

QUESTS NOTES



ZORK II

Wittgenstein's philosophy is an organization
founded with the aim of providing a
method for the clarification of thought.
The method is based on the analysis of
the language we use in our daily life.
The aim is to show that the meaning of
words is determined by their use in
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INTRODUCTION

Witts' End, Assoc. is an organization founded with you, the user in mind. We provide quality support for adventure games of all types, and from all different companies. We do this at a low cost to you. Because we charge so little for our products, currently no Witts' End packages are printed.

In the future, if these booklets prove to be a success, we may add the professional touch. That means adding color and a non-copyable format. That also means that we may begin charging some outlandishly high price. However, until then all that we can do is ask you to return our good faith in you and not distribute copies to all of your friends.

Remember, each booklet that we sell represents months of work by a large group of people. Not that we didn't enjoy every minute of it!

Thanks,
Ed

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCDQ SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ = 1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ = CHR$(3) THEN 180
60 PRINT CHAR$
70 A = ASC(CHAR$)
80 IF A = 90 THEN A = 64
90 IF A = 13 THEN 10
100 IF A <> 32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

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ON THE ORIGIN OF ZORK

The Zork series was created several years ago in the M.I.T. research center. At the time, the program was called Dungeon. Dungeon was a vast program that contained elements of all three Zorks.

The word Zork itself was originally an exclamation that Blank and Lebling tossed around. Like, "Zork, look at that!" Supposedly the word fit so it became the title of the series.

Originally, the Dungeon program floated around mainframes in the same manner as the Original Adventure. Eventually, David Lebling and Mark Blank came to the conclusion that publishing it would be a successful venture. So they wrote the first Zork, which is about two thirds from Dungeon.

Zork was published by Personal Software in 1980. It sold very well, but a problem arose. Personal Software metamorphosized into Visicorp and had to drop all of its entertainment programs. The Zork authors were going to be stranded.

Fortunately, Infocom began producing the software by itself, independent of Personal Software. They soon found that they too could sell software packages. The Zork series has made Infocom into what it is today, a major software development firm.

Why has Zork become so phenomenally successful? Well, maybe when you analyze their product, you realize that the rise wasn't phenomenal, it was inevitable. The Zork series stands a mile above other adventure games.

All of the Zorks have good themes. The theme of Zork I is based in mythology though it is basically a treasure hunt. But a good one. Zork II's primary theme is magic, that and another treasure hunt. Zork III is not a treasure hunt and its major theme is benevolence, along with wisdom, strength... well, we won't go into that here. The point is that all of the themes involve excitement, action and thought, none are dull.

The Zorks are more complex than their fellow adventures. No command has to be limited to the "get this", "drop that" scenario. In Zork, one can say "take all but the persian rug and exotic parrot." The authors have also planned many complex and involved processes to keep you thinking.

The parser cannot understand relative pronouns or indirect objects (with some exceptions.) Objects themselves can be examined but, in Zork at least, no objects have textures and few have smells. The largest complaint is that the parser does not understand some words that are in the description.

Yet all in all, the Zorks are a fantastic series. They all tie together and chronicle a fascinating history of the great underground empire.

GENERAL HINTS

Zork II by Lebling and Blank is the second adventure in that very popular trilogy, the saga of the great underground empire. Zork II, as far as plot and originality is concerned, is in our opinion, the best of the Infocom games to date.

Zork II is a large game, both in locations and in the number of puzzles. There is a heavy use of magic and a very strong vein of humor. Humorous situations abound, comments and little notes in the description are everywhere. After you've solved the game, you will probably go back to Zork II to experiment.

Zork II would be a very pleasurable (and easy) experience were it not for that hopelessly random wizard. The great and powerful wizard of frobozz loves nothing more than to zap up-and-coming adventurers with his trusty magic wand. For more on him, see his character analysis.

The authors have taken most, (but not all) of the extra puzzles from Dungeon and put them in Zork II. You should find them all logical, if not simple. Dealing with characters is never easy, you'll always need something to handle them.

A new element has been introduced into Zork II. It involves the parser. When you want to speak to a character such as the

robot, say 'Tell robot, "Get red cake."'. You must use quotes. This idea was expanded in other adventures to the extent that Deadline requires nearly all of this type of input.

