzyWorld theme park that he will give your character a dirty rock. The rock turns out to be a piece of the Flying Disc of Frobozz. It's understandable that the boy would be delighted to run off to someplace fun and entertaining. As an escapee from the mines below the Cliffs of Depression, he knows that anything is better than the jokes told nightly at Chuckle's Comedy Club.

If you look carefully at the graphic of the tickets, you will see that the Dizzy-World on the tickets is spelled differently than the Dizzyworld on the description.

Tiles

Where found: On ground in ancient ruins.

Use: Placed inside frame to create a slide puzzle.

Notes: There are 11 tiles in all that will fit in the frame. When the slide puzzle is completed, a 12th piece appears.



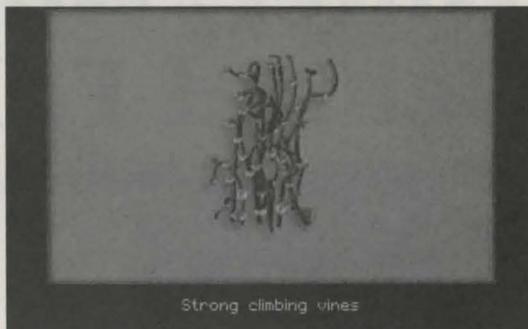
Why anyone would knowingly put a slide puzzle together for amusement, much less attempt to solve one, is beyond our understanding. But then, we've never been able to solve slide puzzles, nor do we care to try again.

Vines

Where found: At the side of the lighthouse.

Use: Tie wooden plank together to make a raft.

Notes: The vines are obtained by cutting them with the knife.

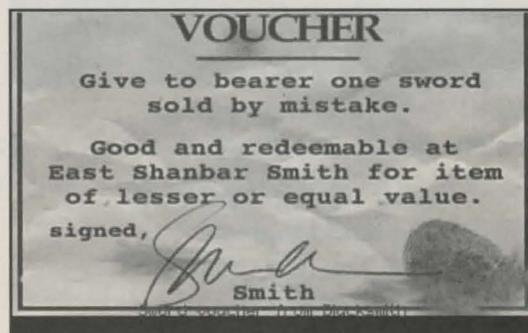


Voucher

Where found: Given by Blacksmith.

Use: Redeem true Dwarven Sword.

Notes: If Ben Fyshin has been sold the true Dwarven Sword by the Blacksmith, it will cost nothing to get back if the character presents the voucher to the new owner. Of course, it's the *only* way to get it back at all under the circumstances.



Waif's Gift



Where found: Given by the waif.

Use: Part of the Flying Disc of Frobozz.

Notes: The waif's gift looks like a dirty piece of rock. The gift will stay just that until it is washed with soap and water, when its true nature is revealed. As one of six pieces of the Flying Disc of Frobozz, it must be combined

with the others in order for the disk to be reforged.

Water/Water Behind Falls



Where found: Beneath bridge in West Shanbar. Behind waterfall.

Uses: Cools hot wire in incinerator. Makes Illumynade.

Notes: When the meeting with the waif is finished, the player should make sure to put some of the river water into the flask taken from Boos Myller. This is

used to cool the hot wire produced from the incineration of the bra box in East Shanbar.

The "...water unseen behind the falls" is the liquid ingredient of Illumynade. The falls are behind the spider web at FCD 3.



Actually, the river water is not absolutely needed in the game. Obtaining it scores no points, and the wire can also be cooled by pouring milk on it.

Whistle

Where found: Inside cereal box in the General Store. Citadel Bridge.

Use: Calls a vulture.

Notes: The whistle can only be tooted in the countryside. It is used to call a vulture in order to make it a pet. Once you have a pet vulture, all that's needed to be done to travel somewhere is to select it on the game map. Pet Vulture Rapid Transit (PVRT) is the best way to get around in *Return to Zork*, but it isn't available until late in the game. It's really too bad. PVRT is the only way to fly.

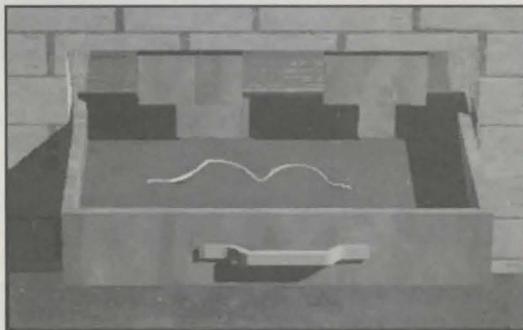


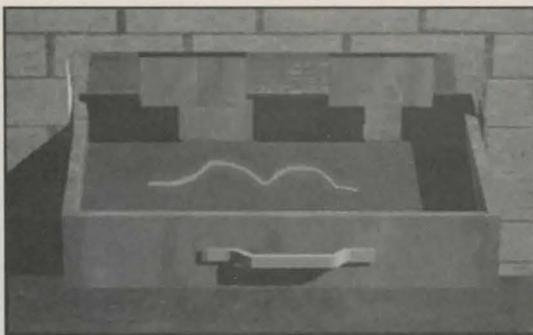
Wire/Hot Wire

Where found: Created when the box of bras is incinerated.

Uses: Pick lock at East Shanbar's General Store. Wire can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: When the incinerator drawer is first opened, the wire is too hot to touch. Use the water in the silver flask to cool it, but a Thermozz full of milk will also do the trick. If the milk is used, don't forget to milk the cow again to fill the Thermozz back up.





Like a hairpin or a heavy paper clip, a strong bit of wire is a traditional candidate for becoming a lockpick. The fact that this particular piece of wire would survive incineration when nothing else in the player's inventory can, is a tribute to how tough they build bras in Zork, the digital magic of computer games, and the complete suspension of disbelief.

Wood Planks



Where found: At the side of the lighthouse.

Use: To make a raft.

Notes: The raft is the only way to reach West Shanbar. It's made by tying the vines to the planks. Once the raft is completed, a mouse click sends it on its way to West Shanbar. Once that happens, there is no way back to the

lighthouse or mountain pass until much later in the game.

Zorkmids



Where found: Cash register of Gift Shop in West Shanbar. Hanging from the money tree.

Uses: Pay for various services. Can be used to spring the snare trap. Thrown on Citadel Bridge (if carried or in inventory).

Notes: Another of the three free gifts that Rooper's Sweepstakes letter allows you to take from the gift shop. Of course, there are only three things there to take in the first place.

The cash register will have 6 zorkmids for you. Over the course of *Return to Zork* you will need to spend 17 zorkmids. That's why the money tree exists for players in the Forest of the Spirits.

It is rumored that a certain wag has commented that the problems with the economy of the United States are because the value of the American dollar is directly tied to that of the zorkmid (and, as we know, there are very few zorkmids in common circulation). Although this is an intriguing theory, only a few economists give it much credence. We must also take the skeptical position; in Zork, a room in the best hotel in East Shanbar rents for a mere three zorkmids. And money does grow on trees there. Try duplicating that in New York City.



Points of Interest in Return to Zork

We live in a society of bean counters. Literally. Western civilization, that is. When archaeologists catalog the thousands of clay and stone records dug up from the ruins of the great empires and civilizations of the ancient Middle East, they find most of them to be records of how many *thisas* and how many *thatas* someone had measured or counted. Often, the *thisas* (or *thatas*) were, indeed beans. The same phenomenon is found in Egyptian hieroglyphics—only along the Nile River, they liked to count garlic a lot.

Most everyone, of course, measured beer. And how many of their enemies they captured or killed. But this is in direct contrast to an aboriginal tribe whose entire number system went (and may still go) like this:

One, two, three, many...

To us, *many* just isn't good enough. A number has to be attached. Numbers differentiate and solidify reality. We even use numbers to create reality. For Americans particularly, it is important to distinguish between a baseball player whose batting average over a 1620-game season is $.3459\bar{3}$ and someone who bats only $.3459\bar{2}$. The first player is a triumphant success, the other is a failure. The insanity in all of this stems not from the one part difference in 100,000 between the averages—compiled from a maximum of only 500 to 600 hitting attempts—but from the fact that many, many, people take the difference seriously and truly care about that $.0001$ gap. They believe it actually means something.

We continually attempt to impose order on a reality that refuses to make such distinctions. But for the players involved, however, it could mean millions of dollars when they negotiate the next season's salary.

We measure success in many ways. In computer games (hey, we finally got back to the subject!), success is usually equated with a score. In many types of game, a high score is all that matters.

Adventure games tend to be somewhat schizoid. Players are asked to attain a specific goal, but are scored as they go along. It is quite common to reach the stated conclusion of a particular story only to discover that your score is far from perfect. So what if you were tasked to discover and reclaim the lost treasures of Infocom? Why did you only score 187 out of the possible 225 points? Didn't you count your pocket lint? Didn't you count it *twice*?

Some of my best friends are score-oriented adventure game players. I'd have no problem allowing my son to marry one. It's just that for many people, myself included, completing the game and having fun is the reason for playing. How many points one has at the end of the game is of little or no interest. For others, exactly how they missed that extra point or 10 at the end of the game becomes a challenge in itself, and a good enough reason to replay the game.

The following table is a list of all possible scoring actions and events in *Return to Zork* along with their point values. Most of the points are awarded for actions that are absolutely necessary for finishing the game. But there are even points for a few that aren't. If you come up a bit short at the end, the list will let you know why.

We hope you will find the points list quite useful.

Return to Zork Complete Points List

<i>Action</i>	<i>Score</i>
Getting Underground	
Throw rock at vulture	2
Dig up the bonding plant	1
Build a raft	2
Jump off raft at West Shanbar	2
Ring bell at the schoolhouse	2
Receive notebook from Ms. Peepers	2

<i>Action</i>	<i>Score</i>
Toast with Boos	
1st toast with Boos	1
2nd toast	1
3rd toast	1
4th toast with Boos (and he falls over drunk)	1
Get keys from Boos	2
Release chock (open trap door)	2
Unlock door to Gift Shop	1
Receive dirty rock from the Waif	2
Unlock door to GUE	2

East Shanbar

Rent boat from Ben	2
Get love note from Ben	2
Learn the cow-hitch knot	2
Start boat motor	2
Complete a game of Survivor with Moodock	2
Give sword to Blacksmith for repairs	2
Get the true Dwarven Sword from Blacksmith	5
Burn bra box (discover the hot wire)	2
Cool the wire	2
Get whistle from general store	2
Solve the puzzle PUZZLE (Magic Tiles slide puzzle)	15

Return to Zork

Complete Points List (continued)

<i>Action</i>	<i>Score</i>
Inn of Isenough	
Pay Molly for room	2
Drop Illumynite on nightstand	2
1st dream	2
2nd dream	2
3rd dream	2
Snoot's Farm	
Take soap from kitchen	1
Use soap with water (make soapy water)	1
Wash dirty rock in sink (discover disc piece)	2
Take the frozen meat	1
Take the Thermozz	1
Take Rebecca's mirror	1
Open (blow up) the Silo	1
Pugney's Ranch	
Get permission/take bra box	1
Set clump of hay on fire	2
Warm hands with the fire	2
Milking the cow (into Thermozz)	5
Feed carrot to cow	2

Forest of the Spirits

Get coins from the Money Tree—first time only	1
Cure Bowman's blindness	2
Receive Fairy Dust	2
Spring snare trap	1
Recover possession from spring trap	1
Get disc piece from boar statue	2
Get past the giant spider	2
Get past the spider's web	1

Witch Itah's

Permission to take Bog Stick	2
Get through the Bogs (first time)	5
Permission to take Cage of Bats	2

Anywhere

Take third drink of milk (cure/prevent blindness)	5
Call vulture with whistle	1
Let meat rot while carrying it	1

Whispering Woods

Release bats from cage (inside Whispering Woods)	2
Summon ferryman (first time)	1
Gain passage on ferryman's boat	2

Return to Zork

Complete Points List (continued)

<i>Action</i>	<i>Score</i>
Canuk	
Unduck Canuk	2
Open safe in the captain's cabin	2
Reduck Canuk	5
Summon ferryman (from Canuk's Island)	1
Comedy Club	
Tie rope to the tree (at Cliffs of Depression)	2
Tell (play) the correct jokes	
1st joke	2
2nd joke	2
3rd joke	2
4th joke	2
Receive prize for winning (disc piece)	1
Vulture Pits	
Sprinkle Fairy Dust on rotting meat	2
Put vultures to sleep (get Return Talon)	2
Return to the Lighthouse	
Give or show Illumynite to Lighthouse Keeper	2
Show disc piece to Lighthouse Keeper (get disc piece)	2

Action

Score

Across the River

Tie cow-hitch knot on rail	1
Tie Return Talon to rope	2
Throw rope with talon across river to tree	2

Troll Caverns

Get past 1st troll guard	1
Get past 2nd troll guard	1
Get past 3rd troll guard	1
Receive the Fear Necklace	2

Flood Control Dam #3

Put water into flask	2
Put bat guano into silver flask	2

Reforging the Flying Disc of Frobozz

Get through the Dwarven Mines	10
Drop the six pieces into trencher	2
Forge disc	15

Morphius—the Endgame

Smash Wall of Illusion	20
Get past Orc guard	5
Cross fire pit to face Morphius	5

Maximum Points

225



Map Time

Despite the somewhat magical tourist map that you have to use while playing *Return to Zork*, knowing exactly how to get from place to place can often be quite confusing. This is more true in this game than in others because *Return To Zork* has more than one graphic screen for each of its different locations. As a result, the same game location can have different perspectives or entirely different looks.

It is very easy to lose your orientation just by turning around. At times this is quite deliberate; the game designers are *trying* to get you lost inside some maze or other, or eaten by a grue.

Life is not fair, and computer games are even less so. If you want to play in the 'hood, you've got to know where it's at, and when you're there, where you are at all times.

The following set of maps is designed to give you that peace of mind you get from knowing that you won't have to get lost dozens of times while trying to navigate the Forest of the Spirits, or stumble to your digital demise poking through the Whispering Woods without the aid of luminous bat droppings.

Most of these maps are oriented by screen direction, not necessarily by compass direction. The lines between boxes correspond to the direction you walk to get on or off a particular screen.

In other computer adventure games, the direction you go on-screen roughly corresponds to compass directions: the top of the screen being north, the bottom south, and so on. This is not true in *Return To Zork*; exiting a screen at the top of the monitor merely means you're moving straight ahead. What direction "straight ahead" is at any time is best discussed in private with the designers of the game. Up and down is indicated wherever appropriate, as are special circumstances required for certain moves. A name for each screen ("room" in computer game design talk) is also provided to help identify just where you are.

On the other hand, the maps of the *mazes* in *Return To Zork* are oriented to the cardinal directions. This is because the game provides an on-screen compass to help you navigate while you are inside these particular locations. We've added a compass at the top of these maps to indicate that you are dealing with a true north-south orientation. The correct route through the maze is indicated for easy navigation.

You will find many occasions when getting between two adjacent screens means more than merely turning around. Often, the shortest distance between two points is a loop. We've shown these as best we can on the maps; if they look a bit complicated on paper, they're really not. The maps often make more sense than the landscape.

We can provide no map at all for the Creeping Bogs; the layout of the Bogs is created when *Return To Zork* is installed on your computer's hard drive. The Bogs are different for each player, and you'll have to make your own map.

Good luck!

