



MAP(S) AND HINTS
FOR :

ZORK I

ZORK I

THE COMPLETE GUIDE TO THE DUNGEON

COMPLIMENTS OF :

DIMWIT FLATHEAD THE THIRD

Well, here you are, in the Mirror Room, just standing there, scratching your head and wondering what to do next. You've been everywhere, done everything, seen all there is to see, and yet, you have this nagging feeling that something is missing. That bat, for instance, that keeps dragging you off to the coal mine. Or the platinum bar..bar..bar.. And then there's the entrance to Hades. You wonder if you are actually expected to go in that place. Even if you could get in, you're not sure you're ready for t h a t trip, yet. "I'll wind up there in the end anyway, no sense rushing it," you mutter to yourself.

Looking into the mirror, you see a drawn and bedraggled figure staring back at you. "He looks lost," you think to yourself. "God, but I look a mess!" Idly, you reach out to touch the mirror.. Suddenly, you realize you are not alone and freeze in mid-move. In one fluid movement, you turn and draw the ancient sword. It flashes with a brilliant blue light as you turn to face the Thief.

The Thief is standing there, leaning up against a wall, calmly cleaning his fingernails with a gleaming 10-inch stiletto. "Hello, turkey," he says with a wide grin. "You ain't gone, yet?"

You blanch, completely taken aback. In all the encounters you've had with him, he has never spoken a word. In fact, you were beginning to think that he couldn't speak at all. You grip your sword tighter, tensing for a surprise attack.

The Thief shifts his weight slightly, and goes into a fighting crouch. The stiletto snakes back and forth in front of your eyes. His grin widens as he says, "I wouldn't, if I were you. There are a couple of critters down here that would just love some fresh meat."

"What do you want from me?" you ask, warily. ("God, this guy's fast," you think to yourself.)

"The usual," he says. The grin widens even more, and begins to change into a nasty sneer. "Your money or your life. Maybe both." An evil chuckle issues from his throat as he begins to move toward you.

The sword sings through the air, as you try to remove the Thief's head in one mighty stroke. The Thief ducks, moving inside your guard with incredible speed and flips the stiletto in the air, catching it by the blade. Your sword, completely missing its intended target, whistles harmlessly over the Thief's head and crashes into the stone wall. "Clang!" it says, sending a violent shock wave up the blade, through the hilt, and up into your arms. "Oops," you say, as the sword drops from your nerveless fingers. The Thief swings the haft of his stiletto in a short arc, cracking you up-side the head. "Oh, look at all the pretty stars," you burble, dropping to your knees.

The Thief, meanwhile, begins relieving you of all your valuables, stuffing them into a voluminous pouch he wears at his side. As he bends over to pick your pocket of the last item (a large Emerald), a booklet of some sort slips out of his tunic and lands face down on the floor unnoticed by the Thief, who gazes greedily upon the perfect stone for a moment before stashing it in his pouch with the rest of your treasures.

As you sit there on the floor, slowly shaking your head from side to side, trying to figure out which way is up, the Thief kneels down and lays the razor-edged stiletto against the soft skin of your throat. Not being totally ignorant, you stop shaking your head. He begins to whisper in your ear.

"This is your last chance, Kneejerk," he sneers. "You don't belong here. You're out of your element here. Go back to where you came from while you still can. Or.." The pressure on your throat intensifies, and you feel blood trickling down your neck and into your official L.L.Bean EXPLORER'S SWEATER (Unconditionally guaranteed for 10 years to keep out the cold and dank of any subterranean cavern, or your money cheerfully refunded). "Or the next time we meet, I just might forget my genteel upbringing. Now, you wouldn't want THAT would you?" You start to shake your head, but just in time you think better of it.

The pressure on your throat disappears as the Thief stands up. "And leave my stuff alone. I STOLE THEM FIRST!" In the twinkling of an eye, he is gone, leaving by a secret passage known only to himself.

You sit there for a moment, just breathing, glad to be alive. Shakily, you get to your feet. As you bend over to pick up the sword, you turn to look at the stone wall where the Thief disappeared. Then you look at the sword. Then the wall. Then the sword. Then you spy the booklet lying on the floor.