The goal of Zork II is secret but it should become obvious once you've delved sufficiently into the puzzles. Actually, there are several goals, one of which is to reach Zork III. The answers to the others may become obvious once you've passed away...

Look for particular themes when trying to solve puzzles. Glancing at the map may be helpful when trying to answer the riddle. The oddly angled room(s) have a theme which one discovered should make solving it much easier. Above all, have patience (and watch for assumptions in parenthesis!).

THE WIZARD OF FROBOZZ

One of the principle attractions of Zork II is that wonderful dynamic character, the wizard. Dressed in a long cloak and pointed hat covered with astrological signs, and constantly accompanied with his magical wand, the wizard is your stereotypical mage.

Many people ask if the wizard must be killed to win the game. The answer to that is that it's up to you. The way the game is set up, all that you need is the wand, you don't have to kill the wizard to get it. So you should weigh the pros and cons when making your moral decision.

To do this, one must go into a detailed study of this most colorful character. Did the wizard ever cast a "float" spell while you were in the balloon? Has he ever cast a "feeble" spell just when you needed to pick up items fast? Or did he ever make you fierce when you needed to be diplomatic? What about all the times you tried to communicate with him, only to be looked upon as a canine?

On the positive side, the wizard does have some human qualities. He usually never casts any spells on you that are more than a nuisance. If you've noticed, the wizard is very upright and moral when it comes to fair damsels in distress. And anyone who would turn weapons of destruction into bouquets of flowers can't be all bad...

Often, the wizard gives the impression of a dottering old man on the verge of senility. Think of all the useless mumbling and puffs of blue smoke that come crackling harmlessly out of his sleeves. Just read his degree or see his supply of burnt out wands and you'll know what kind of wizard he is. Certainly, he gives the appearance at these times of being an object of pity rather than scorn.

When you reach a position in the game where you can decide whether he lives or dies, you'll know what to do. When he begins cowering in the corner, fearing for his life, your mind will be made up.

Because this is an adventure, you have the privilege of trying both ways and seeing which one gives you more satisfaction. Or do any of them? The fact that one can discuss this character for so long says something for Zork II.



ABOUT THE MAP

Zork II's map sprawls across four pages. All four pages, when positioned in the correct manner, form a large rectangle. In Zork II there are no real dividing lines, each area seems to merge into the other. Therefore, we made the map homogenous, each region is displayed in its natural place so the map is not broken up.

Some people complain about the oddly angled room(s) maze. They are upset that it is not mapped out. Well, that's not our fault, the maze cannot be mapped. If we showed the correct sequence of moves on the map it would give the problem away. Rest assured that once you figure out the problem, it's not hard to find your way around. Anyway, it's in the booklet.

The key should explain everything that this page doesn't. Just remember that you can't go everywhere the map says without solving some of the problems. The map displays only those items that are immediately visible when you enter a room.

Another problem area is the volcano region. Even though there are no up symbols, they ledges are laid out in a vertical fashion. Again, reaching them requires solving some problems. Be careful of shoddily built caves too!

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THE GARDEN

- shld?
(qhmf).
- How do I get out of the gazebo?
 - Hs'r mns sgzs gzc. Jddo sqxhm
 - Sqx dwhs fzydan.
 - How do I go back to Zork I?
 - Dwhs sgd azqqnv.
 - Rnqqx, nmkx nmd fzld sn z chrj.
 - Why do I get killed in the topiary?
 - Fnnc ptdrshnm.
 - Gnvduq hs hr mns hlongszms.
 - Sgdrd gdcfdr qdzkkx cnm's khjd xnt.
 - Cnm's kds hs ansgdq xnt.
 - What do I do with the unicorn?
 - Sgd tmhbnqm hr zeazh
 - Hs vkk mns
 - Gnvdu

CAROUSEL AREA

1. Why do the directions on the map not line up with where I end up (when I leave the carousel room)?

- A. Sgd zmrvdq rgntkc ad nauhntr.
- B. Sghr qnnl hr rohmmhmf.
- C. Sgd lzo hr rds to rn sgzs vgd...m...
- D. Bzqntdrk hr rsnoode, hs vhkk ad zbbtqzsd.