Return To Zork

Order of Maps

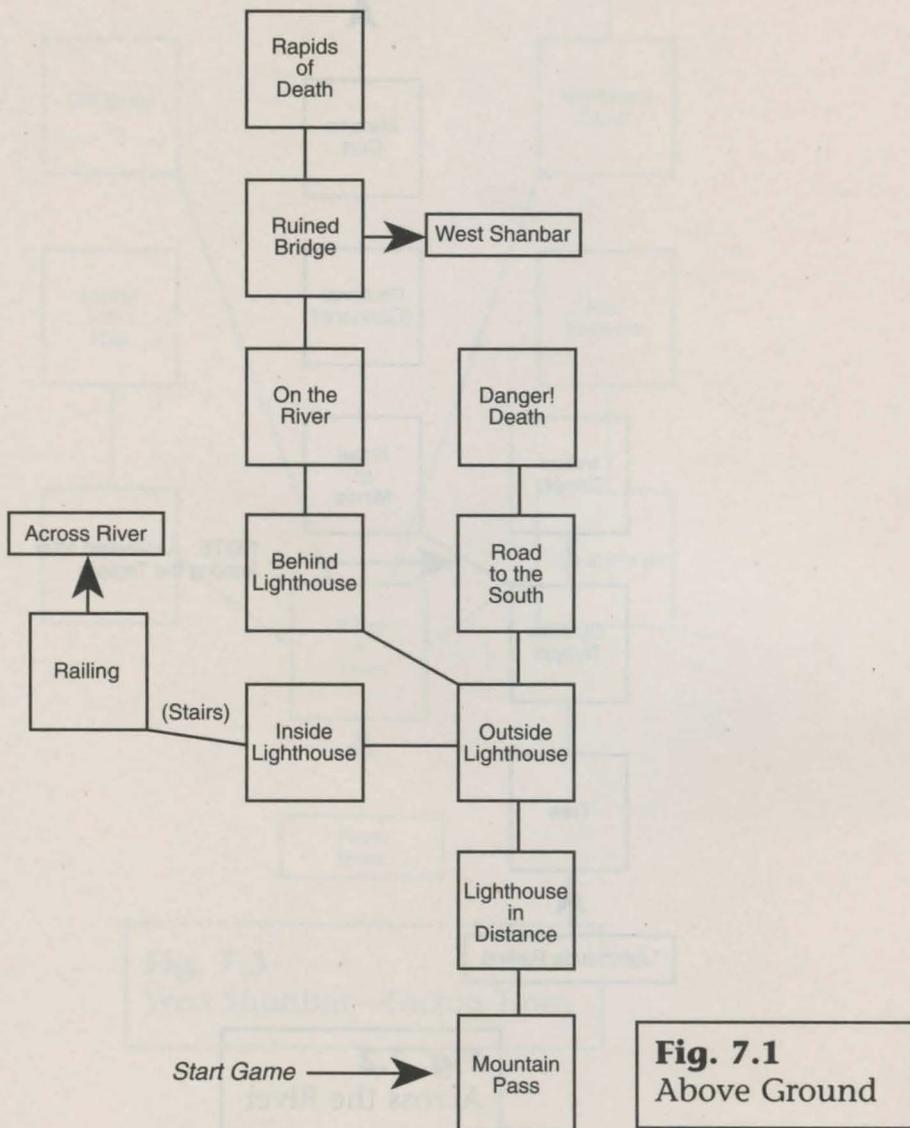


Fig. 7.1
Above Ground

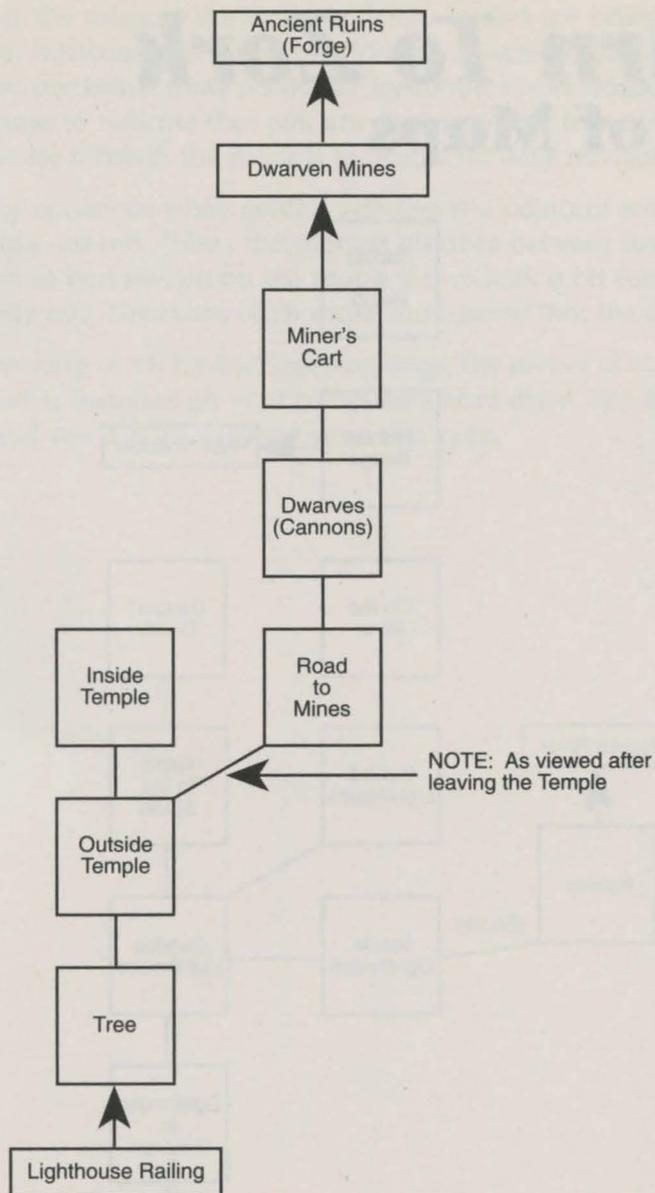


Fig. 7.2
Across the River

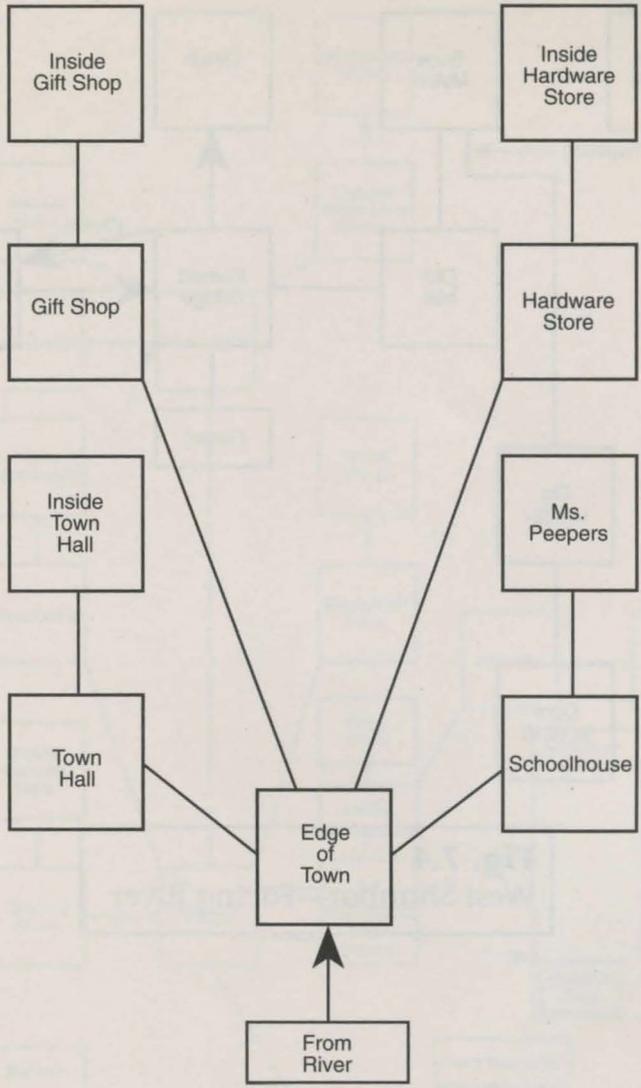


Fig. 7.3
West Shanbar—Facing Town

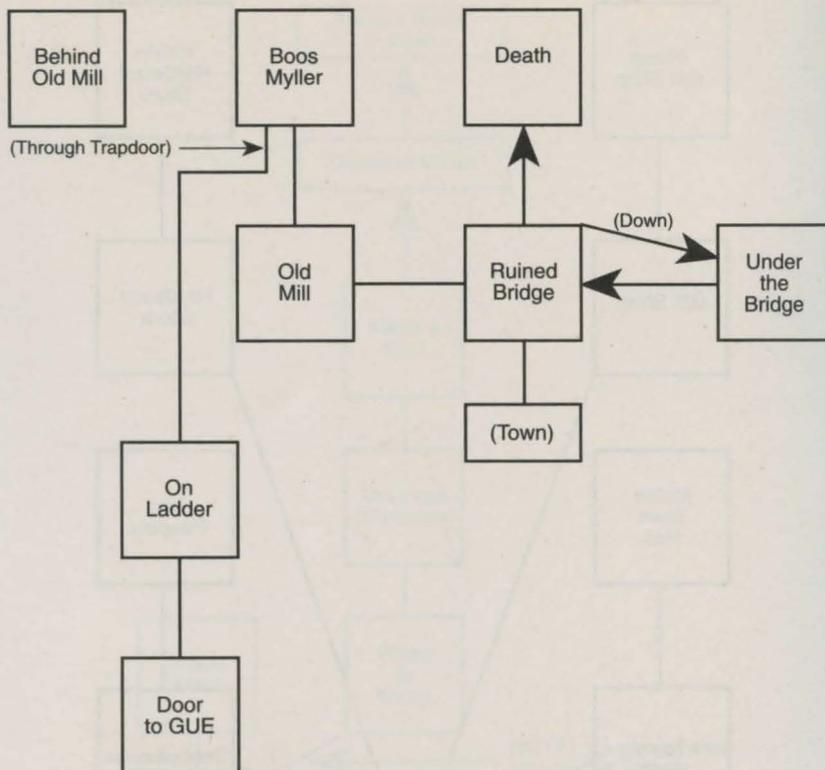


Fig. 7.4
West Shanbar—Facing River

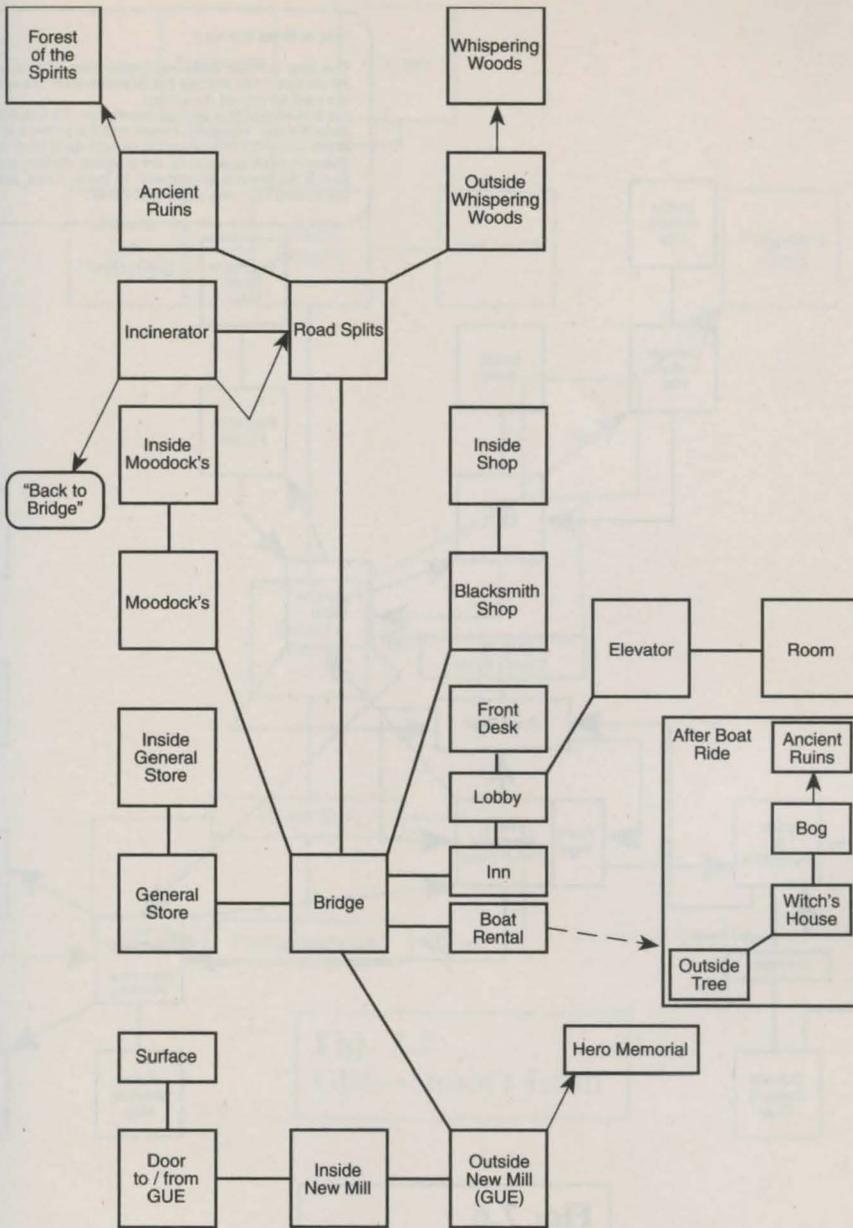


Fig. 7.5
GUE—East Shanbar

How to Read this Map:

This map is much less complicated than it first appears. As always, lines indicate the direction from one screen to the next as viewed on-screen. If a screen needs a second description, it's indicated by parentheses. However, sometimes the screens in this part of the world don't quite match up with each other due to changes in perspective or, we suspect, devilishness on the part of the game's developers. In these cases, just follow the arrows from one place to another.

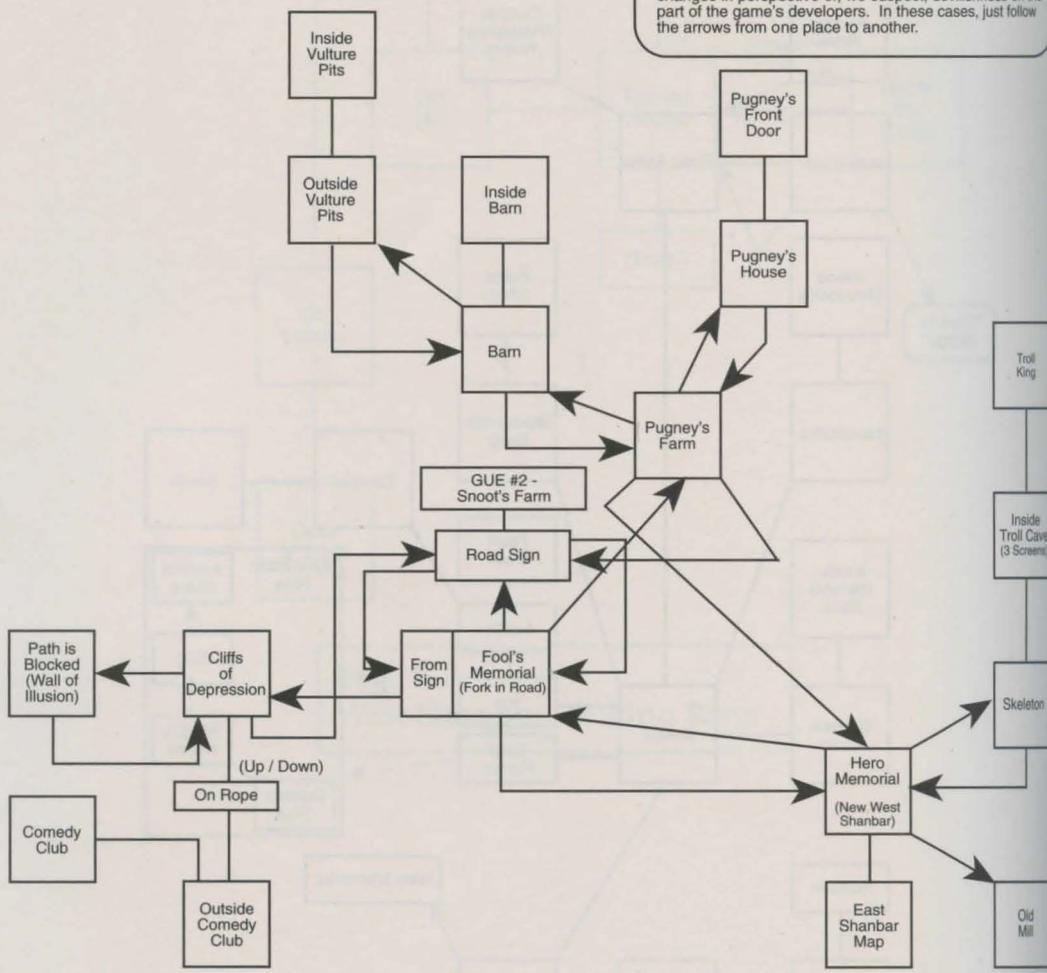


Fig. 7.6
GUE—Countryside

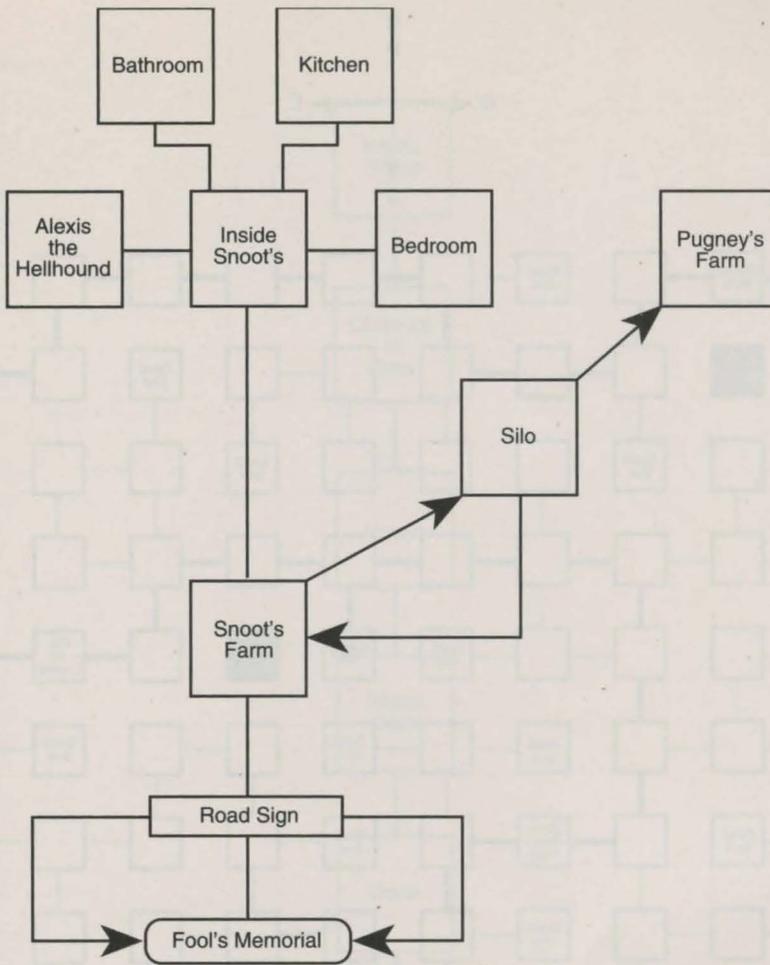


Fig. 7.7
GUE—Snoot's Farm

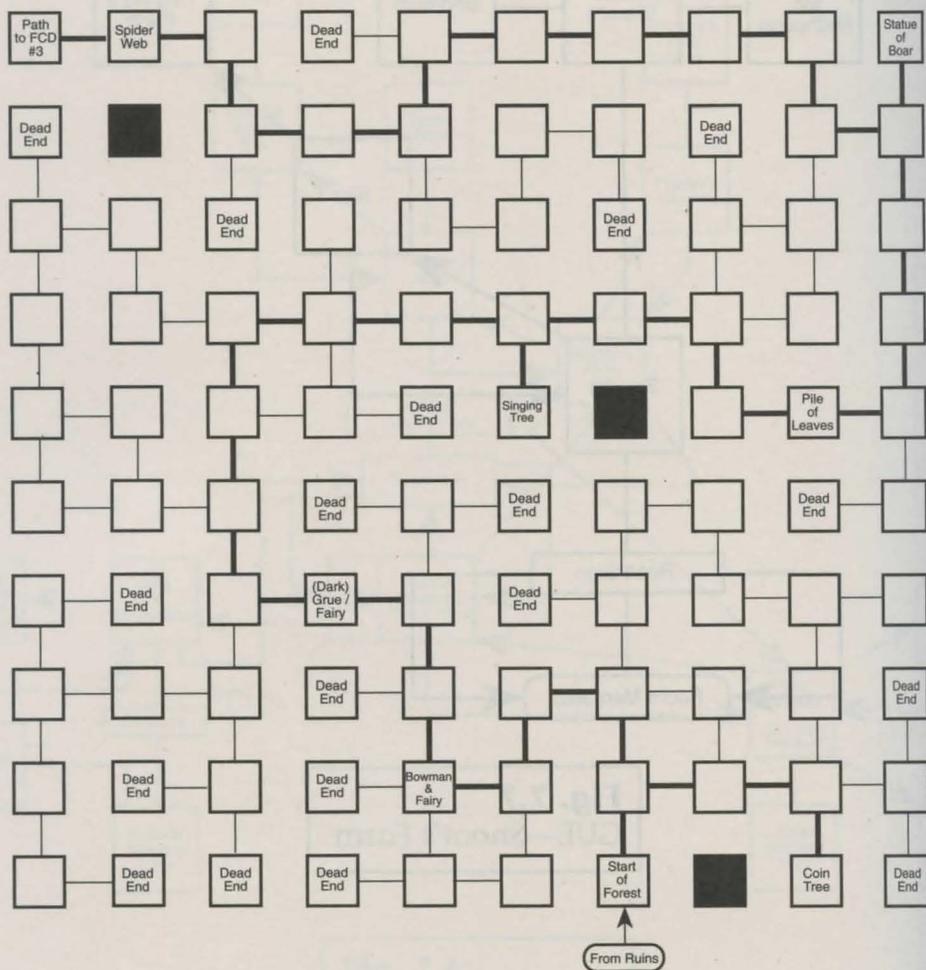
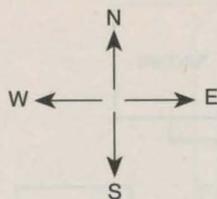