Ever curious (which is what got you into this mess in the first place), you pick it up, turn it over and begin to read..... As you turn the page, your eyes begin to light up and your heart begins to pound furiously, sending a flush to your face. As you finish the manuscript, a flash of courage and raw power courses through your veins.

Triumphantly, you shout, "I'VE GOT YOU NOW, YOU BASTARD!" The walls reverberate, and the mirror shivers at the sound of your voice, threatening to shatter. Off in the distance, you hear a hollow laugh, demented and devoid of the slightest trace of humanity, "COME AND GET ME, MEAT!" It snarls.

Quickly, you stick the booklet into a pocket of your sweater, look once again at the sword, decide against it, and take inventory of your few remaining possessions.

YOU ARE CARRYING :

A BRASS LANTERN

A NASTY KNIFE

A SMALL BOOK ENTITLED:

THE COMPLEATE GUIDE TO THE DUNGEON
(MAPS INCLUDED)

COMPLIMENTS OF DIMWIT FLATHEAD III

LAMP held high, The NASTY KNIFE held loosely at the ready, you give your pocket one last pat and set off down the nearest corridor.....

You give a small cry of dismay when you realize that most of the following is written in Ebcbdic.

1. Can't get in the House?

13 2 201 162 .

111 2 204 .

2. Can't get into the Underground Empire?

18 70 10 2 165 44 .

18 70 10 2 202 26 .

13 208 2 161 .

3. Can't open the wooden door in the Living room?

1 5 19 , 117 12 214 5 .

1 174 55 114 205 89 111 2 203.

163 2 36 5 111 67 2 164 .

4. The Troll a problem?

53 93 . 41 70 19 166 43 .

13 2 206 .

71 14 #1 1 42 104

5. Can't get back out of the caves?

212 69 209 240 83 .

71 1 211 , 61 107 207 1

66 46 .

11 67 2 168 10 2 106 .

6. Can't find the grate?

6 10 2 45 .

47 2 210 .

7. Can't open the grate?

18 70 108 101 167 .

18 70 44 10 2 105 .

8. Can't find the Jeweled Egg?

18 70 10 2 45 44 .
11 169 3 51 !
169 67 2 51 .

9. Can't open the Egg?

1 5 13 3 50 91 20
117 1 107 213 2 112 .
12 214 5 111 18 172 .
2 170 5 111 18 .
17 18 10 2 37 44 41 5 103 18 .
1 107 86 18 109 102 1 53 93 .

10. Lost in the Maze?

1 107 171 89 49 18 .
17 88 10 34 26 1 11 10 .
13 241 48 10 34 26 .
3 49 77 2 105 70 56 239 3
215 110 .

11. Can't find the Cyclops room?

18 70 14 2 97 77 2 105 .

12. Can't find the Treasure room?

18 70 67 101 2 36 26 .

13. Thief a problem?

1 174 53 93 , 96 .
117 42 13 18 118 216 . 82 #9 .

14. Thief STILL a problem?

1 5 99 101 93 .
41 70 114 217 89 53 . 59 19
54 175
1 171 89 .

15. Thief STILL a PROBLEM?

71 1 69 218 41 238 2 98 ,
53 93 .
1 5 103 93 10 2 4 26 .
57 219 173 52 2 4 26 . 55 116
89 95 3 115 173 100 93 .
220 176 , 1 5 59 18 .

16. Don't know what the pile of plastic is for?

18 70 3 177 33 .

17. Can't inflate the boat?

1 107 182 3 113 .
18 70 58 77 2 60 .

18. Can't turn the bolt at Flood Dam #3?

236 3 180 10 2 16 26 .
59 1 171 2 178 ?
147 231 233 178 .

19. Tired of getting carried off by the Bat?

187 200 120 232 ?
6 10 2 179 .
141 2 199 83 77 2 179 .