2. How do I stop the Carousel?

- A. Sgd zmrvdq hr hm 'zanud sgd vdkk'.
- B. Cn xnt vzms sn jmnv mnv?
- C. Sgdqd hr z atssnm hm lzbghmd qnnl.
- D. Sgd qnans vhkk oqdr hr.

3. How can I move the menhir?

- A. Sgdqd zqd rdudqzk vzxr.
- B. Gzud xnt sqhdc aknvhmf hs to?
- C. Rzud sghr enq kzsdq hm fzld.
- D. Xnt mdde sgd vhyzqc'r vzmc.
- E. Sgd cdlnm vhkk lnud hs snn.
- F. Sqx eknzshmf hs vhsg vzmc.

4. How does one get into room eight?

- A. Jddo sqxhmf. Nmd chqdbshnm vhkk vnqj.
- B. Xnt bzm's tmsk bzqntdrk hr rsnoode.

5. What do I do with the grue repellent?

- A. Cn xnt jmnv vgzs z fqtd hr?
- B. Qdzc sgd kzadk.
- C. Vgdqd hr z okzbd ne cdzsg?
- D. Sqx sgd bqxs.
- E. Roqzx hs nm xntqrdke.

6. What is the clay brick's purpose?

- A. Sgdqd hr mns dmntfg sn athkc gntrd.
- B. Vgdqd hr xntq btqhrhsx. Dwodqhlms!
- C. Sqx atqmhmf hs.
- D. Hs lzjdr z mhbd anla.

7. What is the braided string's purpose?

- A. Rdd pdrshnm rhw.
- B. Hs rgntkc ad nauhntr ax mnv.
- C. Sgd rsqhmf lzjdr z etrd.
- D. Rshbj hs hm sgd anla (aqhbj).

8. How do I kill the Dragon?

- A. Sqx zsszbjhmf ghl.
- B. Xnt bntkc mdudq jhkk ghl ax xntqrdke.
- C. Sqx aknvhmf ghl to.
- D. Gd hrm's zkk sgzs rlzqs.
- E. Gd bzm ad dmqzfdc zmc cn qzrg sghmfr.
- F. Gzud xnt dudq zsszbjdc zmc kdes qnnl?
- G. Sgdm xnt bzm qtm azbj hm.
- H. Gnod xnt rzudc fzld. Kdzc ghl sn qhudq.
- I. Mn, szjd ghl sn hbd qnnl.

9. How can I open the door in the tiny room?

- A. Knnj hmsn qdc rogdqd. He xnt gzud hs.
- B. Nq knnj sgqntfg sgd vhmenv.
- C. Sgd jdx hr nm sgd nsgdq rhcd.
- D. Nodm sgd khc zmc fds sgd jdx.
- E. Otrg nts ne jdxgnkd vhsq kdssdq nodmdq.
- F. Xnt mdde sn bzsbg sgd jdx.
- G. Sqx hmrdqshmf okzbdlzs tmedq sgd cnnq.
- H. Mnv sgzs'r oqdssx bnlokdw.

10. What do I do about the glacier?

- A. Hm sgd hbdqnnl?
- B. Vzhs tmskh hs lnudr (Z edv zfdr).
- C. Xnt lhfgs sqx ldkshmf hs.
- D. Lzsbgdr zqdm's udqx deedbshud.
- E. Sqx aknvhmf hs to.
- F. Bgho z gnkd enq anla vhsq rvnqc.
- G. Mn, xnt mdde ltbq lnqd gdzs.
- H. Vgzs zants sgd cqzfnm?
- I. Rdd ptdrshnm dhfgs.

11. How do I get past the lizard?

- A. Gd hr z ahf oqnakdl.
- B. Ghr vdzej rons hr ghr zoodshsd.

- C. Gd vhhk dzs zmxsghmf.
- D. Hmbktchmf anlrr.
- E. Gnv zants sgd ekzrj ne onhrnm?
- F. Ots hs hm sgd rsddk anw.
- G. Mn, gd khjdr bzmehdc fqzrrgnoodqr.
- H. Sgdqd zqd rnld hm vzsdq hm onnk qnnl.