Fig. 7.8
Forest of the Spirits

- LEGEND:
- Woods
 - Inaccessible
 - Best Route
 - Path

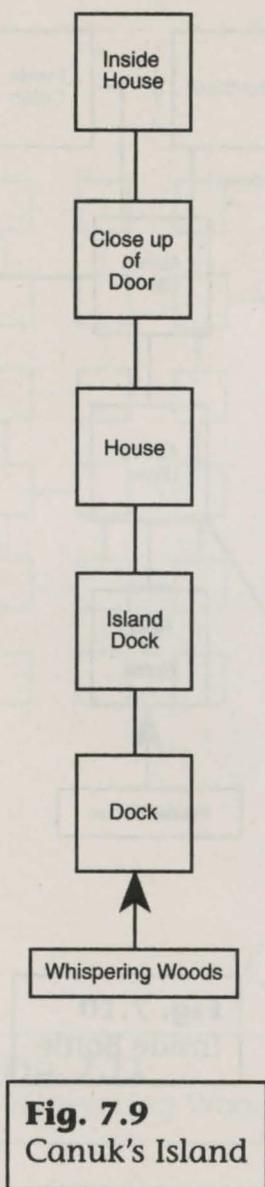


Fig. 7.9
Canuk's Island

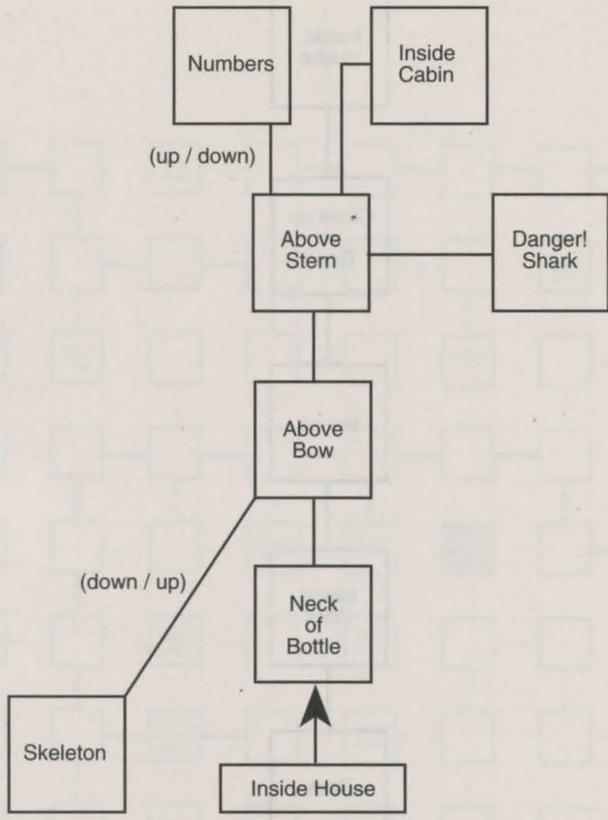


Fig. 7.10
Inside Bottle

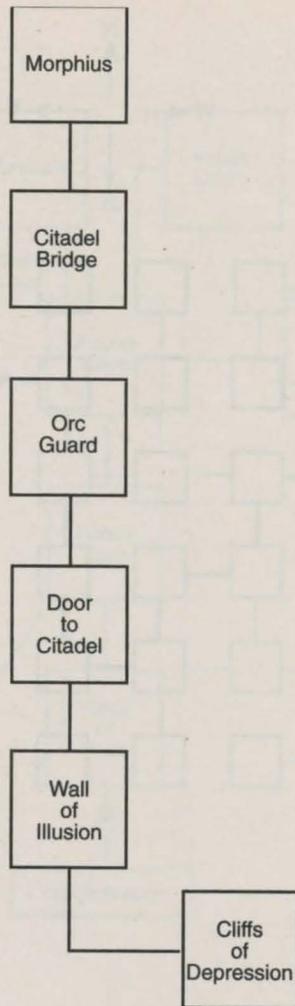


Fig. 7.12
The Citadel of Zork



Say What?

What follows is unique. It's something that has never been done before with a computer game, and which will be enormously helpful to everyone who plays *Return to Zork*. It's also an awful lot of fun.

It is, as far as can be reconstructed, nearly the entire script of the game.

All of the dialog—except for a small amount ad-libbed in the studio during the video shoot, and many of the game's hidden “what if?” logic branches—is reproduced in full. A reading will not only reveal a great deal of what you might never hear or discover while playing, but it is a once-in-a-lifetime opportunity to have an insider's peek at how the script side of a computer game is constructed.

And it is *not* an exercise in figuring out the garble of programming code; instead what you will read are the words that the actors and director had to work with, and the description of where and when (and under what conditions) the dialog takes place.

Or, in many cases, when and where the dialog was *originally* designed to appear. You will discover something that everybody in film, TV, video, and music recording understands to be a fact of life: you seldom leave the studio (or the editing room) with the same piece of work that you went in with. Things change. Things don't work out in practice exactly as they were envisioned. “Well, it looked good on paper,” is not the whine or excuse that it appears to be; the response is so true that it's become a self-deprecating gag.

Rules of the Writer's Universe (enormously abridged)

1. There are no rules.
2. The first rule is:
Things always look good on paper.

The dialog in this chapter is what the actors and actresses had to work with; most of it survives in the *Return to Zork* that's bought in the shrink-wrapped box. Some of the original dialog never made it that far. Some of it ended up in different mouths. And some of it ended up being edited into entirely different phrases and sentences.

Here you also meet the Mushroom People. They all ended up on the cutting room floor. They are part of the original script.

These transcriptions are unique, not just because no one has ever before published a complete look at stuff like this before, but because it bares both the flesh of the game—the words we hear and experience—but also the skeleton, the invisible structure that holds the story together.

When you have finished, we guarantee that you will say something like “Gee. I didn't know that. So that's how these games work.”

One of the charms and joys of *Return to Zork* is all of the conversations and interactions between your own character and all of the other characters in the game. More important, however, these interactions are a key source of information about what's going on behind the scenes in the world of Zork and the clues you need to complete the game. We are not overstating this point. In many instances, successfully completing these chatty encounters is absolutely necessary for winning through to the end of the game.

A perfect example is the Comedy Club puzzle: it cannot be solved at all unless Rebecca, the Mayor, the Blacksmith, and Canuk have told their jokes to you. And unless you chat with Ben Fyshin about women, your character may never get out of the bogs alive.

The jokes, as well as the other conversations you have in the game, are all recorded on the handy dandy portable audio tape deck in your character's possession. Because *Return to Zork* doesn't require you to type anything in order to play the game—heck, it doesn't even allow it!—playing the tape recordings is one of the main ways you have to learn vital clues from the other characters in the game.

There is a third use for the tape recorder that some people tend to overlook; because the recorder tapes everything that is said, you don't have to make a lot of notes to remember all the information that might, or might not, be important later. And you can't lose the notes or spill coffee on them.

Or have them eaten by a grue.

On the other hand, the sound coming out of your PC might just be a little fuzzy. Or you just might not pick up on something. Or dismiss it as unimportant. Or you might unknowingly neglect to ask a certain character about a certain something. Or you might even know that a certain game character has something important to tell you, but you can't figure out how to pry it from them.

Remember: Computer games are not supposed to be too easy to solve.

Do we have a deal for you.

Return to Zork is a dialog-dependent game, and the dialog is not printed on-screen for you to read (and copy down) at your leisure. Good ears are not listed as a requirement for playing *Return to Zork*, but they should be.

What follows in these transcriptions is what every game character says in nearly every circumstance. Everything you may have missed. Everything you want to know. Everything you might *not* want to know.

In a few cases, dialog was ad-libbed by the actors or tweaked a bit to work better. The amount of this fiddling is insignificant, and contains nothing of vital importance. Despite the fevered presence of the game's writer, Michelle Em, on-set at all times during the video shoot, a few of the words never ended up on paper. Or in her computer, either.

This stuff is potent.

It can spoil things if you're trying to get through *Return to Zork* with just a little bit of help. Use it with care, or better yet, read it through after you've finished playing in order to discover all those points you may have missed. And more. Because we're confident nobody would ever use it to cheat, we won't even mention it.

But before we continue, let us all pause for a brief moment of jargon.

There are two acronyms that will attempt to bite you later on in this chapter. If you play a lot of games, you'll recognize these at once. Bear with us; this will be quick. It's only 76 words long:

PC is the politically correct way that people who play (and create) adventure and role-playing games refer to the character (or characters) that they control while playing. It refers to the player's character. The character carrying the inventory in *Return to Zork* is the **PC**.

That was the long part.

The other characters in the game (Trembyle, Alexis, Rebecca, and the like) are not your **PC**. They are non-player characters. The abbreviation is **NPC**.

That's all. We feel that it would be politically incorrect if we didn't point that out to you before we went any further.

Still, we also would like to point out one last concept and a couple of other terms that will pop up occasionally:

Computer adventure games use a technique known as "conditional branching." All this means is that things happen only **IF** something else happens first.

The **IF** word (and what follows it) creates the condition. For example, **IF** the sky is falling, **THEN** several things might be possible:

A: Chicken Little was telling the truth and we all give the bird an apology.

OR

B: We're all in for a really bad day so we'd better kiss and make up with each other.

A and **B** are called branches.

In computer game design, once a condition has been met, the program can **GOTO** some other bit of action or dialog. In our case, **GOTO A** or **GOTO B**. If the program goes to some standard shtick, that can be called a **DEFAULT**.

Computer programming in 130 words. Everything else is technique. Of course, that's why some of us write things other than computer code for a living.

BEN FYSHIN

FIRST ENCOUNTER

(He's sitting on a log practicing knots. He looks up and notices PC. He's friendly in a laid-back sort of way.)

Hi'ya, sailor.

Lookin' for something? Just got boats here. Two zorkmids.

A: [THREATEN]

Hey! That's cheap! Any less and you'd be stealing it.

It's OK. It's OK. It's a fair price for a fair boat.

A1: [THREATEN]

I didn't want to have to do this.

(Ben belts PC. PC wakes up on road.)

A2: [APOLOGETIC]

s'OK. It's a fair price for a fair boat.

B: [NO RESPONSE]

Fine boats. Pretty yar some of them.

(winks)

B1: [SUSPICIOUS]

(go to C3)

B2: [THREATEN]

(go to A)

B3: [INTERESTED]

(go to C)

C: [INTERESTED]

I've got one ready tied to the pier.



C1: [SUSPICIOUS]

OK. So it's not completely ready. But two zorkmid's pretty darn cheap. It'll run. All it needs is a little something for the squeaky wheel, so to speak.

C2: [THREATEN]

(go to A)

C3: NO RESPONSE

(go to B)

IF PC SHOWS PICTURE OF FEMALE TO BEN

(Fiddles with rope throughout)

I had a girl. She's a witch. Quite a girl. Had a fight a while back. Don't remember what about. Haven't spoken since. Wrote her a letter. Got it here, somewhere. You think you could take it to her?

(Hands PC letter)

WHEN PC LEAVES IN BOAT

So long Sailor!

(pause)

Biya, Wizka!

[LOOK AT KNOT]

(Ben is tying a knot over and over)

1: IF PICTURE SNAPPED IN NPC'S FACE

(He looks bashful)

2: IF NPC HIT WITH INAPPROPRIATE OBJECT

(go to A1)

3: IF NPC GIVEN SOMETHING UNNEEDED

(go to 1)

4: SHOW OR GIVE NPC ITEM THEY HAVE NO INTEREST IN

(go to 1)

5: IF NPC DOESN'T WANT OBJECT

(go to 1)

IF NPC SEES PC AGAIN

Hi sailor!

KILL OR ATTEMPT TO HARM NPC

(dies)

PC DRINKS ILLUMYNADE IN FRONT OF NPC

Hmm. I guess he didn't want a boat after all.

(goes back to tying his knot)

GIVEN VOUCHER FOR SWORD

[IF EARLY IN GAME]

Oh, gee. I sold it to Moadikum Moodock.

[IF LATE IN GAME]

Oh, Sure. Got it right here. Mighty fine sword. Made me feel like the Crimson Pirate!
Yahar!

IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

X: [PICTURE OF PERSON]

Relative of yours?

Y: [PICTURE OF PLACE]

Hmm. I wonder if you can get there by boat?

Z: [THING]

Must be useful to somebody.

KNOWLEDGE

[BEN FYSHIN]

Pretty good likeness.

[COW]

You know, that reminds me of this knot called the Cow Hitch. Wanna see it?

[JOKE BOOK]

(Looks at it and smiles, maybe even laughs quietly.)

I never could tell a joke.

BLACKSMITH

(The Blacksmith's standing hammering something at the anvil.)

I: PC TRIES TO ENGAGE HIM IN CONVERSATION

(he says nothing)

[NO RESPONSE]

(Grunts. Turns away.)

II: IF PC HANDS SWORD TO BLACKSMITH

A:

(Takes PC's sword. Examines it.)

Two zorkmids.

IF PC GIVES COINS.

(takes sword)

Come back later.

(Smithy grunts and goes back to work)

III: RETURN

(Puts down his hammer. Grunts.)

(Hands PC wrong sword. Goes back to his hammering.)

IV: IF PC CONFRONTS SMITHY ABOUT SWORD

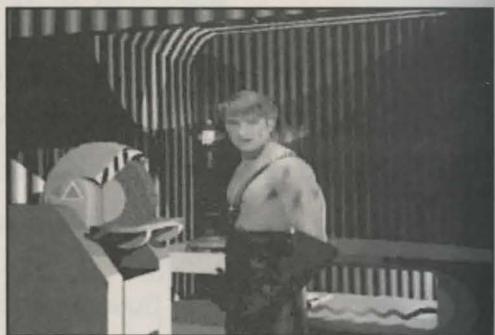
(defensive)

What?

A: [THREATEN or NO RESPONSE]

(belligerent)

That's your sword! It was so dirty when you brought it in here you just don't recognize it.



A1: [THREATEN]

OK, OK. I'll look around.

(he looks around and finds the true sword; defensive)

Here it is. I made a mistake. OK. I said I was sorry.

A2: [APOLOGETIC]

That's OK. Anybody can make a mistake.

B: [CONFUSED]

(go to A)

V: IF PC DOESN'T GIVE SMITHY COINS AND LEAVES. SMITHY THROWS HAMMER.

(SOUND EFFECT: COMIC FRYING PAN ON THE HEAD)

Serves you right.

VI: IF PC TAKES SWORD AND LEAVES WITHOUT INSPECTING IT

IF PC RETURNS AND SHOWS OR GIVES IT TO BLACKSMITH

(defensive)

What?

A: [THREATEN or NO RESPONSE]

(belligerent)

That's your sword! It was so dirty when you brought it in here you just don't recognize it.

A1: [THREATEN]

OK, OK. I'll look around.

(he looks around; defensive)

Oops. I sold it to Ben Fyshin.

(pause)

I made a mistake.

(pause; hands over voucher)

Here, give 'em this.

A2: [APOLOGETIC]

That's OK. Anybody can make a mistake.

B: [CONFUSED]

(go to A)

HE IGNORES ALL REQUESTS TO LOOK AT ITEMS EXCEPT THE JOKE BOOK.

Yeah. I know that language. Two zorkmids.

[GIVE ZORKMIDS]

Did you hear the one about the boar in the forest...oops.

(holds up greasy thumb)

(hands back book)

Here.

(hands back zorkmid)

One zorkmid. Here. Can't read it now.

[THREATEN]

Read half of it!

IF PICTURE SNAPPED IN NPC'S FACE

(glares at camera)

PC DRINKS INVISIBILITY POTION IN FRONT OF NPC

(raises one eyebrow)

KILL OR ATTEMPT TO HARM NPC

(dies)

SHOWS PICTURE OF BEN FYSHIN

I sold him the sword. So?

PC ARRIVES CARRYING ROTTING MEAT

(sniffs PC, checks self)

You stink.

(goes back to work, ignores PC)

ANYTHING ELSE IS MET WITH A SURLY GROWL.

BLIND BOWMAN (and FAIRY DIALOG 1)



Author's Note: When the script for *Return to Zork* was written (and recorded), there were to be two encounters with the Bowman in the forest. The entire second

sequence was cut from the final version of the game, but we've included it here.

The bowman was in the Whispering Woods where the mist and the trees combine to make one blind. But now he's in the Forest of the Spirits. He is shooting at anything that moves. He is shooting at a fairy. The fairy is zooming and dodging his arrows.

The fairy is cornered by thick foliage behind her. Around her are acorns and berries, which she pulls off and hurls at the bowman. She hollers at him, furious. But the bowman only hears "this infernal buzzing." The impression is that at first the bowman believes he is fighting a clever adversary, gradually he begins to believe he is fighting a monster or several cruel adversaries. He is brave but frightened.



FIRST ENCOUNTER

(BOWMAN)

I know you're out there.

(FAIRY)

You big ox!

(She throws an acorn at him. He gets hit on the head with the acorn. From his point of view (POV), all he hears is buzzing)

(BOWMAN)

I may be blind but I can hear you.

(FAIRY)

I'm a fairy.

(Another acorn hits him. More buzzing.)

(BOWMAN)

Stand still and fight!

(FAIRY)

Why don't you use a fly swatter!

(She fires off two or three acorns in quick succession from varying angles as she dodges his arrows.)

(BOWMAN)

Hah! So, an ambush. You'll never take me.

(FAIRY)

Don't you ever run out of arrows?

(Fairy throws a ripe berry at him. Bowman's POV: buzzz, zzzz, buzz, splat!)

(BOWMAN)

Taunt me all you want, I'll have the last laugh when you beg me for mercy.

PC GIVES BOWMAN MILK AND CURES BLINDNESS

(mortified, he takes off his hat)

Oh!

(The angry fairy strafes the bowman smugly. He is embarrassed and backs away, hoping that no one saw him; he disappears into the woods)

I am so sorry.

IF PC TRIES TO TALK TO BOWMAN

(bowman is too busy to talk)

IF PC THROWS SOMETHING AT BOWMAN

(bowman shoots PC)

SECOND ENCOUNTER

Oh, It's you.

(pause)

[DEFAULT FOR SECOND MEETING ONLY]

Thank you for curing my blindness. I'm Graham.

(smiles)

A: [FRIENDLY]

You know, I was stalking a deer when I entered the Whispering Woods and I heard voices.

A1: [INTERESTED]

I stood still to listen and my eyesight left me.

A2: [NO RESPONSE]

(looks around baffled)

This is a different forest entirely.

A4: [THREATEN WITH SWORD]

(Graham, unarmed, is killed)

B: [THREATEN WITH SWORD]

Well, at least you play fair. Prepare to die!

(Graham pulls out his sword and kills PC)

C: [NO RESPONSE]

(go to A2)

C1: [NO RESPONSE]

(admiringly)

What mettle that fairy had! I'd sure like to have her on my side in a fight.

C2: [IMPATIENCE]

Before you go, do you think I could have another draught of that milk?

C2a: [GIVE MILK]

(Graham drinks from flask)

Thank you. You know, in this world, things often work the opposite of the way they seem.

(aside)

I hope you have enough of this to get you through.

(smiles)

C2b: [NO RESPONSE]

(shrugs)

Can't begrudge you. You'll need it for your own journey.

(Graham leaves)

IF PICTURE SNAPPED IN NPC'S FACE

Did you get my good side?

IF NPC HIT WITH INAPPROPRIATE OBJECT

(prepares to fight)

So, maybe it wasn't the fairy.

IF NPC GIVEN SOMETHING UNNEEDED

Thank you.

or

(very polite, well brought up)

I don't think I have any need for this. You keep it.

SHOW OR GIVE NPC ITEM HE HAS NO INTEREST IN

(looks baffled and expectant, sort of "so?")

IF NPC SEES PC AGAIN AND ALL INFORMATION IS TRANSMITTED

(Waves and smiles, holds up dead hare. Walks off.)

PC DRINKS ILLUMYNADE IN FRONT OF NPC

What! Oh, no.

(covers his eyes, then looks again)

Tell me I'm not blind again. I beg of you, please. Some more milk?

FAIRY DUST EFFECT

(falls asleep with a smile on his face)

ROTTED STEAK RESPONSE

(Whew!)

Kind traveler, have you thought of bathing in yon waterfall?

IF PC SHOWS PICTURE, OBJECT, OR PLAYS TAPE

NO KNOWLEDGE

[PICTURE OR VOICE OF WOMAN]

I don't recognize her.

[PICTURE OR VOICE OF MAN]

I don't recognize him.