20. Can't get the Platinum bar?

187 160 235 1 237 88, 88, 88?
159 119 233 119 .
187 1 229 70 85 158 .
159 _____ 233 _____ .
185 : 158

21. Can't find a god place to dig with the shovel?

141 3 33 74 .
13 2 227 37 .
13 198 .

22. Can't get the Gold Coffin out
of the Temple?

141 196 157 77 166 40 .
80 39 195 55 187 1 182 .
103 3 226 197 35 79 .
79 10 2 194 26 .
1 5 189 17 2 230 10 2 33 35
193 18 .

23. Can't get into Hades?

78 2 38 .
147 2 153 .
152 191 , 228 & 156
18 70 3 190 38
151 155 , 7 225 , 78 190 .

24. Cyclops a problem?

41 137 224 . (*) 75 93 91
(%) 154 93 .

(*) 212 70 3 114 140 192
89 75 2 36 10 2
190 38 .

(*) 78 2 190 114 32 .

(*) 6 14 2 #1 149 77 34
136 35 138 34 66 .

(*) 185 : 2 #1 184 77 2
#1 149 77 34 136 .

(*) 10 139 76 , 92 188
2 36 .

(*) 185 : 92 10 2 36 26 .

(*) 71 1 154 93 , 223
135 93 2 73 .

25. Looking for a pot of Gold?

133 2 148 .
6 32 14 2 132 .
141 3 33 74 .
133 18 14 2 150 .

26. Don't know what the washing
machine is for?

17 88 10 18 35 147 18 15 .
18 70 186 134 3 68 72 .
187 146 77 30 69 1 10 ?
17 2 129 10 18 . (59 19 144
89 130 18 67 134 1 81
2 222 131 .)

27. Can't get the machine to work?

6 10 2 16 26 .
13 2 20 .

28. Need light past the Timber
room?

1 182 87 7 84 89 86 3 7
10 2 127 26 .
2 183 26 70 242 77 2 27 .
1 5 29 35 65 2 28 10 2
183 26 .
17 3 7 10 2 28 35 65 18 128
11 89 2 31 26 35 145 2 126
7 128 11 8 2 221
2 143 21 2 46 , 70 85 111
119 124 .

29. Don't know what to do in the
Mirror room?

6 10 2 22 .
3 64 181 71 234 61 142 66 .
25 83 , 25 83 35 9 12 .
125 9 2 22 . 11 58 .

30. What's in the sack in the
Kitchen?

111 18 67 .

31. Where can I store my treasures
safely?

1 5 13 2 4 26 24 .
13 2 62 23 .

32. Still 1, 2, or 3 treasures
short?

141 2 112 67 2 51 .
123 2 112 243 88 160 .
1 81 111 67 2 122, 81 1 19 ?
71 1 17 #19 4 10 2 62 23 , 2
#20 4 107 121 21 63 .

You sigh in relief as you realize that this must be the Ebdician equivalent of the 'Rosetta Stone'.

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|--------------|------------------|
| 1. YOU | 2. THE |
| 3. A | 4. TREASURE |
| 5. CAN | 6. LOOK |
| 7. LIGHT | 8. THROUGH |
| 9. TOUCH | 10. IN |
| 11. GO | 12. SOMEONE |
| 13. TRY | 14. AT |
| 15. ON | 16. MAINTENANCE |
| 17. PUT | 18. IT |
| 19. NOT | 20. SCREWDRIVER |
| 21. BY | 22. MIRROR |
| 23. CASE | 24. CHUCKLE |
| 25. REACH | 26. ROOM |
| 27. SOLUTION | 28. BASKET |
| 29. RAISE | 30. MINE |
| 31. TIMBER | 32. CAREFULLY |
| 33. BOAT | 34. EACH |
| 35. AND | 36. CYCLOPS |
| 37. CAVE | 38. BOOK |
| 39. HELP | 40. SURROUNDINGS |
| 41. HE | 42. DON'T |
| 43. FRIEND | 44. SOMEWHERE |
| 45. WOODS | 46. WAY |
| 47. MOVE | 48. DIRECTIONS |
| 49. MAP | 50. KNIFE |
| 51. TREE | 52. ENTERING |
| 53. KILL | 54. ATTACK |
| 55. BE | 56. SUPPLIED |
| 57. SAVE | 58. NORTH |
| 59. DO | 60. RESERVOIR |
| 61. I | 62. TROPHY |
| 63. ITSELF | 64. TOUCHING |
| 65. LOWER | 66. ONE |
| 67. UP | 68. SQUASHING |
| 69. ARE | 70. IS |
| 71. IF | 72. MACHINE |
| 73. WATER | 74. RIDE |
| 75. SCARE | 76. MYTHOLOGY |
| 77. OF | 78. READ |
| 79. PRAY | 80. SPIRITUAL |
| 81. DID | 82. SEE |