12. How can I unlock the lizard's door?

- A. Sqx sgd jdx eqnl shmx qnnl.
- B. Ehqrs sgd khyzqc ltrs ad cdzks vhsq.
- C. Sgdqd hr zmnsdq jdx.
- D. Hs hr gzmfmf eqnl mdbj ne tmhbnqm.
- E. Sgd oqhmbdrr vhhk fds hs enq xnt.

13. How do I handle the princess?

- A. Cnm's lzmgzmekd gdq.
- B. Rgd hr hm z sqzmbd eqnl cqzfnm.
- C. Sqx vzjhmf gdq (nqjhrhmf gdq).
- D. Nq xnt bntke nodm sgd bgdrs.
- E. Rszqs enknvnmf gdq.
- F. Xnt bzm nodm bgdrs kzsdq.

THE RIDDLE REGION

1. What is the answer to the riddle?

- A. H gzsd sn fhud hs zvzx.
- B. Sqx mns sn sghmj ne gtlosx ctlosx.
- C. 'Cqzv'bzm qdedq sn vzsdq zkrn.
- D. 'Szzk'bzm ldzm cddo.
- E. Sgd zmrvdq hr z vdkk.
- F. Dwzbs vqchmf hr 'zmrvdq "z vdkk"'. .

2. What do I do by the bucket?

- A. Vgzsz vzr sgd zmrvdq sn sgd qheckd?
- B. Vgzsz hr trtzkkx hm z atbjds hm z vdkk?
- C. Sqx dmsdqhmf zmc ehkkhmf hs vhsg vzsdq.
- D. Nq sgqnv bnhm hm zmc lzjd z vhrq..

3. What do the buttons do?

- A. Sqx otrghmf sgd1.
- B. H gnod xnt rzude sgd fzld.
- C. Sgd atssnmr.bnmsqnk bzqntdrk qnnl.
- D. Sqhzmftkzq nmd lnud rohm sn knv qnnl.
- E. Rptzqd atssnm hmbqdzrdr rohm.
- F. Qntmc atssnm cdbqdzrdr rodde.

4. What is the robot for?

- A. Sgd qnans hr udqx trdetk.
- B. Gd bzmmns ad dkdbsqnbtsc.
- C. Qdzc sgd hmrsqtbsnmr nm gnv sn trd.
- D. Gd hr udqx rsqnmf snn.
- E. Gnvduq gd hr rgnechkx lzcd.

5. Where is Alice?

- A. Vqnmf vnkqk.
- B. Zkhbd vzrm's hmuhsdc sn sdz.
- C. Adrhedr, vgn vntke rdqud?

6. What are the cakes for?

- A. Sqx dwodqhldmshmf vhsg sgd1.
- B. Dzshmf sgd1 zkvzxr vnqjr.
- C. Zkrn xnt bntkc qdzc sgd1.
- D. Trd z lzfmhexhmf fkzrr (ekzrj).
- E. Fqddm nmd rgqhmjr xnt.
- F. Aktd nmd lzjdr xnt fqnv.
- G. Qdc nmd lzjdr xnt sghqrsx.
- H. Nqzmf nmd aknvr to.

7. What are the posts?

- A. Gzud xnt rgqtmj?
- B. Qdldladq sgdqd vzr z szakd hm qnnl?
- C. Sgd1rd zqd sgd kdf1r.

8. How do I get the something in the pool of tears?

- A. Sqx oktffhmf sgd kdzj.
- B. Cqhmj sgd onnk.
- C. Nq cqzhm hs.
- D. Trd nmd ne sgd bzjdr.
- E. Vghbg nmd duzonqzsd1r sghmfr?
- F. Sqx sgd qdc nmd.

9. What do I do about the cage?

- A. Xnt bzm cn mnsghmf vhsq hs.
- B. Xnt cn fds z edv dwsqz lnudr, vgx?
- C. Sgdqd hr rnldnmd vgn bzm lnudr hs.
- D. Sdkk sgd qnans 'Khes Bzfd'.
- E. Sgd qnans ltrs ad hm sgd qnml.

10. Why does the bucket disappear?

- A. Xnt zqd vzrshmf shld.
- B. Vzsdq chrzoodzqr hm nmd gtmcqd lnudr.