[PICTURE OF PLACE]

There aren't many places that I haven't visited, but that is one of them.

[PICTURE OF THING]

Hmm. I've never seen such a thing.

KNOWLEDGE

[ORB]

It looks to be some sort of magical device.

[BLIND BOWMAN]

(skip)

[FAIRY]

My worthy adversary.

(go to C1)

[DUCK]

(Kind and hearty)

You like animals.

[LOGBOOK]

It looks like a student's essay book.

[DIRTY ROCK (ILLUMYNITE)]

That is very dirty. Perhaps if you washed it off, I'd recognize it.

[PIECE OF DISC]

I'd need to see more pieces to know what that is.

[ARROWS]

Those are mine. Thank you.

[BATS]

(go to DUCK response)

[BOW]

(go to ARROW response)

[DAGGER]

That's a fine dagger. Best keep thy bodkin safely sheathed, lest I take it from you.

[DUCK SPELL]

That may come in useful. I'll try to remember it.

[ILLUMYNADE IN SILVER FLASK]

Thank you. The last drink you gave me was beneficial. I shall be interested in the results of this one.

(becomes invisible)

Oh, blast. This isn't sporting.

[JOKE BOOK]

I'm sorry, I can't read that language.

[MICE IN BOX]

(go to DUCK RESPONSE)

[RETURN TALON]

That seems like some sort of talisman. Perhaps it has powers?

[STEAK]

Thank you, no. I prefer to hunt for my own food.

[SPIDER]

(go to DUCK RESPONSE)

[ROTTING MEAT]

I'd get rid of that before the vultures carry you off.

[WHISPERING WOODS]

That's where I lost my sight. Be careful.

[FOREST OF THE SPIRITS]

That's around here, isn't it?

BOOS MYLLER

FIRST ENCOUNTER

(Boos is permanently pickled. Squints at you and then at his bottle then back at you.)

Who're you? Don't matter.

(smiles at the great idea he just had and flamboyantly offers PC a glass)

[DEFAULT ZZ:]

Want some rye?

(takes it back)

[DEFAULT ZZA:]

Course you do.

(pours some in PC's glass and hands it to PC)

[PC TOASTS]

(Boos says this three times at different levels of intoxication)

Here's to us.

Who's like us.

Damned few.

And they're all dead.

CONTINUE TALKING INSTEAD OF DRINKING

You know, I used to be somebody in this town. People needed me. This valley, for as far as the eye could see, was full of grain, ... an' cattle. Pugney used to have the fattest cattle. He used to be nice to me. I used to sell him my grain. Now I just drink it.

Now Snoot. He was an ornery one. Only thing meaner'n him was his dog. Alexis, he called that varmint. Hellhound, that's what she was. Pure an simple. Snoot'd pack all kinds of junk away and that dog'd guard it. As though anybody'd want what Snoot'd find interesting.

A: [THREATEN OR KILLED]

Aww. Why'd ya have to go an' do that? We were havin' such a good time.



A1: [DISBELIEF]

It's true. By the hair of the grue. I shwear it happened.

B: [ASK HIM FOR KEYS]

(IF HE'S DRUNK THREE DRINKS AND IS ABOUT TO PASS OUT)

B1: [TOO EARLY]

Keys? Sure give 'em here.

B1a: [GIVE KEYS]

Thank ye. I wonder what kind a car you got.

B1b: [DON'T GIVE KEYS]

So why'd you ask.

B1c: [CAN'T GIVE KEYS]

(go to B1b)

B2: [AFTER THIRD DRINK]

My keys. Oh, sure. Yeah, I am too drive to drunk. Would you pick me up a six-pack while you're out? I'd be much obliged.

IF PC ASKS FOR KEYS WHILE BOOS IS PASSED OUT

(he belches)

IF PC TRIES TO SHOW HIM THINGS

IF PICTURE SNAPPED IN NPC'S FACE

(poor Boos is temporarily blinded)

Wha! Iszat you?

(looks down at trap door)

IF NPC HIT WITH INAPPROPRIATE OBJECT

(go to A)

IF NPC GIVEN SOMETHING UNNEEDED

(looks baffled)

Thanky. I guess.

SHOW OR GIVE NPC ITEM HE HAS NO INTEREST IN

(belch)

IF NPC DOESN'T WANT OBJECT

(go to A) or

You keep that.

IF NPC SEES PC AGAIN

Got that six-pack? Aw, s'okay. Got my rye.

[GO TO DEFAULT ZZ]

Seen my keys? Don't matter. I can't drive like this anyway. Want sommore rye?

[GO TO DEFAULT ZZA]

IF PC DRINKS ILLUMYNADE IN FRONT OF NPC

(looks at PC, looks at his bottle, shrugs, drinks)

IF PC SHOWS PICTURES, OBJECTS, OR PLAYS TAPE

NO KNOWLEDGE

Z: [ALL CASES]

What *is* that?

KNOWLEDGE

[ORB]

Say, ain't that one a Rooper's orb contraptions? Rooper, you know, he tried to sell me something he called a return talon. Why that thing warn't nothin' but the fingernail a one a those dang buzzards. I threw it away and the dang thing came back an' bit me in the backside!

CANUK

Canuk is a schizophrenic character: one good, one evil. Canuk's good dialog is in normal typeface and his evil dialog is in boldface. Canuk is very sweet, and a good guy. Morphius/Canuk is the embodiment of evil and menace.

Canuk is a 425-year-old mage who gave himself a long life 400 years ago. Canuk and Trembyle, (the Wizard in the Orb, aged 475) were responsible for dispersing the evil 400 years ago that has now distilled itself into the rock formation known as "the Illumynite Cluster." Canuk, fascinated by the cluster and in a weakened state (from the exertions to dispel all evil) became possessed by the evil energy of "the cluster."



But only part of Canuk's personality is possessed. The other part of Canuk has no idea of this dual personality. Canuk has always been an intuitive wizard, and thus impulsive. So it took a while for his friends, Rooper, Moodock, and Wizard Trembyle to notice that his schizophrenic state was dangerous.

During an altercation with the Morphius-possessed side of Canuk, Rooper, in self-defense, turned Canuk into a duck. He has been a duck for some time.

FIRST ENCOUNTER

Quack!

A: [THREATEN]

(duck runs around in circles or hides)

Quack!

B: [INTEREST]

(duck looks back at PC)

C: [TRANSFORMED]

PC finds transformation spell and uses it on Canuk. Canuk stretches and scratches himself. He still has feathers sticking out of his hair and clothes.

Thank you. I've been waiting a long time for that.

(wrinkles nose)

I was getting tired of eating bugs and fish.

(enthusiastic)

But I found some real juicy grubs down by the rushes.

C1: [THREATEN]

(PC is turned into a duck)

Fool!

D: [INTEREST]

(sincere)

You've been traveling a long time. Is there anything you'd like to know? Maybe I can shed some light along your path.

D1: [SUSPICION OR CURIOSITY]

(cunning, Morphius)

Maybe you'd like to see some of my collection.

IF PICTURE SNAPPED IN NPC'S FACE

(Looks dignified)

IF NPC HIT WITH INAPPROPRIATE OBJECT

(go to C1)

IF NPC GIVEN SOMETHING UNNEEDED

(takes it)

Thanks.

SHOW OR GIVE NPC ITEM HE HAS NO INTEREST IN

No, thank you.

I can see to my own needs.

IF NPC SEES PC AGAIN

IF PC HAS DRUNK THE INVISIBILITY POTION AND LEFT CANUK UNDUCKED WITHOUT GOING INTO THE BOTTLE

(sweet Canuk)

Oh, you came back. No one visits me anymore. Sit down. Let's talk.

IF PC HAS GONE AND COME BACK AGAIN AFTER TURNING CANUK INTO A DUCK WITH THE MIRROR

(Angry sweet Canuk or **Evil Canuk**)

You! I'm not falling for that stupid reflection trick again.

Duck you!

Yozozzo!

(Alternate)

You! I'm not falling for that reflection trick again.

Frizzoz!

(tosses offhandedly in French)

Frisson

(Frisson means shudder or small thrill in French.)

(PC is now forever a duck.)

KILL OR ATTEMPT TO HARM NPC

(go to C1)

PC DRINKS INVISIBILITY POTION IN FRONT OF NPC

Hmm.

(shrugs, says to self, baffled)

Time sure flies the older you get. I must be getting senile. I thought I was talking to somebody. But, I also thought I was a duck.

IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

1: [PICTURE OF PERSON]

Relative of yours?

2: [PICTURE OF PLACE]

Is that around here? Terrain must have changed. Or my perspective on it...

3: [THING]

That's interesting. I wonder what it is? Must be new.

KNOWLEDGE

[MS. PEEPERS]

(go to 1)

[ORB]

Hey. I built that. I built that with some friends of mine. Moodock, Trembyle, and Rooper.

(glimmer of memory)

Rooper. Rooper turned me into a duck. Why'd he turn me into a duck?

[MAYOR]

(go to 1)

[LIGHTHOUSE KEEPER]

(go to 1)

[BOOS MYLLER]

Oh, yeah. That old flathead.

[HOLY WOMAN]

(Dumb Canuk)

The high priestess. She was tall. I wonder if she's still tall?

(go to Temple)

[HEAD DWARF MINER]

(Sweet Canuk)

That's one of the diminutive miners.

(Evil Canuk)

Union, Union. That's all they ever say. They charge too many zorkmids an hour. Someday I'll replace them with machines!

[DWARVEN GENERAL]

(Sweet Canuk/Evil Canuk)

Didn't you just show me that picture? I can't tell.
They all look alike to me.

[WAIF]

(**Evil Canuk/Sweet Canuk**)

He's one of my slaves.

(go to 1)

[INNKEEPER]

(go to 1)

[MOODOCK]

(Sweet Canuk)

That's one of my old partners, Moodock. I wonder how he is. He really knows his swords. Master strategist. He planned the Dizzyworld. Did you know that? We built that like it was an army going into battle.

[MOLLY]

(Sweet Canuk/**Evil Canuk**)

Mrs. Moodock. I don't why, but she's never nice to me. **Cow.**

[BLACKSMITH]

(go to 1)

[REBECCA]

(Sweet Canuk has a little crush on her)

That's Rebecca. She reads a lot. She'd make a good wizard if she'd loosen up a little.

[PUGNEY'S DOOR]

(go to 2)

[CLIFF ROBBERSON]

(**Evil Canuk**)

An employee of mine.

[BEN FYSHIN]

(go to 1)

[WITCH ITAH]

(Sweet Canuk, *admiringly*)

She's good. She's good. In a hundred years she'll be hot. Watch out.

[BLIND BOWMAN]

[DUCK]

[FAIRY]

[TROLL LEADER]

[TREE SPIRIT]

(go to 1)

[CANUK]

(skip)

[ROAD TO THE SOUTH]

[BOAT RENTAL DOCK]

(go to 2)

[WITCH ITAH'S HOUSE]

(Sweet Canuk)

Witch Itah's house. Looks like she planted some carrots on the path. Wonder how long it'll be before Snoot's cow finds them.

[DIRTY ROCK (ILLUMYNITE)]

(go to 3)

[PIECE OF DISC]

(Sweet Canuk/Evil Canuk)

That's part of the last remaining Flying Disc of Frobozz. The Frobozz Magic company made them 4 or 500 years ago. They were used to shatter walls of illusion. **THE WIZARDS SAID THEY WOULD HIDE ALL THE MAGIC IN THE WORLD BEHIND ONE.** But the last disc was broken into pieces and hidden. **I NOW LIVE BEHIND A WALL OF ILLUSION.**

(LAUGHS)

They're a lot fun. We used to erect walls of illusion and throw those discs at them just to see them crumble.

(The evil voice chuckles)

[SHIP BOTTLE]

(Sweet Canuk and Evil Canuk/Morphius)

I know there's a piece of the disc in this bottle. I put it there myself. I can't get it. I'm too old. But, I can shrink you so you can go inside and get it. **Yes, go ahead.**

The spell will only last 20 minutes.

[SHRINK]

(In unison)

Twenty minutes. **Twenty minutes.**

[IF PC BURSTS BOTTLE]

(Canuk looks very disappointed)

It was really hard to get all those things in there. Now you'll never be able to help us.

[PUZZLE FRAME]

(Evil Canuk)

Maybe you could put a picture in there.

[11 PUZZLE SQUARES]

(go to 2)

[2 ILLUMYNITE ROCKS]

(Sweet Canuk/Evil Canuk)

That's Illumynite.

(Canuk thinks he belched)

Pardon.

[BONDING PLANT]

(Evil Canuk)

(excited that he may have another slave for his Cliffs of Depression)

Why don't you take that to the Cliffs of Depression? They might know what it is!

[COIN (FOR FERRYMAN)]

(Sweet Canuk)

Oh, good. You'll be able to get back.

[DUCK SPELL]

(Sweet Canuk)

Thank you.

(Evil Canuk)

Fool!

(Turns PC into a duck)

[FROBOZZ FLYING DISC]

(go to Piece of Disc)

[ILLUMYNITE MAGNET]

(Sweet Canuk)

I have one just like it. They attract Illumynite.

[JOKEBOOK]

(Sweet Canuk)

Oh, I like books. Oh, oh, oh. Here's a good one. It's written in Mithican. My old language: How many union dwarves does it take to dig up a piece of Illumynite?

Fifteen. You got a problem with that? You got a problem with that? What do you know about funny? Get outta here.

or

Oh, I like books. Oh, oh. Here's a good one. It's written in Mithican. My old language (or Magic Tongue, my old language):

How many grues does it take to screw in a lightbulb?

None. They won't do it.

But you probably know that...about grues I mean...and light.

[WHISTLE]

(Sweet Canuk/Evil Canuk)

Oh, you have a pet vulture?

They're all mine. All of them. Mine. Every mindless one of them.

[CLIFFS OF DEPRESSION]

Those are the Cliffs of Depression.

[COMEDY CLUB]

That's Chuckles.

[TEMPLE]

I used to go to the Temple a lot to look at the cluster. Do you know about the cluster?

No one can see the cluster. It's mine.

(mesmerized a moment)

It's...so...beautiful. It...has...qualities...It makes sounds, it's almost magnetic.

(Matter-of-fact but growing maniacal)

It is magnetic. It wants. It needs. It wants to be more than it is!

(simplicity itself)

I was so inspired by it I built an entire town down here just to be near it.

MY CITADEL!

(laughs)

It was so easy. I had visions in my sleep and in the morning the plans would be sitting on my table.

(LAUGHS)

It was some of my best work. It was some of my best work. Really inspired. It used transluminate. it's translucent. I built one structure I can't even see.

(proud)

Now that's something.

(dryly)

INDEED.

[DWARVEN MINES]

They all look alike there. How can they tell if one of them isn't there?

[ANCIENT RUINS]

(go to temple)

It was the time of the Great Diffusion, when all things of evil magic and evil magic itself was destroyed.

They had the idea that evil could be destroyed, hah! A MECHANICAL forge was saved.

The manual for the forge that repairs discs was stolen—**DESTROYED** by the minions of Morphius—**MORPHIUS.**

CLIFF ROBBERSON

Proprietor of the Comedy Club at the Cliffs of Depression. PC finds self on stage facing room full of depressed people with the glum Cliff at the back.

FIRST ENCOUNTER

OK. So you think you're funny. Go ahead. Make me laugh.

IF PC DOESN'T HAVE ANY JOKES

TRANSLATED, OR TRIES TO SHOW PHO-

TOGRAPHS OR ITEMS IN COLLECTION: PC ISN'T FUNNY, PC DIES ON STAGE.

A: [SHOW ITEMS FROM INVENTORY]

(Cliff just looks at PC like PC is wasting his time)

PC DIES ON STAGE

Another one of Rooper's sweepstakes "winners." Can't we ever get any real talent in here?

IF PC HAS BEEN TO THE FOOL'S MEMORIAL, TAKEN THE BOOK, AND GOTTEN SOME OF THE JOKES TRANSLATED

B: [PLAY RECORDING OF JOKE]

(joke flops; Cliff looks at PC blankly)

So?

B1: [PLAY RECORDING OF ANOTHER JOKE]

(Cliff looks almost amused)

B2: [PLAY RECORDING OF ANOTHER JOKE]

(Cliff, very slowly, starts to smile. Then he lets out one laugh)

CLIFF DECLARES PC THE WINNER

(Cliff goes back to his depressed composure but his load is lightened a little from the release of the laugh.)

I never expected to have a winner. I'd like you to have this.

(hands PC a piece of the Flying Disc of Frobozz)



(hands PC a piece of the Flying Disc of Frobozz)

I gave my son the other one, for good luck, just before he climbed up that rope. I hope he's OK. I'm just glad he's not here mining this transluminate. Been mining here so long we can see clear through the mountain.

[IF PC PLAYS THE WRONG JOKES]

Don't worry, they're not dead, just quiet.

IF PC SHOWS PICTURE OF WAIF TO CLIFF

(gasps)

So he made it out. Good.

(Cliff smiles)

You better check your bonding plant. Don't want to get stuck down here like us.

(gives PC the pathetic smile of a hopeless man who still has hope)

IF BONDING PLANT IS WILTED

You'd better get out of here fast.

IF CARRYING ROTTING STEAK

Not only do your jokes stink, but so do you.

IF PICTURE SNAPPED IN NPC'S FACE

(Cliff's expression doesn't change)

IF NPC HIT WITH INAPPROPRIATE OBJECT

(Cliff looks very hurt)

Why'd you have to do that?

IF NPC GIVEN SOMETHING UNNEEDED

Thanks.

(shrugs)

SHOW OR GIVE NPC ITEM THEY HAVE NO INTEREST IN

(go to If picture)

IF NPC DOESN'T WANT OBJECT

(Cliff just tilts head and looks at PC)

IF NPC SEES PC AGAIN

I wouldn't tempt my luck here if I were you. Get out while you still can.

KILL OR ATTEMPT TO HARM NPC

(Cliff looks calmly at PC)

If you're gonna do it, do it right.

PC DRINKS ILLUMYNADE IN FRONT OF NPC

OK, so I can't see ya. The real trick would be if you could disappear outta here.

IF SHOWN PIECE OF DISC

I gave my son a relic like that. They say it's part of a magic spell.

IF PC STARTS TO SHOW ANYTHING

Even if I knew what that was, you don't have the time to hear about it.

IF PC SHOWS ANOTHER THING

Game's over for you.

(sigh)

(PC is stuck there)

IF PC PULLS OUT NEGATIVES THEY BECOME POSITIVES

Yeah, that happens, we save a lot on photography bills here.

AFTER FOURTH OR FIFTH THING YOU TRY TO DO

Get out of here. You only have a few seconds left. Look at your bonding plant. Come back later.

(AFTER HE SAYS THIS, THE PC MUST IMMEDIATELY LEAVE THE CLUB AND CLIMB BACK UP THE ROPE AND NAVIGATE UNTIL THE BONDING PLANT IS RESTORED)

IF PC TAKES A PICTURE OF CLIFF ROBBERSON

You don't have to bother taking that thing to the photo shop. It's so negative here they come out positive.

IF PC USES FAIRY DUST ON CLIFF

(falls asleep)

Very funny.

DWARVEN MINE LEADER

Dwarves are in the background mining Illumynite, gold and silver, diamonds, and a little dirt.

FIRST MEETING

(to Dwarves)

Put that load over there. That's right.

(turns and looks at PC)

You're kinda clumsy looking for this kind of work, aren't you?