- | | |
|-------------|------------------|
| 83. OUT | 84. SOURCES |
| 85. AN | 86. GET |
| 87. TWO | 88. SOMETHING |
| 89. TO | 90. ON |
| 91. OR | 92. ODYSSEUS |
| 93. HIM | 94. HOW |
| 95. DIE | 96. EVENTUALLY |
| 97. END | 98. EGG |
| 99. RUN | 100. KILLING |
| 101. FROM | 102. AFTER |
| 103. FIND | 104. SUCCEED |
| 105. MAZE | 106. STUDIO |
| 107. WILL | 108. LOCKED |
| 109. BACK | 110. GUIDE |
| 111. OPEN | 112. CANARY |
| 113. PUMP | 114. VERY |
| 115. LOT | 116. PREPARED |
| 117. BUT | 118. TOO |
| 119. FIRE | 120. VAMPIRES |
| 121. APPEAR | 122. BUOY |
| 123. WIND | 124. CHUCKLE |
| 125. SIGH | 126. OTHER |
| 127. DRAFTY | 128. THEN |
| 129. COAL | 130. CLOSE |
| 131. TIME | 132. EFFECTS |
| 133. WAVE | 134. LIKE |
| 135. GIVE | 136. SENTENCE |
| 137. LOOKS | 138. STUDY |
| 139. GREEK | 140. SUBTLE HINT |
| 141. TAKE | 142. SAW |
| 143. TORCH | 144. FORGET |
| 145. DROP | 146. KIND |
| 147. TURN | 148. SCEPTER |
| 149. WORD | 150. FALLS |
| 151. RING | 152. CERTAIN |
| 153. PAGE | 154. FEED |
| 155. BELL | 156. PRAYERS |
| 157. NOTE | 158. ECHO |
| 159. FIGHT | 160. HAPPENS |
| 161. RUG | 162. SIDE |
| 163. ONLY | 164. PASSAGE |

165. HOUSE	166. YOUR
167. BELOW	168. CHIMNEY
169. CLIMB	170. THIEF
171. HAVE	172. SAFELY
173. BEFORE	174. MUST
175. UNLESS	176. TRYING
177. MAGIC	178. WRENCH
179. SACK	180. BUTTON
181. SCENE	182. NEED
183. SHAFT	184. LETTER
185. TYPE	186. MORE
187. WHAT	188. KILLED
189. ALSO	190. PRAYER
191. NOISES	192. ON HOW
193. DEFLATE	194. ALTAR
195. MAY	196. SPECIAL
197. PLACE	198. AGAIN
199. GARLIC	200. KEEPS
201. EAST	202. LIVING
203. DOOR	204. WINDOW
205. CLEVER	206. SWORD
207. TELL	208. MOVING
209. FIVE	210. LEAVES
211. WANT	212. THERE
213. BREAK	214. ELSE
215. BASIC	216. SOON
217. HARD	218. SURE
219. GAME	220. KEEP
221. CRACK	222. FIRST
223. THEN	224. HUNGRY
225. CANDLE	226. HOLY
227. SANDY	228. LIGHTS
229. HEAR	230. COFFIN
231. BOLT	232. AWAY
233. WITH	234. EVER
235. WHEN	236. PUSH
237. SAY	238. HAS
239. AS	240. WAYS
241. ALL	242. ONE-HALF
243. UNTIL	