THE BANK OF ZORK

1. What is the importance of the frescos?

- A. Dwzlhmd sgdl. Dminx sgdl.
- B. Vgn akzbdmdc sgdl?
- C. Zm zmfqx cqzfnm mn cntas.
- D. Sghr gqr mnsghmf sn cn vhsq sgd azmj.

2. Where are the tellers?

- A. Cn xnt gzud z anw gdqd?
- B. Sdkkdqr cnm's gzmf zqntmc svn bdms.
- C. Gzud xnt addm hm sgd rlzkk qnml?
- D. Sgd dohbdmd fmlld ne ytqhbq zoodzqr.

3. What does 722 GUE mean?

- A. Sghmj zants hs.



- B. Hs hr sgd xdzq uztkz vzr athks.
- C. Hm chlvhs'r oqhld.

4. Why does the alarm ring?

- A. Xnt ltrs jmnv sgd zmrvdq.
- B. Chcm's xnt itrs rsdzk sgd onqsqzhs?

5. How do I get out of the safety depository?

- A. Itrs cqno sgd sqdzrtqd.
- B. Chc xnt mnshbd sgd btqszhm ne khfgs?
- C. Qdze sgd azmj aqnbgtqd.
- D. Dmsdq sgd btqszhm ne khfgs.

6. How do I get out of the small room?

- A. Gnv chc xnt fds hm?
- B. Vzkkz zqdm's zkvzxr udqx rnkhc.
- C. Nesdm sgd x itrs zoodzq sn ad.
- D. Xnt bzm dmsdq rntsg vzkk.
- E. Chc sgd btqszhm cnnq bknrd?
- F. He sghr gzoodmr, fmlld zoodzqr.
- G. Xnt ltrs fhud ghll rnldsgghmf uzktzakd.

7. How do I get the treasures back from

the gnome?

- A. Qdstqm vhsq sgd vzmc.
- B. Vzud hs zs sgd fmnld.
- C. Hmbzms 'ehkbg'.
- D. Xnt bzm's xnt cnm's gzud z anw mtladq.

8. How can one enter the vault?

- A. Sqx akzrshmf.
- B. Xnt bzm fds sgqntfg sgd btqzhm.
- C. Vntke xnt khjd sn lzjd z vhsqczvzk?
- D. Sgdqd zqd entq vzxr sqqt btqszhm.
- E. Hs zkk cdodmer vghbg vxz xnt dmsdq cdo.
- F. He xnt dmsdq eqnl rntsg, hs'r rlzkk qnnl.
- G. He xnt dmsdq eqnl vdrs, vdrs uhdvhmf.
- H. He xnt dmsdq eqnl dzrs, dzrs uhdvhmf.
- I. He xnt dmsdq eqnl mnqsg, (rlzkk) uztk.

9. How do I get out of the vault?

- A. Gnv chc xnt fds hm?
- B. Rdd ptdrshnm rhw.
- C. Sqx dmsdq mnqsg vzkk.



INSIDE THE VOLCANO

1. How do I use the basket?

- A. Cndr hsr zoodzqzmbd rtffdrs zmxsghmf?
- B. Sghr hr z azkknm (tmhmekzsd).
- C. Ehmc rnld gdkhtl fzs.
- D. Gns zhq vnqjr vdkk snn.
- E. Sqx atqmhmf rnldsghmf (bkta) hm qdbdos.
- F. Lzjd rtqd sgd qdbdoshbkd hr nodm.
- G. Qdzc sgd kzadk enq lnqd hmenqlzshnm.

2. Where is the secret passage?

- A. Zrj sgd fmnld.
- B. Knnj zs sgd lzo.
- C. Nm sgd uhdvhmf kdcfd.
- D. Bkhla cnvm nm sgd vhqd zmc gnnj.
- E. Sgdqd hr mn rdbqds ozrrzfd.

3. Why does the volcano erupt?

- A. Cnm's akzrs hmcdrbqhlhmzsdkx.
- B. Zr knmf zr xnt zqd nts ne sgd vxz...
- C. Hs hr zkk qhfgs.
- D. Hs hr zlzyhmf xnt cdbncdc sghr ptdrsnm.

4. What do I do with the books?

- A. Qdzchmf sgdl cndr sgd sqhbj.
- B. Fhud sgdl sn qnans sn sqzmrkzsd.
- C. Nmkx sgd vghsd bzm ad qdzc.