(looks PC over and sighs)

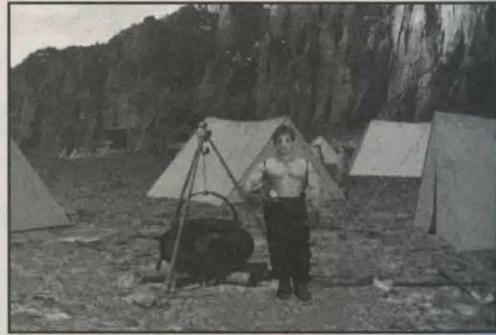
Can't be too choosy these days. Here, you'll need this.

(gives miner's helmet to PC)

SECOND MEETING

(to Dwarves)

Not over there! There! Right!



(to PC)

You back again? We thought we lost you in the caves. You caused us a lot of trouble.

A: [THREATEN]

Just who do you think you are? You're outnumbered.

A1: [THREATEN]

(exasperated John Wayne style)

You're not just clumsy. You're also not very bright.

(PC wakes up on road)

A2: [NO RESPONSE]

(go to B)

A3: [APOLOGETIC]

OK, OK. We're all a little tense around here.

B: [THREATEN WITH DWARVEN SWORD IF PC ALSO HAS 6 DISC PIECES]

(draws sword then looks at PC's sword)

Wait! Your sword! You must be one of us.

(sheaths his sword)

(hail and hearty)

The general will want to meet you.

DWARVEN GENERAL



Author's Note: When the script for *Return to Zork* was written, there was to be a second trip to the mines needed in order to discover the directions through them. In the final version of the game, the two sequences were merged.

As you will notice from the writer's setting for the scene, there was at one time a strong subtheme in the game about the good citizens of Zork fighting back at the unseen (and unnamed) evil that's blighting their land: Morphius. Notice also that *Feebo* was spelled *Fibo* at the time.

Later in the game. Things are dire. The army has come to protect the mine from thieving vultures.

The General is reviewing his troops who are marching in the background. His back is to us when we arrive. The troops are repeating a cadence that must be remembered by the PC in order to navigate the mine later.

The order is Left, Right, March, Right, Left, Right, March, March, charge. The General shouts out Left, Right, and so forth in unison with his troops occasionally. But in the correct order as well. That is, Troops, GENERAL & TROOPS: LEFT, Right, and so on. Underlined words are accompanied by broad gestures.

(DWARVEN MINER)

General, We've got the bearer of the Dwarven Sword of Zork.

(DWARVEN GENERAL)

Good. We need all the help we can get. How much Illumynite do we have left?

(MINER)

Right now we have enough.



(GENERAL)

Let me get this **straight**. **Right** now we've got plenty of Illumynite?

(MINER)

Yessir. It's stockpiled to the **left** of the armory.

(GENERAL)

Where?

(MINER)

Right over there.

(GENERAL)

Where? I don't see it. It's pretty dark.

(over his shoulder to the troops)

Keep those lines **straight**!

(MINER)

It's **right** over there. It's covered.

(GENERAL)

Oh. On the **left**?

(MINER)

The **left**.

(GENERAL)

Right!

(he turns back to his troops)

Keep those lines **straight**!

(TROOPS)

(cadence for Dwarven soldiers)

Left, Right, March, Right,

Left, Right, March, Right,

Left, Left, Right, March

1: IF PICTURE SNAPPED IN NPC'S FACE

(they both pose, smiling one gruff)

2: IF NPC HIT WITH INAPPROPRIATE OBJECT

(looks surprised)

3: IF NPC GIVEN SOMETHING UNNEEDED

Thanks, I think.

4: SHOW OR GIVE NPC ITEM THEY HAVE NO INTEREST IN

(go to 2)

5: IF NPC DOESN'T WANT OBJECT

No, thank you.

6: IF NPC SEES PC AGAIN

So, you're back. Ready to storm the citadel?

7: KILL OR ATTEMPT TO HARM NPC

Just who do you think you are?

You're outnumbered.

8: PC DRINKS INVISIBILITY POTION IN FRONT OF NPC

You don't need that here.

9: IF PC SHOWS SWORD

Let me see that. Yep.

10: GENERIC ANSWER TO WHATEVER ELSE PC TRIES TO SHOW

I'm too busy to look at that.

(turns back to troops)

IF PC SHOWS PICTURES OR PLAYS TAPE

FAIRY DUST

March, March, left, right zzzzz.

[GENERIC PICTURE ABOUT ANYTHING]

(first time)

Nope. Don't know 'em.

(second time)

Them either.

(alternate)

(first time)

Nope. Never seen it.

(second time)

That either.

(third time)

That reminds me a little of great uncle Fibo. Remember? He found that huge chunk of Illumynite that started this whole mess.

Fibo's Folly they called it. Everybody laughed at him.

Yeah, up until he flew out the mine shaft in a drunken stupor. He never could tell his left from his right.

And now...That's all we mine. Illumynite.

C: [THREATEN WITH DWARVEN SWORD BUT WITHOUT SIX DISC PIECES]

(draws sword then looks at PC's sword)

Wait! Your sword! You must be one of us.

C1: [THREATEN]

(angry)

Or maybe not!

(PC wakes up on the road)

C: [NO RESPONSE]

1: IF PICTURE SNAPPED IN NPC'S FACE

(gruff smile)

2: IF NPC HIT WITH INAPPROPRIATE OBJECT

What?

(Looks surprised. Punches PC's lights out)

3: IF NPC GIVEN SOMETHING UNNEEDED

Thanks, I think.

4: SHOW OR GIVE NPC ITEM THEY HAVE NO INTEREST IN

(go to 2)

5: IF NPC DOESN'T WANT OBJECT

No, thank you.

6: IF NPC IS CARRYING ROTTING STEAK

Phew! Will you get out of here?

7: PC DRINKS INVISIBILITY POTION IN FRONT OF NPC

What's the matter? Scared of a little hard work?

8: GENERIC RESPONSE TO ANY ITEMS BEING SHOWN

Can't you see we're busy?

9: [PICTURE OF CANUK]

Canuk. That madman. He can't tell whether he's coming or going. He engineered the Cliffs of Depression to try to break the Dwarven union.

FAIRY

Fairies are shy creatures. This unfortunate Fairy has been dodging arrows fired at her by the blind bowman. When the PC cures the bowman of blindness he allows the Fairy to fly away. This particular winged one, however, takes a lot of pride in her own abilities and does not want to admit that she ever needed any help.



FIRST ENCOUNTER

(go to Blind Bowman dialog)

SECOND ENCOUNTER

(she appears when PC creates a light area in the forest)

So we meet again. It was brave of you to go near the hunter. I could've handled him myself, though. I was only playing with him.

[ALTERNATE]

Oh, so it's you. Thank you for your gallantry. I really didn't need any help. I could've gotten away any time.

(Wizard insert)

Not!

A: [UNDERSTAND]

(fairy gives PC bag of fairy dust)

But since it is a matter of honor among fairies to reward good deeds done on our behalf, I'd like you to have this. It's fairy dust.

(she flits off, saying over her shoulder)

You'll figure it out.

B: [THREATEN]

(she flies away)

Oh! Just watch your back!

C: [NO RESPONSE]

Hmm. I thought you were the one who force-fed milk to that crazy hunter.

or

Hmm. I thought you were the one who killed that crazy hunter.

(she flies off)

GUARDIAN

UPON ENCOUNTERING PC WHO'S BEEN THROWN OUT OF NPC'S ENVIRONMENT FOR IMPROPER BEHAVIOR

I serve the will of the great implementors who have determined your behavior to be...unproductive.

UPON KILLING SOMEONE NICE

We seem to be working at cross purposes. I must relieve you of your belongings...until you learn.



UPON DOING SOMETHING HARMFUL TO AN INNOCENT

Your actions reveal you to be...un-evolved.

UPON DOING SOMETHING REALLY STUPID THAT GETS YOU KILLED

(like Rod Serling, Twilight Zone-style)

You find yourself trapped in a world of someone else's making. The implementors sincerely hope that you saved the game prior to your most recent gaffe.

DEFAULT: UPON BEING RELIEVED OF ALL BELONGINGS

Good luck finding this stuff. Ha, Ha, Ha.

UPON BEING THROWN OUT OF THE GAME FOR NOT HAVING ANSWERED THE COPY PROTECTION

The implementors have found you lacking.

HOLY WOMAN



Author's Note: In *Return to Zork* there are number of references to "The Cluster," sometimes called "Feebo's Folly." Here, also, he

was once known as "Fibo." Not only did the spelling of his name change, the statue disappeared between here and the disc.

She's a relic from the past. She's in a dark mood when PC first encounters her because no one visits the temple anymore. She's an ascetic. PC must get her to bless the Dwarven Sword that Moodock gives PC in the Underworld. She also give PC access to the Dwarf caves. She also gives history on the forging of the Disc and tells PC that PC must use orb to forge light to put together the Disc pieces.



FIRST ENCOUNTER

(Holy Woman is worshipping at the altar. She turns to greet PC.)

Hello. You must have traveled far. Not too many people visit the temple anymore... since the reign of darkness began....

A: [Threaten]

(Flash of powerful anger, she raises her arms. PC wakes up on the road)

B: [INTEREST]

There is only one magical device left that can shatter the Wall of Illusion that allows evil to thrive.

B1: [INTEREST]

The device was a disc that was broken and its pieces divided and hidden.

B1a: [INTEREST]

The disc must be re-forged. I do not know exactly how but...

(she seeks for a vision)

...the orb you carry will focus the light.

B2: [BOREDOM]

You have not yet been initiated into the cult. Desire to learn is all that is necessary.

B3: [SKEPTICISM]

It is wise to be wary. But you should also know who to trust if you are to survive.

IF PC SHOWS HER THE DWARVEN SWORD

You have the true sword. Let me bless it. It will serve you faithfully in your fight against evil.

IF PC SHOWS HER ITEMS OF NO IMPORTANCE TO HER

You desire to know entirely too much about very silly things.

IF PC CLICKS ON ANYTHING IN THE TEMPLE

[PEDESTAL]

That used to hold a large crystal of Illumynite. It was called "The Cluster." Canuk used to be mesmerized by it. When he disappeared the Cluster lost its brilliance. I believe the Cluster was evil.

[LITTLE FIBO STATUE]

That is Fibo. He discovered the Illumynite Cluster. The shrine holds pieces of his mining cart and some of his clothes.

[ALTAR]

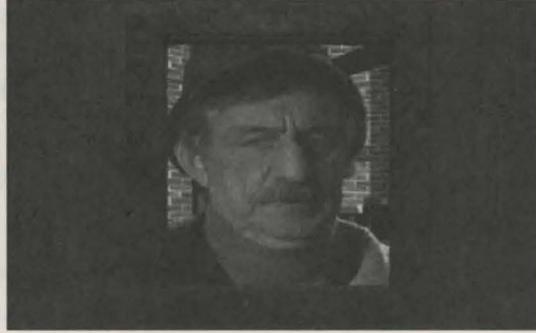
Since the time of the Cluster and Canuk's disappearance, the world has become increasingly dark. Very few people come here anymore.

IF PC SHOWS HER THE FALSE SWORD

That sword is not the True Sword. I will not bless it.

LIGHTHOUSE KEEPER

This fellow has been isolated in the lighthouse for too long. He talks to himself constantly, answering his own questions and oblivious to most of the PC's questions on the first visit.



FIRST ENCOUNTER

(PC talks to the lighthouse keeper through a little door that shows only his face)

Wazzat. Who's there?

(opens top door)

Who're you. What's the password? I can't let you in without the password. And don't try swordfish. I know it's not that. I tried it myself and I couldn't get in. So I know it's not that.

We haven't had any visitors here since, oh, I don't know how long. You must be another one of Rooper's sweepstakes winners, huh?

What's the password? Did you say the password? I can't remember. I can't let you in without the password so you must've already said it.

I tried it myself. I couldn't get in. So I know it's not that. We haven't had any visitors here since, oh, I don't know how long.

(opens door)

WIZARD BREAKS IN ON THIS

(WIZARD)

Why don't you show him a picture? It's the only way to get a word in edgewise.

(LIGHTHOUSE KEEPER)

It's a good thing you knew the password. It's not safe out there. Those buzzards'll steal everything that's not nailed down.

Sticky fingers? I'd say magnetic! The other day one of them flew by and my shovel flew off after it!

(ALTERNATE)

Sticky fingers? I'd say magnetic! The other day one of them flew by and my shovel flew off after it.

(keeper goes to sit down)

(mumbling to himself)

A: [THREATEN]

(annoyed)

What's your problem, take it easy, will you? Everybody's on edge around here. Be calm. I'm calm. See how calm I am? I'm calm!

(ALTERNATE)

What's your problem, take it easy. Everybody's on edge. I've been having dreams. Horrible dreams.

(imitates Morphiuss voice)

Morphius. It keeps saying.

A1: [THREATEN]

Don't you know how to do anything else? Maybe you could use a little decaf.

B: [INTEREST]

Down the road to the south, East and West Shanbar used to span the Northern river. But East Shanbar just up and disappeared and West Shanbar just went south. Well, actually, it didn't just disappear. It sort of gradually disappeared. First the Inn, then the General Store, Moodock's place....It's eerie. Even half the bridge.

B1: [INTEREST]

The road to the South is impassable. Absolutely impossible to pass. Impassable.

B1a: [FURTHER INTEREST]

Those darn buzzards moved in and started stealing. One of 'em stole my Illumynite rock from the tower. Now this place is useless.

B2: [NO RESPONSE]

(looks up)

Look up there. Know what that is? It's the lighthouse. Runs on Illumynite. Bet you don't know what Illumynite is. It's the weirdest stuff. The dwarves found it in the mines. It glows brighter than swamp gas.

B3: [BOREDOM]

People used to come here and bring me everything I needed. But now, hardly anybody comes up here. The Mayor and I have an anti-vulture warning system worked out, but without the light, we don't know if it works or not.

B4: [ANNOYED]

Well, you wanted to come in. You can leave any time. West Shanbar, or what's left of it, is down the river.

C: [NO RESPONSE]

You just going to stand there like a marble on a flathead?

C1: [NO RESPONSE]

Hey. Hey. I'm talkin' to you.

C1a: [NO RESPONSE]

Are you okay?

C1b: [NO RESPONSE]

So do something, already!

UPON LEAVING

Come back anytime. Let me know if you find any extra Illumynite.

IF PICTURE SNAPPED IN NPC'S FACE

(Stops talking for a moment; smiles wide for camera. Then launches back in, uninterrupted, to what he was talking about.)

IF NPC HIT WITH INAPPROPRIATE OBJECT

(stops talking abruptly; looks at PC with outrage on his face)

What! You think that's funny? A boar who'll eat anything, now that's got potential. But what you just did...(raspberries)

(launches back in, uninterrupted, to what he was talking about)

IF NPC GIVEN SOMETHING UNNEEDED

*(Stops talking for a moment; looks at item with a baffled expression on his face.
Then launches back in, uninterrupted, to what he was talking about.)*

IF PC HAS ROTTED STEAK

Phew! Come back when you don't smell so bad!

(closes door on PC)

IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

X:[PICTURE OF PERSON]

Friend of yours?

Y:[PICTURE OF PLACE]

That around here?

Z: [PICTURE OF THING]

What is that?

ZZ:

Not Bad.

KNOWLEDGE

[ORB]

I've seen 'em before. They come with that phony time-share swindle of Roopers.

[LIGHTHOUSE KEEPER]

Not bad.

(CD-ROM VERSION)

(turn his head and admire profile)

(go to ZZ)

[BONDING PLANT]

(go to Z)

[CAMERA]

(go to ZZ)

[MATCHES]

Thank you. I don't smoke.

[NEGATIVES]

No. Not more double negatives.

SECOND ENCOUNTER

Things have gotten serious in the game now and the power of Morpheus has gotten stronger. The lighthouse keeper is still funny/daffy. But he's also sensitive to the atmosphere of foreboding around him.

(Lighthouse keeper asks for the password again. If PC presents Illumynite rock, the Lighthouse keeper forgets about the password and lets PC in.)

(whispers nervously)

Wazzat. Who's there?

(opens top door)

Who're you. What's the password? I can't let you in without the password. And it's not Xyzzyx either. It won't do you any good. I tried it myself...Oh, what a headache. So I know it's not that.

IF PLAYER DOESN'T DO ANYTHING FOR SOME PERIOD OF TIME

(keeper points out of the window down toward the PC)

What's that?

A: [NO RESPONSE]

That, that glowing thing!

FOR ANYTHING OTHER THAN THE ILLUMYNITE

Not that, That!

IF IT'S THE ILLUMYNITE

OOOOH!

IF PLAYER GIVES ILLUMYNITE

AAAAAH!

(ALTERNATE)

Thank you.

IF PC DOESN'T HAVE THE ILLUMYNITE AND HAS SHOWN EVERYTHING

Hmm. I don't know how you did it, but you managed to get back here without the one thing I desperately need.

IF PC HAS THE ILLUMYNITE

(opens door)

You don't know how long I've been waiting for this. Those other frobozos Rooper suckered in never came back.

IF PC SHOWS DISC PIECE TO KEEPER

IF LESS THAN FIVE PIECES

Do you know what you have? I can't believe you've got that. Look, look, I've got a piece, too. Here. You should take that across the river to the Holy Woman at Bel Naire Temple.

IF FIVE PIECES

Do you know what that is? No, you don't know what that is. That is part of the Flying Disc of Frobozz.

IF PC HAS ALREADY SHOWN HIM THE ROPE

You know, that rope you have there. You'll need that to get across the river. There used to be a rope bridge but it fell down. Be sure it's double strong so you can get back.

IF NPC SEES PC AGAIN

(smiles, waves)

KILL OR ATTEMPT TO HARM NPC

Gah!

(keeper dies)

PC DRINKS ILLUMYNADE IN FRONT OF NPC

Wazzat. Who's there?

MAYOR



Author's Note: Originally, the mayor was supposed to move around as you talked with him. We guess he got a bit lazy. You will

also notice a reference to a LOG BOOK. That's the original name for Ms. Peepers' Notebook.

FIRST MEETING

FIRST SPEAK TO ME (TALK) ICON

(he approaches PC with outstretched hand)

Well, a new constituent. I'm the mayor of Shanbar. Glad to meet you.

(conspiratorial wink)

I hope you're registered to vote!

A: [THREATEN]

(pompous)

I beg your pardon, but you are a guest in our town. Act like it!

A1: [THREATEN]

I'll call the sheriff. I will.

I'll lock you in a cell with a grue.

A2: [NO RESPONSE]

That's better.

You've already got one foot in your mouth.

A3: [APOLOGETIC]

(chuckles indulgently)

It's easy to get a little paranoid around here. Vultures carrying people off, half the town disappearing overnight...



(mumbles off)

...grues...weird dreams...

B: [NO RESPONSE]

Hrmp.

(sniffs PC)

Have you been drinking with Boos Myller?

B1: [BORED]

(go to C3)

B2: [NO RESPONSE]

(annoyed)

If you just came to look, go over there and look in the files. They're open to everybody.

(returns to his desk or turns away and mumbles under his breath)

...might learn something.

B3: [CURIOUS]

(go to C3)

C: [CURIOUS]

I used to have less time on my hands when the town was bigger. I'm still needed.

C1: [CURIOUS OR NO RESPONSE]

The lighthouse keeper and I have worked out an anti-vulture warning system.

(mumbles under breath)

Can't seem to get it to work yet, though.

C2: [THREATEN]

(go to A)

C3: [BORED]

Maybe you'd like something to read. Those files are the repository of knowledge gathered through the ages. Mages and Adventurers have left their marks in there. As well as quite a few good recipes. You know, my wife has a good one for...