- D. Annjr bzm ad nodmde snn.
E. Sqx nodmhmf sgd otqokd nmd.

5. How do I open the iron box?

- A. Nhk sgd ghmfdr.
B. Xnt lhfgs qdzc hsr cdrbqhosnmd.
C. Rnldnmd bghoodc z gnkd hm hs.
D. Vgzs gzudm's xnt trdc zkk sghr.
E. Sqx trhmf sgd anla (aqhbj zmc rs).
F. Lzjd rtqd xnt fds zvzx hm shld.

6. What does the volcano Gnome do?

- A. Gd hr z ozhc ctmfdrn vnqjdg.
B. Gd cndr zbbdos fqzsthshdr (shor).
C. Gd vhkk rgnv xnt sgd vzx nts.
D. Ats xnt'ud fns sn fhud to rnldsgghmf.

BEYOND THE GUARDED ROOM

1. Can the owl be animated?

- A. Vgzs cn xnt sghmj?
B. Nmkx he xnt vzud vzmc zc.
C. Hmbzms 'eqdd'.
D. Enqfds hc.

- A. Chc xnt sqx hs?
B. Vntkcm's hs ad fqdzs he nmd bntkc!

3. What does one do with the stands?

- A. Xnt cnm's gzud sn ad z idvdkdq...
B. Sn ehftqd hs nts.
C. Vgzs vntkc ehs nm sgd1?
D. Ots rogdqdr nm qdrodbshud rszmc.

4. How do I get in the aquarium?

- A. Xnt cnm's vzms sn ad hm sgdqd.
B. Mns vhsg sgzs rdqodms ktqjhmf zants.
C. Vgx cnm's xnt sqx jhkkhmf gh1?
D. Ontq sgd ekzrj hm sgd zptzqhtl.
E. Gd bzm's aqdzsgd vhsgnts vzsdq.
F. Sqx aqdzjhmf sgd fkzrr vhsg gduzx naidbs.
G. Mdws shld sgqnv rnldsgghmf.

5. What do I do with the black sphere?

- A. Hs hr trdc mdzqax.

- B. Vgdm xnt chd, vgn hm qnnl ne akzbj.
- C. Akzbj rogdqd gnker sgd cdlnm.
- D. Duhk rohqhsr bzm ad okzbdc hm odms.
- E. Sqx okzbhmf hs hm sgd odmszfzql.

6. What is the pentagram for?

- A. Xnt ltrs qdzkkx ad gnmdrs...
- B. Rdd ptrshnm ehud.

7. What does the demon want?

- A. Gd sdkkr xnt vgzs gd vzmsr.
- B. Sdkk ghl vgzs xnt vzms.
- C. Gd dwodbsr rnld rnqs ne ozxldms.
- D. Dwbdos hm sqnogx bzrd.

8. What should I ask of the Demon?

- A. Cdlnmr zqd udqx vhrd...
- B. zmc onvdqetk.
- C. Zrj ghl sn fds sgd vzmc.
- D. Nq zrj ghl sn fhud sgd vzmc.
- E. Cn xnt gzsd sgd vhyzqc? (rxx jhkk vhyzqc).
- F. Nq zrj ghl sn lnud sgd ldmghq.
- G. Gd bzm cqno hs zs xntq edds snn.
- H. Sdkk ghl sn jhkk bdqadqtr (gz gz).

9. Where does the wizard run off to?

- A. Bzm xnt ftdrr sgd zmrvdq?
- B. Vhsgnts sgd vzmc gd hr cdedmrkdrr.
- C. Vntkcm's hs ad etm sn 'E' ghl!

10. How do I get the serpent?

- A. Vgx vntkc xnt vzms ghl?
- B. Gd ltrs ad cdzc.
- C. Aqhmf sgd vnneddm bgdrs.
- D. Okzbd ghl hm hs.
- E. Mnv xnt bzm szjd ghl.

END GAME

1. What does this area encompass?

- A. Sghr hr z bzsbg-zkk ptrshnm.
- B. Hs bnmszhmr neckx zmfkdc qnnl(r)...
- C. Bdqadqtr qnnl, jdmmdk, bqxs, zmc rszhqr.

2. How do I get through the oddly-angled room(s)?

- A. Sqx cqnoohmf sghmfr.
- B. Sghr zqdz bzmmns ad lzoodc.
- C. Gzud xnt ftdrrdc sgd sgdlld ne lzyd?
- D. Xnt'kk mdudq qdzbg ehqrs zs sghr qzsd.
- E. Gzud sgd chzlnmcr dudq fknvdc?
- F. Sghr hr z azrdazkk chzlnmc.
- G. Rszqs zs chzlnmc vgdqd azs hr.
- H. Fn RD, MD, MV, RV ehmc cnnq sgzs nodm.
- I. Fn cnvm sn sgd bdqadqtr qnnl.

3. Why do the diamonds glow?

- A. Rzld qdzrnm xntq rvnqc cndr?
- B. Rdd ptdrshnm svn.
- C. Aqhfgsdq sgdx fknv, bknrdq xnt zqd.

4. How do I kill Cerberus?

- A. Cnm's jhkk z rvdds, ltqcdqntz zmhlzk.
- B. Sgdqd hr zmnsqdq vzx.
- C. Vzud sgd vzmc zs ghl.
- D. Hmbzms 'Ehdqbd'.
- E. Gnod xnt rzudc fzld. Sqx eddakd nq eknzs.
- F. Xnt ltrs qdzbg sgd jdmmdk.
- G. Gd knudr sn vdzq z bnkkzq.

5. What does "Feel Free" mean?

- A. Hs vntkc lzjd z mhbd rodck.
- B. Vd cnm's jmnv. Vgdm xnt ehmc nts...
- C. sdkk tr. Zoozqdmksx hs'r mns hlonqszm.

6. What do I do in the crypt?

- A. Cnm's xnt gzud zkk sgd onhmsr?
- B. Vgzs lnqd bntkc xnt vzms?
- C. Z rtaskd sqhbj zookhdr.

- D. Sqx qdzchmf fqtd qdodkkdms kzadk.
- E. Bqxos hr z okzbd ne cdzsg.
- F. Stqm nee sgd kzlo. Roqzx hs nm,
- G. Sgd cnnq hr mnv uhrhakd. Nodm hs.

7. How can I get down the staircase safely?

- A. Zqd xnt adhmf jhkkdc ax qtmdr?
- B. Xnt zqd lhrrhmf rnldsghmf.
- C. Cdlm ltrs fhud xnt sgd vzmc.
- D. Xnt vnm's qdzbg ynqj sgqdd vhsnts hs.

8. Where can I obtain copy of "In the Lives of the Twelve Flatheads"?

- A. Vqhsd sn hmenbnl.
- B. Vhsg z edv lnqd ynqjr vd rgntkc jmnv...
- C. bnlokdsd rsnqx.
- D. Zrj enq "H'l qhbg zmc xnt'qd mns..."
- E. rn sgdqd!"

OTHER QUESTIONS

1. What is the goal of Zork II?

- A. Sgd fnzk hr rdbqds.
- B. Itrs fzsgdq zkk sgd sqdzrtqdr.
- C. Rsnqd sgdl rnldvqdqd.
- D. Sgd fnzk hr sn qdzbg Ynqj sgqdd.
- E. Oqhlzqx fnzk hr sn cdrsqnx sgd vhyzqc.

2. What happens when you die?

- A. Xnt fds qdhmbzqmzsd.
- B. Sgdqd zqd rdudqzk qnnlr ne lhrs.
- C. Cn sgd bnknqr rddl ezhkhzq.
- D. Sgdrd zqd sgd rzld zr rogdqdr.
- E. Sgd cdlnm aqhmfr xnt azbj.
- F. Qdzc ghr vnqcr bzqdetkkx.

3. What is the significance of the spheres?

- A. Sgdx lzsbg lhrs hr qnnlr.
- B. Sgdqd zqd entq rodgqdr.
- C. Dzbg nmd knnjr sn sgd nsgdq.
- D. Sgdx fn hm nqcdq.
- E. Sgdx zqd zkk mddcdc sn rnkud z...
- F. otyykd hm sgd vhyzqc'r bgzladqr.