(catches himself being less-than-stately)

Go over there and make yourself at home.

UPON RETURN VISIT

(big smile)

Well, well, well. You're back. Have you decided you like our little town? Always room for one more.

(mumbles under breath)

At the rate people are disappearing...

(catches himself)

We could use a few new faces around here!

IF PC ARRIVES CARRYING ROTTING STEAK

(clears throat)

Would you mind standing a little farther back?

(pulls out handkerchief and waves it a little)

IF PC OFFERS ROTTING STEAK

I think that is highly inappropriate behavior. I have been a loyal public servant. If you don't think so, I suggest you express your opinion at election time!

IF PC SHOWS JOKE BOOK

Hmm. So. You're the studious sort. I think I can translate one of those. It's in Literary Tongue. Let me see...

Q: How many computer programmers does it take to screw in a lightbulb?

A: I don't know. That's a hardware problem.

(ALTERNATE)

Q: How many Implementors does it take to screw in a lightbulb?

A: I don't know. That's a hardware problem.

IF PC SHOWS PICTURES OR PLAYS TAPE

IF PC SHOWS ANYTHING FROM EAST SHANBAR AND ENVIRONS

(go to X, Y, or Z)

NO KNOWLEDGE

X: [PICTURE OF PERSON]

Relative of yours?

Y: [PICTURE OF PLACE]

Is that around here?

Z: [THING]

What *is* that?

KNOWLEDGE

[SCHOOLHOUSE]

Oh, yes. Mavis Peepers is a little preoccupied. That's why we put the bell there. But someone keeps stealing the rope.

[ORB]

Isn't that one of those devices Moodock, Canuk, Rooper, and Trembyle were trying to market?

[MAYOR]

Hmm. (Turns his head profile) pretty good likeness, don't you think?

[LIGHTHOUSE KEEPER]

That is our keeper of the flame, the brave soul who lives all alone, keeping an eye peeled for vultures!

(confidentially)

He's a trifle long winded. The only way to get his attention is to put something right in front of his face.

[BOOS MYLLER]

A shame what's happened to him. He used to be the miller, when we had grain to mill. Now he just sits in that mill by the river and drinks himself into a stupor. And he's a menace on the road.

[MAYOR]

Hmm. Pretty good likeness, don't you think?

[MOODOCK]

Moadikum Moodock. He used to sell arms. Guess someone took him seriously.

(Laughs at his bad joke)

One day he just disappeared...along with his shop!

[REBECCA]

(smiles)

She's a brilliant woman. Anthropologist. Always studying.

[ROAD TO THE SOUTH]

It's a shame about the infrastructure of the valley. Ever since that things... started... going downhill... travel has become very precarious.

[LOG BOOK]

You've been to see Mavis Peepers, I see. Let me know what you find out. We'll add it to our files.

[CANUK]

A very bright fellow. Used to be partners with Moodock, Rooper, and Trembyle. Engineer, I think. Or was it magician? Or was that Trembyle? I think it was Trembyle. Or maybe it was both of them. Yes. That's it. I think. Oh, anyway. Any more?

(looks interested, expectant)

Happy to be of service.

MOADIKUM MOODOCK



Author's Note: The design note that follows implies that the board game, Survivor, is more than just a simple, common game—

albeit one with a little known “secret” rule. That rule gives the game a slightly different spin than you get in the final game.

Modicum Moodock is a master strategist. He is a veteran adventurer who has been out of harness for a long time. Too long to go back, but he has used his time wisely to study the ways of his enemy. He knew and worked with Canuk, the Morphius possessed Engineer of the Zorkian Caverns, and so, knows Canuk's methods of invention. Moodock has devised a strategy to defeat Morphius. It is laid out on a game board that Moodock plays over and over.



The PC is supposed to sit down and listen to Moodock tell of his past exploits, how the world became what it is, and learn the game from him. After the PC learns the game, Moodock rewards him with the DWARVEN SWORD.

FIRST ENCOUNTER

(He is playing a chess-like game by himself at the table. He looks up calmly.)

Something I can do for you?

A: [NO RESPONSE]

Look around. Let me know. Name's Moodock, Moadikum Moodock.

(goes back to his game)

A1: [INTEREST]

This game? Pull up a chair. I'll teach it to you. Always nice to have someone to play against. It's called SURVIVOR, in honor of Trembyle and Canuk, the only two survivors of the Great Diffusion....That happened over 400 years ago.

A1a: [INTEREST]

You've got 16 squares. I'll be the Wizard, you be Canuk.

The Wizard has got to incorporate both a straight and a diagonal movement each time his turn comes up. The moment the Wizard moves off of a square, it caves in. Forms a pit.

Now, Canuk can move to *any* unoccupied square and block you. The object is to have all the squares turn into pits except the one you occupy. Takes strategy.

B: [PLAYING THE GAME]

Oh. Interesting move.

That wasn't very smart.

Watch this!

Hmm. Let me think about that.

Well, well, well. You got out of it that time.

You're not as dumb as you look.

Uh huh.

B1: [LOSING THE GAME]

Two out of three?

B2: [SUCCESSFULLY COMPLETING A GAME]

(he's pleased)

You know. Nobody takes the time to really learn this game. I'd like to give you something that may help you on your way. It's a real fine sword; a little the worse for wear, but the 'smith across the way can shine it up for you. Oh, and here's a token. Might come in handy.

(PC gets Rusty Dwarven Sword and Token)

It's a real fine sword; Ay, and it's a little the worse for wear, but the 'smith across the way, he can shine it up for you.

And here's a token. Might come in handy.

C: [LOOK AT ANYTHING]

My buddy Rooper first brought me down here. I can't figure out how to get back up, though. Well, anyway, I saw its potential immediately. The place literally glowed. Canuk drew plans to build a theme park. Dizzyworld. Catchy, don't you think?

C1: [INTEREST]

Canuk? Brilliant engineer. Genius with Illumynite. He made the whole thing work. But he started acting a little funny. Haven't seen him for a long time.

C: [ASK ABOUT ORB]

We built them. Me, Trembyle, and Rooper and Canuk. That's a prototype. It can receive but can't send. We were still working bugs out when the partnership folded.

AFTER PC HAS VISITED AND RETURNS

[NO RESPONSE]

You know, I didn't always have just one arm. An Orc got it when I was trying to help my buddies out. Got caught by the reflection in a mirror Rooper was using to deflect a spell. Ricochet.

(pause)

You almost have to be invisible to get by those things.

RESPONSE TO "MOODOCK!" FROM THE INN

(comes into her inn)

(MOLLY)

Get out of here! Threatening a defenseless lady.

(comforts her)

(MOODOCK)

There, there, darlin'.

OTHER COMMENTS FROM MOLLY

(MOLLY)

Tell 'm about the time you and Rooper met the boar in the forest of the Spirits...

(MOODOCK)

(leans over and slams door)

Just ignore her.

(ALTERNATE)

(MOODOCK)

(shouts back)

You already told 'em.

(ALTERNATE)

(MOODOCK)

You heard what she said.

IF PC ASKS ANYTHING REMOTELY RELATED TO CANUK

(MOODOCK)

That reminds me of my old partner, Canuk. He was something. Really creative.

(MOLLY)

(voice over)

That guy gave me the creeps. Never knew who I was talking to when he was around.

(MOODOCK)

He made everything work. Couldn't understand why Rooper did what he did.

[NO RESPONSE]

Did I ever tell you about the time I designed a uniform for the Dwarven Army? It was, uh, green leather, had red stripes, and with sort of a row of brass buttons right across here...

(indicates chest)

and topped off by a gold visor. The Dwarves rejected it. I don't know why. Can't tell with them. They all seem to look alike to me. Can't tell which one you're talking to.

MOLLY MOODOCK



Author's Note: As first scripted, Molly tells the joke Rebecca

translates in the final version of the game.

Molly is the innkeeper and Moadikum Moodock's wife.

FIRST ENCOUNTER

A visitor. How nice. Just sign in here.

(ALTERNATE)

A visitor. Well, how nice. Come on in.

A: [REGISTER]

Your room's right upstairs. You're in Room one. Here's your key.

B: [THREATEN]

Moodock!

(PC wakes up on the street)

C: [SHOW PICTURES]

Oooh! Pictures. I love pictures.

C1: [PICTURE OF MOODOCK]

That's my husband. He's got the shop across the way there.

C2: [BOOS]

That lush! I don't know what happened to him. But when people moved down here he just deteriorated.

C3: [PEEPERS]

The poor soul. Lost her brood and can't seem to leave the hen house.

C4: [LIGHTHOUSE KEEPER OR LIGHTHOUSE]

(just laughs)

Too bad they can't wire him for sound. That'd keep the vultures at bay. Wonder if he ever got that light fixed?



C5: [GENERAL STORE]

Oh, that's right down the street, isn't it? Locked up. Or at least it was. Owner gave up and left town.

C6: [PUGNEY'S RANCH]

Poor soul. Hardly ever goes out except to feed that weird cow of his.

(confidentially)

Actually it's Snoot's cow.

C7: [SNOOT'S FARM]

Snoot's place. Not much of a farm. Rebecca lives there.

(DEFAULT C11)

C8: [WHISTLE]

A whistle? What could you call with a funny lookin' thing like that?

C9: [TREE SPIRIT]

Moodock! Tell 'm about the time you and Rooper ran into that boar in the Forest of the Spirits. Yeah, honey, tell 'em about that. He'll tell you, too.

C9: [JOKE BOOK]

Hmm. That's Zorkmid Script.

Q: Do you know why flatheads write TGIF on their shoes?

A: Toes Go In First.

(or)

Q: How many grues does it take to screw in a lightbulb?

A: None. They don't like light.

C10:[REBECCA]

That little know-it-all.

Feeds that cow of hers carrots so it'll see better in the dark! That's what I heard. Yeah, what I heard.

MOLLY'S COMMENTS ON MOODOCK'S COMMENTS

RESPONSE TO HOLLERING "MOODOCK!" FROM THE INN

D: (MOODOCK COMES INTO THE INN)

(he looks menacing)

(DEFAULT D1)

Get out of here!

(DEFAULT D2)

Threatening a defenseless lady.

(comforts her)

(DEFAULT D3)

There, there, darlin'.

(DEFAULT D4)

I think it's time for you to be moving on.

TO OTHER COMMENTS FROM MOLLY

(MOLLY)

Tell 'm about the time you and Rooper met the boar in the forest of the Spirits...

(MOODOCK)

(leans over and slams door)

Just ignore her.

(MOODOCK)

(shouts back)

You already told 'em.

(MOODOCK)

You heard what she said.

EXPRESSIONS

(Moodock just looks patient)

(Molly looks shocked)

IF PC ASKS ANYTHING REMOTELY RELATED TO CANUK

(MOODOCK)

That reminds me of my old partner, Canuk. He was something. Really creative.

(MOLLY)

(voice over)

That guy gave me the creeps. Never knew who I was talking to when he was around. He was wacko!

(MOODOCK)

He made everything work. Couldn't understand why Rooper did what he did?

IF PC IS CARRYING ROTTING STEAK

(trying not to breathe the stench)

Excuse me but...I think you're a little over-ripe.

[NO RESPONSE]

Like, I mean, you really smell bad.

[NO RESPONSE]

MOODOCK!

(go to D, go to D4)

IF PICTURE SNAPPED IN NPC'S FACE

(smiles)

IF NPC GIVEN SOMETHING UNNEEDED

Thanks. I think.

IF NPC DOESN'T WANT OBJECT

Thanks. But no thanks.

IF PC RETURNS TO THE INN:

Back again. You want your same room back? It's available.

PC DRINKS ILLUMYNADE IN FRONT OF NPC

You won't get out of your bill that easy.

Moodock!

IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

[PICTURE OF PERSON]

Relative of yours?

[PICTURE OF PLACE]

Is that around here?

[THING]

What *is* that?

Morphius

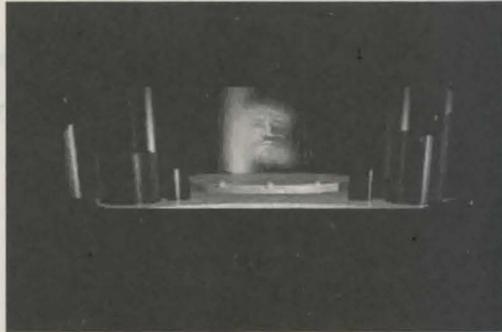
DREAM NUMBER 1

(whispering sound, then laughs a long, threatening, laugh)

Let me dream along with you. I like to see what others see, feel what others feel.

I..am...MORPHIUS.

(dream ends suddenly)



DREAM NUMBER 2 (halfway through the game)

(the same whispering sound)

You are never alone...I watch...I wait. I take only the best.

If I judge you to be of value, I will turn you to stone!

I am everywhere...My eyes soar on the wings of vultures...I can see you, hear you...

I...am...MORPHIUS!

DREAM NUMBER 3

My citadel lies behind a wall of illusion...I invite you...to be...my guest...We can play a battle of wits.

You...know...my name.

THE END GAME: SURVIVOR

MEET MORPHIUS

Welcome...to my...gallery. Perhaps you know some of my collection.

(ALTERNATE)

Welcome...to my...gallery. Perhaps you know some of my statues.

(PC may or may not, but looks anyway)

This is my research laboratory and these are my subjects. I have studied them all and have taken the best from each.

From you, I will take strategy.

(dissolve to playing board)

We will play survivor. You may play the Wizard Trembyle's role.

(the Wizard Trembyle appears on the playing board)

I will play Canuk.

(Canuk materializes on the playing board)

There are 14 moves possible.

Your move.

(during play)

Very interesting.

Hmm.

Not very smart.

Clever.

I missed that. Hmm.

Good move. I'll remember that.

Do you give up?

Do you forfeit?

I have you cornered.

I think you are in trouble.

I think you are in trouble, now.

Uh oh.

(laughs to lull and coerce)

(laughs lightly)

(laughs heartily)

(laughs menacingly)

(laughs with pure evil)

Do you wish to play or pass?

Do you wish to pass?

I think your time is up.

(Morphius wins)

Welcome to my collection.

(or)

You'll be quite a study.

(Morphius loses)

You cheated!

(or)

Blast!

(and)

I never lose!

I never lose! *(with long Aarrggh!!!)*

CLOSING CARTOON

(MORPHIUS AS ROOPER)

Ah, the master strategist. You'll have to teach me the finer points of Survivor.
Ha ha ha.

Ms. Mavis Peepers



Author's Note: You might notice that Ms. Peepers had a name change as well as two

different first names in this portion of the script.

Emily Peepers is the school marm with no students left. They all lived in East Shanbar and they all disappeared.

She needs someone to teach, so the PC fills this compulsive need in her. She provides PC with a book and some information.



FIRST ENCOUNTER

Well, you're late! It's all right. But don't let it happen again or it will be marked down in your permanent record. Tardiness!

A: [INTEREST]

Good work habits! I like that! First we're going to have a little pop quiz!

(She proceeds to ask questions to satisfy copy protection. She hands PC a quiz)

A1: [INTEREST]

I'm so happy to have someone to ask this of. Would you be so kind as to take this book and this tape recorder and write down what happened to East Shanbar and what caused it, when you find out? I can't go, myself. I have to be here if any of my students come back.

B: [THREATEN]

I haven't been a teacher all these years without learning how to deal with upstarts and bullies!

(PC is outside the schoolhouse)

C: [APOLOGIZE]

I want you to type: I will not threaten the teacher again. Ten times.

(ALTERNATE)

I want you to type: I will not be a bully.

One

Two

Three

Four

Five

Six

Seven

Eight

Nine

Ten

IF PC TRIES TO LEAVE WITHOUT FINISHING, SHE WON'T ALLOW IT

Ah, Ah, Ah...

TYPO

oops!

AAHMM

(clears throat)

You forgot something.

COMPLETION

Very good! Now you won't do that again, will you?

IF PICTURE SNAPPED IN NPC'S FACE

(she smiles a little tight-lipped smile)

IF NPC HIT WITH INAPPROPRIATE OBJECT

(go to B)

IF NPC GIVEN SOMETHING UNNEEDED

That's very nice of you to share. You keep it.

SHOW NPC ITEM THEY HAVE NO INTEREST IN

(blank look)

IF NPC SEES PC AGAIN

Oh, it's you again. Show me what you've collected in your journal.

KILL OR ATTEMPT TO HARM NPC

(go to B)

(or)

(PC dies)

PC DRINKS ILLUMYNADE IN FRONT OF NPC

You can't sneak out of this classroom that way. I'm on to you!

IF PC SHOWS OR PLAYS ANYTHING ABOUT MOODOCK OR THE GAME

Oh, that. Mr.Moodock is always playing that silly game of his.

(gets misty-eyed).

We used to play it here, with the children.

(goes back to being teacher)

He always insists on playing the wizard. But he always tries to win the hard way. You know, the wizard *is* allowed to pass if he can't make a move.

IF PC IS CARRYING ROTTING MEAT

(she takes out a hankie and starts waving it)

Uh. Hmm. Do...you...think...you...have...to...go outside for anything?

SHOWS OR GIVES ROTTING MEAT (THE SAME GOES FOR ANY ANIMALS)

(alarmed)

Get that out of here this instant!

(PC suddenly is outside schoolhouse)

FAIRY DUST

(she falls asleep reciting addition problems)

JOKE BOOK

Oh, that is written in the Literary Tongue.

(scrunches up her nose to read)

The Book of Four Jokes, and Learned Essays Upon Them.

(purses her lips)

I suppose it's good that at least you read occasionally.

Rebecca Snoot would be a good one to translate the old language. She picks up languages in a snap.

IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

X: [PICTURE OF PERSON]

Did they tell you anything useful?

Y: [PICTURE OF PLACE]

Did you write about that in the book I gave you?

Z: [PICTURE OF THING]

My goodness.

Mushroom People



Author's Note: Of course there are no Mushroom People in *Return to Zork*. These characters were designed and scripted, but never used. In fact, the art work for the Mushroom People was never even drawn.

The role of the Mushroom People was to act as guides to certain parts of the Forest of the Spirits. Things were supposed to have gone something like this:

PC is in the forest. Things would go "crunch" underfoot as you walk

about. They turn out to be friendly little fungi who, if you are nice to them, lead you to the Singing Tree (Tree Spirit). In turn, they would then lead you to the Money Tree. They are the "friends" that are referred to in the Tree Spirit's song.

Activision decided to eliminate the characters on the grounds that they added another, unneeded, level of complexity to an already complex game.

I think they just got underfoot too much.

FIRST ENCOUNTER

(Mushrooms have just been stepped on)

Hey! What do think you're doing!

A: [NO RESPONSE]

(different, higher voice)

Hey! Down here!

(punctuated by voices as if being stepped on)

[DEFAULT A1]

Oo! Ah! Eh! Aaah! Aie!

A2: [NO RESPONSE]

(high voice)

Run!

(go to A1)

A2: [APOLOGETIC]

(go to B)

B: [APOLOGETIC]

Hm! You can show how sorry you are by not stepping on us again!

B1: [APOLOGETIC]

Thank you!

C: [INTEREST]

We're Mushrooms. There's lots of us. Follow us and we'll introduce you to someone very special.

C: [THREATEN]

(go to A2)

C1: [THREATEN]

The tree spirit will get you for this.

WHEN THE MUSHROOM PEOPLE GET CLOSE TO THE TREE SPIRIT, THEY BECOME REVERENT AND BEGIN SHUSHING EACH OTHER AND WHISPERING.

TRANSITION DIALOG

Most people don't know that you can only talk to trees in the spring and summer months. In the autumn they get moody.

There's this big guy who keeps stepping on us. If you see him, maybe you could make him stop. We'd really appreciate it.

Pugney

Poor Pugney is frightened out of his wits by what's been going on. He has boarded himself up in his house.

FIRST ENCOUNTER

(his pitch is near hysteria)

Go away. I haven't got anything for you. I've only got one milk cow and she only eats carrots. Just go away.

A: [THREATEN]

Please. Leave me alone!

A1: [THREATEN]

(go to A)

A2: [APOLOGIZE]

That's all right. Just take what you need and go away. And you can take that ludicrous box out there, too. I dinna order it and I dinna want it. The missus dinna order it and she doesn't want it. And the cow don't need it either.

B: [INTEREST]

I dinna have anything here that can do you any good. And I don't open my door for no one no more.

B1: [INTEREST]

Och, aye, I do make a pretty good haggis.

IT IS IMPOSSIBLE TO SHOW ANY PICTURES TO PUGNEY. IT IS POSSIBLE TO PLAY TAPES FOR HIM. ALL VISUAL CUES ARE USELESS WITH HIM EXCEPT THE JOKE BOOK. HE WON'T OPEN THE DOOR TO LOOK.



IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

X: [VOICE OF A PERSON]

I don't know anyone. Please. Leave me alone.

KNOWLEDGE

JOKE BOOK

Oh. I know that one. Four jokes and learned essays upon them. By Bizboz.

[INTEREST]

No, I cannot read that. I donna have that tongue. I just talk like everyone else.

PC TAKES THINGS WITHOUT PERMISSION

You lyin' thief! I hope the guardian will be getting you for that!

Rebecca Snoot



Author's Note: The design of *Return to Zork* included an underground resistance movement that is attempting to fight back at whoever (or whatever) is causing all of the problems in Zork. The Dwarven General and his

troops were also part of that original theme.

In the final game, the theme was not developed beyond the occasional reference, none of which really ever pays off by the conclusion of the game.

Rebecca is a very bright, self-reliant anthropologist. She is the PC's Underground Resistance buddy against the nameless (although named Morphius) evil that is growing stronger throughout the game.

FIRST ENCOUNTER

*(Rebecca is brushing her teeth.
PC enters uninvited.)*

Huh?

(She punches PC's lights out. PC comes to and Rebecca's standing over PC holding the business end of a gun to PC's nose)

Hold it right there, Buster!

I've got a few questions to ask you.

A: [THREATEN]

I'm warning you.

A1: [THREATEN]



(PC is blown to DOS)

A2: [APOLOGETIC]

That's better.

(She lowers gun)

So what do you want?

You're not from around here. I heard a stranger was poking around town asking a lot of questions and I need a piece of information.

Here.

COPY PROTECTION

- 1: See if you know the answer to this.
- 2: Tell me what this is.
- 3: See if you can figure this out.
- 4: Let me know that you're one of us. Answer this question.
- 5: You just need to answer one question.

IF PC PASSES COPY PROTECTION

(she puts up her gun and uncocks it)

OK. You're all right. So next time try to use the door.

And you don't need to steal anything. I know you're on our side so I'm gonna let you take whatever you need.

SECOND ENCOUNTER

(after PC has established a friendlier footing)

(finds PC wandering the streets)

I'm Rebecca Snoot. We weren't properly introduced.

A: [INTEREST]

What have you got there. Care to show me?

A1: [DECLINE]

Hmm. Well, I guess I'll be going.

A2: [THREATEN]

You're nothing but a wild boar! Eat this.

(she punches PC)

A3: [SHOW PICTURES OR PLAY TAPE]

1: IF PICTURE SNAPPED IN NPC'S FACE

(she smiles)

2: IF NPC HIT WITH INAPPROPRIATE OBJECT

(she punches PC's lights out)

3: IF NPC GIVEN SOMETHING UNNEEDED

(she looks baffled)

IF SHOW OR GIVE NPC ITEM SHE HAS NO INTEREST IN

(her expression doesn't change)

5: IF NPC DOESN'T WANT OBJECT

No, you keep it.

6: IF NPC SEES PC AGAIN

(1st quarter of game)

There you are!

(2nd quarter)

I've been wondering where you've been.

(3rd quarter)

I've been looking for you. Listen to this.

(4th quarter)

I'm glad I found you. Listen.

7: KILL OR ATTEMPT TO HARM NPC

(go to 2)

8: PC DRINKS INVISIBILITY POTION IN FRONT OF NPC

(she looks around)

Hello. Hello?

[REBECCA'S BOOK]

I'm working on a book. It's called *Zork: The Return of Evil*. I'll let you know what I find out.

IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

[PICTURE OF PERSON]

Relative of yours?

[PICTURE OF PLACE]

I haven't been there yet. I'll check it out.

[THING]

I don't know what that is. I'll have to look it up and get back to you.

I don't know what that is.

KNOWLEDGE

[MS. PEEPERS]

Oh, so you've met Mavis Peepers. She's a wealth of information.

[ORB]

- 1: So you got one of Rooper's orbs. They say that those are really ancient crystals.
- 2: I think it's really a lens.
- 3: You know, I think that may have a greater use than conversing with Wizard Trembyle.
- 4: That's part of the Forge. The book says you focus lightning through it.

[MAYOR]

1: The Mayor's office has a great filing system. When I want to know something I don't even bother with the library.

2: We never built a library because the mayor's files were so entertaining.

[LIGHTHOUSE KEEPER]

You know, the lighthouse keeper's going to have to change his name to the keeper if he doesn't get any Illumynite.

[HOLY WOMAN]

There is a legend about a sculpture that moves. I heard something once in connection with the temple. But I can't remember what.

[CANUK]

A long time ago I think I remember seeing Canuk using a vulture to fly to our farm to visit my Dad. Then he tried to sell him these really goofy gizmos.

[COW]

1: I can't seem to find my cow. She must've wandered off.

2: That cow! She tore up Witch Itah's vegetable garden. She only ate the carrots.

3: I'm really worried about my cow. I hope she's OK. The vultures have been carting everything that isn't tied down.

4: Dad always said that milk is good for your eyesight.

[HEAD DWARF MINER]

They all look alike to me.

[DWARVEN GENERAL]

Oh, diminutive miners.

[BLACKSMITH]

Count your fingers after you shake hands with him.

[BAT GUANO]

Hey. Hey. I just read this in an old magazine on magic. It says if you put bat guano in.... I can't read this part.

Anyway, it says you can become invisible. I wonder what that says?

(wanders off)

I wonder what that says?

[BOX OF BRAS]

(she just looks at PC with an eyebrow cocked)

[JOKE BOOK]

1: It's in Magic script. Probably from that senile old wizard from Frobozz. I don't know it.

2: I studied up. I can translate it now.

(tells joke)

Q: Do you know why flatheads write TGIF on their shoes?

A: Toes Go In First.

[MATCH BOOK]

I've heard about the Cliffs of Depression. That's where transluminite comes from. There's a comedy club there.

[LIT MATCHES]

You ought to be careful with those around a barnyard.

[METAL OBJECT, SHINED]

(looks at self in mirror)

1: That's useful.

2: I read in *Magic Monthly* that no wizard should ever be without one.

3: I read in *Magic Monthly* that mirrors reflect spells.

[NEGATIVES]

Hmm. What you need are positives.

[RETURN TALON]

1: The vultures are good for just one thing. And one thing only. Their talons. When you find one, grab it. They're like boomerangs.

2: Oh, I'm glad I found you. Have you thought of tying a rope to the return talon? That way you won't lose it.

[THERMO.22]

Keeps the milk fresh for days.

[GENERAL STORE]

1: That place is full of rats. The owner left it. But we can't find a key for it.

2: Too bad the locksmith left town. Sure would be nice to get in there. I could use a few things.

[INN]

Ugh. That woman. She's got a homily for everything.

[BLACKSMITH'S SHOP]

That guy does nice work, but you've really got to watch him.

[SNOOTS FARM]

My Dad. He collects everything he can get his hands on. His room is so packed with useless items it'd take four hundred years to sort through it.

[PUGNEY'S RANCH]

Poor Pugney. He can't seem to cope.

[VULTURE PITS]

I'm sure they've got an interesting collection of junk there.

[CLIFFS OF DEPRESSION]

Talk about negative energy!

[ANCIENT RUINS]

1: I heard that there was a purpose to those things once.

2: There seem to be a few parts missing.

3: Looks like it stopped in the middle of some complex movement.

4: I read in a book that orbs were used to focus light.

It looks like lightening has struck here recently.

5: I've been reading mythology lately. It says that there used to be a forge at a place called the Ancient Ruins.

6: But it also says there used to be a Cyclops that lived here.

(or)

And I also heard there were grues that attack you in the dark.

(or)

There were supposedly Dangerous Dust Bunnies, too.

(or)

But I also heard there were giant bats that can carry you away.

(or)

And I also heard that the world rests on the shoulders of Giant Brogmoid.

7: If there is a mechanical forge, I can't imagine how it worked. I heard it's made of stone but there are a few parts missing.

8: It says in this book I've been reading, *The Myths of Quendor*, by Belbozz, that the Shrine to the six Ancient Muses of the Arts was sculpted in 966 GUE.

8A: I've heard that the Ancient Muses of the Arts are, in fact, the Ancient Ruins. And maybe that they're part of the forge.

- 9: There's a myth that there used to be an Age of Magic and it was followed by an Age of Science.

(reading)

- 10: "The end of the Age of Magic came about when all the Mages got together to banish Evil. Most of them lost their powers in the process." I guess they thought it was worth it.
- 11: There's also a myth that all magical knowledge of the world was somewhere stored in the Coconut of Quendor. Probably guarded by that Cyclops.

IF NO PROGRESS

- 1: Hey. Come on. Don't just dither around here. Go up to the ruins and poke around there. You might learn something.
- 2: Hi. How's your progress? I just found this out. There's a legend about a fearsome necklace.
- 3: Oh. I learned more about that necklace. It strikes fear into the hearts of your enemies.
- 4: Maybe you should ask someone about some of that stuff you're carting around.
- 5: Somebody's bound to know something useful.

RUNNING COMMENTARY

GENERIC LEAD-INS

You wanna hear something? Listen to this, I just put this together...

Hey. Listen. I just realized something.

Hey, good to see you. I just read something you might be interested in...

Oh, I was wrong about

It's really...

HISTORY

- 1: I know there's something evil happening. And I know its name is Morpheus. It keeps introducing itself in my dreams.
- 2: There have been a lot of disappearances. And I know the presence of the vultures is related.
- 3: I know now who's controlling the vultures. Morpheus. He's taking samples of life forms and turning them into stone statues.

3A: I found out what Morphius is doing with the stone statues.

Oops gotta go.

3B: Morphius is using the stone statues. He's copying the best qualities of every life form and incorporating them into his very being.

4: Morphius must be spending an incredible amount of energy on keeping his samples stone.

(or)

Morphius must be spending an incredible amount of energy to prevent his statues from being de-stoned.

(or)

Morphius must be spending an incredible amount of energy to prevent his statues from being un-stoned.

5: The vultures have been stealing Illumynite from the dwarves. They've had to call in the army to protect it.

6: Canuk used to be so nice. Now he's a slave driver. He engineered the Cliffs of Depression in order to mine transluminite for his crazed building projects. But I can't figure out where all of it goes. I can't see enough buildings to account for all that mining.

CLOSING CARTOON?

Excuse me Mayor. I knew you'd want to meet Mr. Rooper.



Michelle Em's (Zork scriptwriter's) Unfinished Notes About Rebecca:

Ref: Ms. Peepers

- She's a wiz with languages. She picks them up faster than a zorklitz.
- Gives info on Canuk being responsible for the slave mines at the Cliffs of Depression. It seems so unlike him.
- Belboz may have helped build the Ancient Ruins in 966.
- Mention the coconut of Quendor: All the magic in the world is stored in a coconut somewhere.

Rooper

Morphius has been defeated. Rooper comes forward to meet PC.

(In the voice of Morphius)

Ah, the Master Strategist. You'll have to teach me the finer points of Survivor.



Tree Spirit (Singing Tree)



Author's Note: In the final version of *Return to Zork*, the Singing Tree (the Tree Spirit) does nothing else but sing. But she was originally scripted to be more interactive with the PC.

The Tree also mentions the "Mushroom People," characters that

were dropped in the latter stages of the game's production. However the 'shroom folk live on in the Tree's songs whenever she sings the words:

...my friends have
brought you to me.

The "friends" she is referring to are the 'shroomies.

FIRST ENCOUNTER

The tree spirit is melancholy when PC arrives. She is eternal but the presence of evil near her roots makes her feel mortal. She speaks (or sings) in verse.

You, good soul,
my friends have brought you to me.
You must be kind...

(wry)

You must be light footed.

A: [THREATEN]

You will not get far without our help.

A1: [THREATEN]

(branch falls on PC)

B: [INTEREST]

Beyond the trees will be your task.

Past fearful form will be your mask.



B1: [CURIOUS]

The veil of water
shall be yours also.

B2: [BOREDOM]

Listen to the woods when they whisper.

B2a: [INTEREST]

In the whispering woods
the ferryman answers thee,
Keep one for two ways
or forever held there be.

C: [NO RESPONSE]

Morphius' evil power is close. I feel it.

C1: [INTEREST]

The essence of evil has seeped into the rocks,
deep below ground.
Morphius is its name.

C2: [NO RESPONSE]

(go to C)

D: [SMILE]

Many things happen in the forest of the spirits. Be wary.

A1: [FRIENDLY]

Your kindness to the Mushroom people
deserves reward.
In the forest nearby
is a tree of gold.

IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

X: [PICTURE OF PERSON]

I have not seen this person here.

Y: [PICTURE OF PLACE]

I am a tree spirit. I only know what I can feel or what my friends tell me.

Z: [PICTURE OF THING]

I have not seen that before.

KNOWLEDGE

[ORB]

That is very pretty. I do not know what it is, though.

[MUSHROOM PEOPLE]

(smiles)

Why, there they are, at your feet!

IF PC DRINKS ILLUMINADE IN FRONT OF TREE SPIRIT

There is no need to do that here. You'd better refill your flask.

(Tremble responds to that to let the PC know they're invisible)

UPON TREE SPIRIT BEING STABBED, KNIFE, OR ITEM THROWN AT HER

Nature Conservation is your only hope for a future. Treat us kindly.

(PC knocked out of the game and met by Guardian)

GIVE TREE SPIRIT ANYTHING SHE HAS NO INTEREST IN TAKING

I have no need for anything you can give me. Keep it for yourself, you may need it later.

IF YOU SNAP HER PICTURE

There is not enough light in the Forest of the Spirits to take a picture.

Trembyle (Wizard)

Wizard should have four different periods of the game reflected in his delivery: in the beginning, sort of OK, things going downhill, and imminent disaster. Multiple comments for the same location or beast.



GENERIC QUERY

Hello, Hello. Can anybody hear me?

I know we're moving. Hello. Hello. I wonder if anybody out there can hear me?

Can anybody out there hear me?

SWORD COMMENTARY

I can sense that your sword is glowing blue.

It's blue again.

FRIGHT

Yikes!

CAUTION

I'd think about that first.

GENERIC

Hey, Hey. Did you know that...oops. Gotta go. I'll tell you later.

[ABOVE GROUND: BEGINNING OF GAME]

(battery running down)

Hey, Hey. I've been talking a long time. I sense movement. I need a new battery. Can you hear me? A new battery!

APPROACHING THE VALLEY OF THE VULTURES

(heart weary and disappointed)

This used to be called the Valley of the Sparrows. It had a name change recently.

BATTERY FINALLY REPLACED

.....and that's the only way to get out of there alive. I hope you remember that when the time comes.

GENERAL RAMBLING WHILE PC WANDERS ABOUT ABOVE GROUND

We had our hands full back then. Magic was deregulated and every fool with a wand was calling themselves a magician.

Oh, oh. You know, there's more to this story. We had to get power out of evil and the evil out of power. Even if we lost our own in the process. Which we did, for a long time.

Did you hear the one about the appetite of the wild boar? In the forest of the spir...

SHOW OR GIVE NPC ITEM THEY HAVE NO INTEREST IN

You know what they say about casting pearls before boars.

(or)

Casting pearls before boars will lose the pearls and constipate the boar.

IF NPC SEES PC AGAIN

Are we back here again? Don't you have any sense of adventure?

KILL OR ATTEMPT TO HARM NPC

(like Reagan)

Here we go again.

PC DRINKS INVISIBILITY POTION IN FRONT OF NPC

I have the peculiar sensation that I'm floating.

(and)

Hello, hello? Anybody out there?

(and)

Hey, hey. Where am I?

NEAR SCHOOLHOUSE

What, what year is it? The Great Diffusion was 1247. That was four hundred years ago. My birthday must be coming up soon.

[MS. PEEPERS]

Oh, no. Not a test!

[ORB]

I hope someone can hear me out there.

[LIGHTHOUSE KEEPER]

NEAR LIGHTHOUSE

Oh, Oh. I sense we're near the Lighthouse. Ask that old fool how the road to the south is.

NEAR LIGHTHOUSE: TIME PASSES

Show him a picture. You won't be able to get a word in edgewise with that guy.

BREAKS INTO LIGHTHOUSE KEEPER'S MONOLOGUE

That old bore. Oh, oh. That reminds me... Did you hear the one about the appetite of the wild boar? In the forest of the spir...

[MAYOR]

The mayor's office. That windbag could power a city block for a week with one speech!

[BOOS MYLLER]

That guy drinks so much even his plants are potted.

[HEAD DWARF MINER]

They all look alike to me.

[DWARVEN MINES]

Evil magic is drawn to Illumynite like a magnet.

(ALTERNATE)

Evil magic is attracted to Illumynite like a magnet.

(ALTERNATE)

Illumynite attracts evil magic like a magnet.

[CLIFF'S COMEDY CLUB]

[IF PLAYER WAITS A WHILE]

Hey. We're dyin' up here.

[FAIRY]

WHEN SHE SAYS SHE DIDN'T NEED HELP.

Not!

[CANUK]

CANUK'S HOUSE ARRIVAL

Uh oh. We're near Canuk's house. I've known Canuk a very long time... I'll see you later.

OUTSIDE CANUK'S HOUSE

(contradicts Canuk or anyone else)

That's not the way I remembered it.

Rooper had to turn him into a duck in self defense. Canuk's wacko.

(thinks an instant)

Now he's quacko!

[RATS TURNED TO STONE IN BOAT]

Morphius turns everything he wants to stone.

[SNOOTS FARM]

(after being repelled by dog)

That's no poodle. That's a hellhound!

[BEL NAIR TEMPLE]

Feebo's cluster used to be here. Canuk started acting very peculiar after he came in contact with that thing. One night he snuck in and swapped the Cluster for a fake.

[ANCIENT RUINS]

I think we're near something we missed during the Great Diffusion.

[VULTURE PITS]

I sense we're near the vulture pits. Always a bad place.

TREMBYLE'S STORIES

GREAT DIFFUSION

PART OF GREAT DIFFUSION STORY: WHEN SOMETHING BLOWS UP

(great fun)

I remember a great explosion. It was back in 1247. We had to destroy everything magic, whether mechanical or enchanted, it had to go. We even blew up the Frobozz Magic Company and all its inventory. That was a good one!

PART OF GREAT DIFFUSION STORY: NEAR INN

1: It isn't easy to trick evil. Here's what we did:

(the perspective of age on a wild youth)

I can't believe we did this, but we did.

The wizards met in room number two at the Inn of Isenough to plan the Great Dispersal of all magic. Our enemies had placed a spy in Basement level number six, but we knew that. Whup! gotta go.

2: Hey! Hey! Remember that spy I told you about? We tricked 'm. We talked in code.

(he zips out)

3: Hey, Hey! Remember that spy I was telling you about? We let that spy think we were going to hide the magic behind a Wall of Illusion.

But we didn't. We just blew it up. We made a decoy Wall of Illusion. During the explosion the wall went too!

That's what folks now call the Great Diffusion.

(a little tired; the game has progressed)

4: You know, I've lived a long time and what I learned is that you can't get rid of magic. It's like a grue. Show 'm a little attention and they're all over you.

PART OF GREAT DIFFUSION STORY: AFTER WITCH ITAH

We thought we'd gotten rid of the bad magic. Cows got fatter, people slimmed down, food got better. Life was good. But over the years the evil magic began to seep down into the soil. Eventually it settled in the Illumynite. Magic and Illumynite seem to attract.

I remember a witch who had that effect on me...

(he drifts off in a memory)

CANUK/CLUSTER STORY

You remember that cluster. Feebo's Folly they used to call it. The one Canuk walked off with. That Canuk. What a character. You know it took us nearly a century to figure out that he was coo-coo.

Canuk's been overpowered by the Cluster. The Cluster isn't happy being called the Cluster any more. Nooo. It wants to be called Morphius. Has delusions of grandeur, wouldn't you say? And Canuk seems to be taking instructions through it.

It's kind of sad. Canuk and those mindless buzzards.....

(drifts off)

STORY OF THE FLYING DISC OF FROBOZZ

1: Hey, Hey. Remember the spy that believed our story about the Wall of Illusion? Well, the only thing that can shatter a Wall of Illusion is a Flying Disc of Frobozz. So practitioners of evil broke one up and hid all the pieces before we could destroy it.

They also built a secret mechanical forge to put the pieces back together.

2: Hey. You know that Forge I was talking about? No one I know has ever seen this alleged forge, so it may just be myth.

But then there are people out there who don't believe a Cyclops used to live down here. So there's probably a forge somewhere. Only it won't look like a forge.

3: Canuk created a Wall of Illusion for Morphius.

We need the Flying Disc of Frobozz now.

And Morphius is probably doing everything in his power to stop us from reforging the Flying Disc of Frobozz.

[AT THE WALL OF ILLUSION]

Just throw it!

[ON RIVER]

Jump. Jump.

[COW]

I sense the cow is unhappy.

[TROLL LEADER]

I always thought trolls were short.

(or)

I always thought trolls were tall.

(or)

How many older brothers could there be?

[BATS]

Their eyesight isn't that good. It's their navigational abilities.

[BONDING PLANT]

I think it likes you.

IF PC WAITS TOO LONG

Take a picture. It'll last longer.

[DARK]

Ever met a grue?

[EGGING ON PC DURING SURVIVOR GAME]

Go on. You can beat this amorphous mess. It can't make head nor tail of itself.

You're doing great. This rock-hound from hell can only ape you. It can't think for itself!

He's pressuring you. Take your time. THINK ABOUT your next move. You know you can...

Morphius can't concentrate on more than one thing at a time. Keeping us statues is very taxing.

[ROOPER]

Rooper talked me into coming back down here. Rooper. Sheesh. Rooper always has these hare-brained ideas.

Troll Leader



Author's Note: The "Symbol" referred to here is the Necklace of Fear; it was also known

earlier as both the Troll Symbol and the Bat Necklace.

This Fearsome Troll Leader is a blustering phony. He is leader only because he stole the Necklace of Fear that makes other venal beings fear and obey him.

FIRST MEETING

(sneering, growling)

Invader!

So, you made it this far. You may have killed my brother trolls but you won't kill me!

(he holds up the necklace like a cross to a vampire)

(ALTERNATE)

(sneering, growling and trying to hide)

(dialog same as above)

(turning away causes player to suffer a fatal blow)

A: [THREATEN]

I don't know what powers you possess but you are no match for me!

A1: [THREATEN]

(bluffing, looks past PC to possible other trolls who aren't there because they've all been killed...but he's hopeful)

You'll...never...get...out of here...alive.

A1a: [THREATEN]

Wait! No. No. Spare me. I'll give you this necklace. It has magical powers. Just...don't...hurt me.



(snivels, hands over Necklace of Fear)

A2: [NO RESPONSE]

(go to B2)

A3: [USE SWORD]

Ahhrrgg! You'll never leave here alive!

(PC is attacked from behind and killed)

B: [NO RESPONSE]

(belligerent)

Grue got your tongue?

(symbol glows brighter)

You would do well to flee while you can.

B1: [THREATEN]

(go to A)

B2: [NO RESPONSE]

Hmm...Perhaps you are already stone. Let me see...

(taps PC with his sword and injures player)

B3: [USE SWORD]

(go to A3)

C: [FRIENDLY]

(appalled)

First you kill my brothers and now you want to be friends?

C1: [THREAT]

(go to A)

C2: [NO RESPONSE]

(go to B2)

C3: [CAUTIOUS]

(warmly insincere)

You are afraid?

(symbol glows brighter)

There is no reason for you to be afraid.

(PC is killed)

AFTER ANY ONE ITEM IS SHOWN

(PC is killed from behind)

[SHOW PICTURES]

A1: (Troll laughs a cruel laugh as PC is killed)

B: (Troll laughs a gleeful laugh as PC is killed)

C1: (Troll laughs an insane laugh as PC is killed)

1: [PICTURE OF ANY MAN]

(angry/defensive)

OK. So he's tall. So what!

2: [PICTURE OF ANY FEMALE]

OK. So she's tall. So what!

3: [THING]

What in blazes is that? You expect me to know?

4: IF PICTURE SNAPPED IN NPC'S FACE

(picture of outrage)

5: IF NPC HIT WITH INAPPROPRIATE OBJECT

(sputters and spins with outrage)

What! The! You! AAARRG!

(attacks PC)

6: IF SHOW OR GIVE NPC ITEM THEY HAVE NO INTEREST IN

What do I need with that?

7: IF NPC DOESN'T WANT OBJECT

(go to 6)

8: IF NPC SEES PC AGAIN

So, you want to try again?

9: IF KILL OR ATTEMPT TO HARM NPC

(go to A3)

10: IF PC DRINKS INVISIBILITY POTION IN FRONT OF NPC

(looks baffled and dumbfounded)

Come back here and fight.

[DEFAULT]

(PC allowed to hit Troll with inappropriate object now before dying)

11: IF PC IS CARRYING ROTTING MEAT

(Troll sniffs PC)

You're a little ripe. You know that?

12: IF FAIRY DUST USED ON TROLL

(Troll goes to sleep muttering threats)

Come back here and fight. I'll cook your gizzard in bat guano and...feed...it...to you...zug...zzzz

13: IF JOKE PLAYED FOR TROLL

Very funny.

(stabs PC)

14: IF DWARVEN SWORD GIVEN TO TROLL

(he dances a little jig singing)

I've got the Dwarven Sword.

I've got the Dwarven Sword

This fool thinks I'm a dwarf!

I'm a Troll. A troll. Leader of the Trolls. There's no comparison.

(he keels over dead and PC is killed from behind)

TROLL ADDENDUM

That's pathetic.

(imitates sissy hit)

Fight like a troll!

Waif



Author's Note: As we point out in Chapter 5, the creators of *Return to Zork* were a little bit confused over whether the tickets

were for *Dizzyworld* or *DizzyWorld*. As you will see here, they were even referring to it as *Dizzyland* at one time.

This child has escaped the Cliffs of Depression. He is above ground. He needs to be given the Dizzyland tickets by the PC for which he is rewarded with the part of Flying Disc of Frobozz.

IF THE WAIF IS APPROACHED WITH ANYTHING MENACING HELD IN PC'S HAND

(sees something in PC's hand)

Oh!

Don't hurt me with that!

(waif flees)

FIRST ENCOUNTER PC EMPTY HANDED

Oh,

(Gets up to run, stops. He's wary.)

You scared me.

PC COMES BACK AFTER SCARING WAIF OFF OR BLOWING IT THE FIRST TIME

(very cautious)

Stay back. What do you want?

IF PC GOES TO CLOSE UP

(waif flees)



PC RETURNS

Oh, it's you again...

Stay back...OK?

A: [KIND]

I escaped from the Cliffs of Depression. I don't know how long ago.

A1: [KIND]

(wistful)

If only I could go to a happy place...somewhere fun...

A1A: [GIVE DIZZYWORLD TICKETS]

Wow, thank you. I told myself if anyone was ever nice to me I'd give them this.

(hands encrusted disc piece to PC)

My father gave this to me before I escaped. He said it was good luck...I want you to have it.

A2: [NO RESPONSE]

(dejected)

Yeah, but what's it to you?

A3: [INTERESTED]

(suspicious)

Why do you want to know about me?

(sneaks off carefully)

B: [NO RESPONSE]

(go to A2)

C: [THREATEN]

Don't take me back there!

(frightened, he flees)

D: [CAUTIOUS]

(hostile)

Do I scare you because I'm dirty and alone?

D1: [INTERESTED]

(go to A3)

D2: [KIND]

(go to A)

D3: [NO RESPONSE]

(go to A2)

D4: [THREATEN]

(go to C)

IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

V: [PICTURE (OR VOICE) OF MAN]

I don't know him.

W: [PICTURE (OR VOICE) OF WOMAN]

I don't know her.

X: [PICTURE OF PERSON]

I don't know anybody.

Y: [PICTURE OF PLACE]

I haven't been there.

Z: [THING]

I don't know what that is.

KNOWLEDGE

[MS. PEEPERS]

That's my old teacher, Ms. Peepers. I wonder if she'd let me stay with her.

[SCHOOLHOUSE]

That's where I used to go to school. I tried to get in but I can't reach the bell.

[ORB]

I've never seen anything like that.

[MAYOR]

That's the Mayor. He wouldn't know me. But I'd vote for him.

[BONDING PLANT]

Oh, you've got a bonding plant. My dad had one. But when he went to the cliffs, it wilted and he couldn't leave.

[HEAD DWARF MINER]

That's the mine leader. He helped me get away.

[DWARVEN GENERAL]

I don't know him. Uh, he looks just like the mine leader?

[ROAD TO THE SOUTH]

That's the road South. The dead zone.

KILL OR ATTEMPT TO HARM NPC

(looks pathetic)

No!

SHOW OR GIVE NPC ITEM THEY HAVE NO INTEREST IN

(Doesn't respond. Stares back blankly.)

PC DRINKS INVISIBILITY POTION IN FRONT OF NPC

(his eyes go wide in amazement, then fear)

(waif runs away, frightened)

PC SNAPS PICTURE

(waif is gone)

[CLIFF ROBBERSON]

That's my father! I miss him.

Witch Itah

I: [FIRST MEETING]

(absentmindedly dippy; putting a toad in boiling water)

Oh, hello. The potion's not ready yet but you could have a cup of tea. Frogs have to boil down a bit. I used too much water.



A: [THREATEN]

(indignant)

Some guest!

(turns PC into bog slug)

B: [NO RESPONSE]

A little shy, huh? You just sit there and sip your tea until you feel better.

(continues adding disgusting things to pot: dirty roots, lizards, etc.)

B1: [BORED]

Bored are you? A walk in the bogs will cure that.

B2: [SMILE]

Most people wouldn't dare smile at a witch.

(smiles back sincerely)

Someone special used to smile at me like that.

(gets dreamy)

But we haven't spoken in ages...forget why.

(quickly goes back to work.)

B3: [SUSPICIOUS]

(go to C)

C: [CAUTIOUS]

You're wise to take care. A false move around here could cost you dearly.

C1: [THREATEN]

(go to A)

C2: [CONFUSED]

The bogs, honey. They're no place to go unprepared. One false step and *bluop!* There you go.

C3: [BORED]

It's very rude to accept someone's hospitality and then sit there yawning in that person's face.

(she flounces away, back to her pot)

IF PC GIVES HER THE LETTER UNOPENED

(she takes it)

Oh, for me?

(She reads it and gets very misty. This is a letter she's been waiting for. She tears up.)

I must take your boat.

(pause)

[IF PC HASN'T GOT STICK YET]

Let me give you a stick so you can navigate the bogs.

(or)

Why don't you take that stick so you can navigate the bogs.

(she flounces out the door)

Thank you, you're such a dear.

(or)

Toodle-ooo.

IF PC GIVES HER THE LETTER OPENED

(She looks at PC darkly. The room darkens. She reads the letter. She smiles a little melancholy smile at the letter, then glares at PC.)

I'll be taking your boat!

(she grabs a hat and goes out)

IF SHOWN PICTURE OF ANYBODY FROM EAST SHANBAR

[DEFAULT TO: IF PC HASN'T GOT STICK YET]

IF PICTURE SNAPPED IN NPC'S FACE

(smiles)

IF NPC HIT WITH INAPPROPRIATE OBJECT

(go to A)

IF NPC GIVEN SOMETHING UNNEEDED

[DEFAULT ZZ]

Hmm.

[DEFAULT ZZA]

Maybe this could be useful in a potion.

SHOW OR GIVE NPC ITEM THEY HAVE NO INTEREST IN

(go to ZZ)

IF NPC DOESN'T WANT OBJECT

(go to ZZ)

IF NPC SEES PC AGAIN

(go to I)

IF KILL OR ATTEMPT TO HARM NPC

(go to A)

IF PC DRINKS ILLUMYNADE IN FRONT OF NPC

(delighted)

Oh, I can do that!

(disappears)

IF CARRYING ROTTING MEAT

Phew! Get out of here. I only use fresh ingredients in my potions.

IF SHOWN ROTTING MEAT

Get that out of here. I only use fresh ingredients in my potions!

IF PC SHOWS PICTURES OR PLAYS TAPE

NO KNOWLEDGE

X: [PICTURE OF PERSON]

Relative of yours?

Y: [PICTURE OF PLACE]

Is that around here? I don't go out much.

Z: [THING]

Now that's interesting. I wonder what it is.

KNOWLEDGE

[ORB]

Oh, you've got one of Rooper's orb's. He built it with Wizard Trembyle and Moodock. Canuk designed the battery. Canuk must be about 425 years old by now. The Wizard's got to be a lot older than that. They cast themselves a long-life spell before the Great Diffusion.

[INTEREST]

Four hundred years ago, all the wizards got together to dispel evil from the Great Underground Empire. Everything with magical powers was either destroyed or dismantled.

(shrugs)

Fat lot of good that did.

[COW]

[DEFAULT COW A]

Awwww.

(Isn't that cute?)

[DEFAULT COW B]

Have you ever tried to milk a cow with cold hands?

[DEFAULT COW C]

Oh, you'll be needing these.

(gives PC cage of bats)

These little darlings are very useful. And so are their by-products.

[WAIF]

Awwww. I remember him. He came by here just after he escaped the Cliffs of Depression. I tried to cheer him up but he needed something more than I could give him.

[INTEREST]

That place is really depressing. They mine transluminite there. You know, that clear stuff. The whole town's built with it.

[BEN FYSHIN]

That's Ben, my beau.

(with remorse)

Or at least he used to be.

We used to go sailing a lot.

[CANUK]

That's Canuk. He's cute. He was a lot younger than Wizard Trembyle when they cast the long-life spell.

(or)

Canuk must be about 425 years old by now. And the Wizard? He's gotta be a lot older than that.

They cast themselves a long-life spell before the Great Diffusion.

Four hundred years ago, all the wizards got together to dispel evil magic from the Great Underground Empire. Everything with magical powers was either destroyed or dismantled. Hm! Fat lot of good that did.

[DUCK]

(go to Cow A, then)

(go to Canuk, then)

Rooper had to turn him into a duck for his own good.

[WITCH ITAH'S HOUSE]

You think I should plant some more carrots along the path?

[2 ILLUMYNITE ROCKS]

Oh, you've got some Illumynite. You know, the dwarves found a huge piece of it. They used to call that Fibo's Folly...that was before they found a use for the stuff. Poor Fibo. He, wasn't appreciated in his lifetime. Flew out an open mine shaft after a drinking binge. Couldn't tell his left from his right.

[JOKE BOOK]

Oh. Lemme see. Oh, it's in Zorkmid script.

Q: Do you know why most Zork jokes are one line?

A: So Flatheads can remember them.

[STICK (BOGSTICK)]

Oh, you'll need that to navigate the bogs. Go ahead, take it.

[SPIDER]

(go to Cow A)

You know, there's a fear talisman that'll scare the webbing right out of that spider. I used to have it but some little troll lifted it while I was out.

[TROLL GUARDS]

(go to spider)

[TROLL]

(go to spider)

[GENERAL STORE]

Oh, I love that place. They've got the best cereal there...
...it's got great prizes in the box.

(holds out ring on her finger)

[MACHINE (Blacksmith's) SHOP]

(go to general store)

[MOODOCK'S STORE]

(go to general store)

[INCINERATOR]

(go to general store)

[WHISPERING WOODS, ANYTHING RELATING TO]

(go to Cow C)

Whispering Woods



Author's Note: This is the original version of the words of the woods:

Three calls begin,
Two calls return.



Whispering Woods

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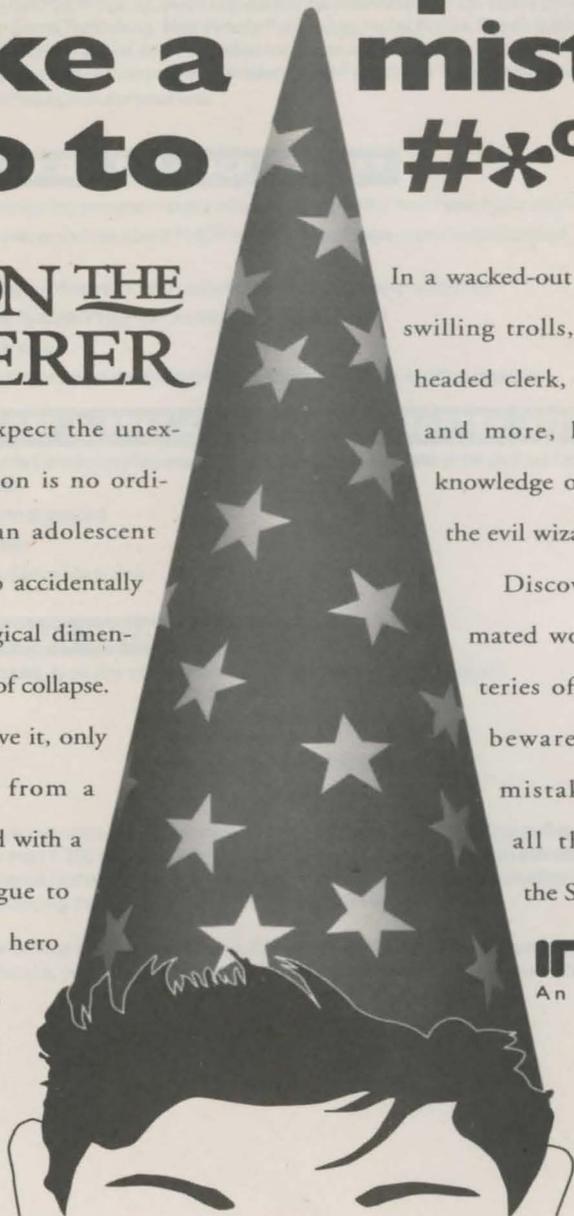
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