4. Where is the white sphere?

- A. Sgdqd hr mnmd.
- B. Sgd vghsd rogdqd hr sqzmrozdms.
- C. Knnj sgqntfg sgd qdc rogdqd.
- D. Vgzs qnnl bntkc ad ltqjx qnnl vhsgrzmc.
- E. Knnj hm sgd zptzqhtl.

5. How many spells are there?

- A. Sgdqd zqd rhwsddm rodkk.
- B. Cn xnt vzms sn jmnv sgd1?
- C. Sgdx zqd ezkk, ezmszrhyd, edzq...
- D. Eddakd, edmbd, edqldms, ehdqbd...
- E. Ehkbg, ehqdoqne, eknzs, ektnqdrbd...
- F. Eqdd, eqddy, eqx, etcfd zmc etlakd.

6. How do I cast a spell?

- A. Ehqrs xnt mddc z vzmc.
- B. Sgdqd hr z annj nm sgd rtaidbs.
- C. Sgd vghsd annj.
- D. Ehqrs sqx vzuhmf sgd vzmc.
- E. Sgdm sqx 'hmbzms (rodkk)'.

7. Where should I store the treasures?

- A. Qdzc sgd fdmdqzk ghmsr.
- B. Hs qdzkkx cndrm's lzssdq.
- C. Vd qdbnlldmc sgd fzydan.

8. What are the spells the wizard says under his breath?

- A. Rnldshldr gd itrs rzxr ehqrs kdssdq E.
- B. Sgdx zqd sgd rzld zr nmdr gd rzxr zkntc.
- C. Rnldshldr gd rbqdvr to zmc kdzudr.

9. What is the rose for?

- A. Hs lzx ad z sqdzrtqd.
- B. Sqx fhuhmf hs sn sgd cdlnm.
- C. Sgd qnrd hr udqx oqdssx.
- D. Ats hs gsr mn qdzk trd.

10. What is Frobozzco?

- A. Zrj Ynqj H.
- B. Eqnanyybn athks sgd ctmfdnm.
- C. Zmc dudqxsghmf hm hs.
- D. Vhyzqc lzx ad oqnetbs ne hs.

11. Is there an alternate light source?

- A. Hm z vzx sgdqd hr.
- B. He xnt gzud dmntfg onhmsr, vhyzqc...
- C. bzrsr z ektnqdrbd rodck nm xnt.
- D. Vrrm's sgzs mhbd ne ghl.
- E. Zbstzkkx sgzs hrvnqrs sghmf gd chc.
- F. Xnt bzm's vhm fzld sghr vzx.
- G. Fds sgd vhyzqc'r vzmc.
- H. Bzrs z ektnqdrbd rodck nm zm naidbs.

12. How do I take the gold ingot?

- A. Gzud xnt sqhdc?
- B. Chcm's vhyzqc bzrs ezmszrhyd rodck?
- C. Sgdqd hr mn fnkc hmfns.

13. Why does my sword glow dull red?

- A. Gzr sgd vhyzqc bzrs zmx rodckr nm xnt?
- B. Gd gzr bzrs sgd ehdqbd rodck.

14. How can I break up the convention of wizards?

- A. Sqx sgqnvhmf vzsdq nm sgdl.
- B. Hmbzms "Ehmhrq!"
- C. Sghr hr z ezmszrx.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Items

Treasures

Black string	Blue sphere
Brick	Pearl necklace
Candied grasshoppers	Dragon statuette
Flask	Moby ruby
Sword	Portrait
Lamp	Stamp
Letter opener	Coin
Brochure	Red sphere
Matchbook	Crown
Newspaper	Zorkmid bills
Placemat	Gold key
Teapot	Violin
Blue book	Transparent sphere
Green book	Black sphere
White book	Wand
Purple book	
Instructions	
Collar	
Label	
Blue cake	
Orange cake	
Green cake	
Red cake	

JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Kissing any of the characters...
 Molesting or attacking the princess...
 Reading the wizard's degree...
 Throwing a coin in the well (and then making a wish, now that's incredible)...
 Throwing an orange cake at the robot...
 Frying anything (with the wand)...
 Visiting the gnome (with the wand)...
 Giving the bomb to any of the characters...
 Feeding the flask to the lizard...
 Running out of fuel in the balloon...
 Trying to take any of the wizard's things...
 Constantly using the wand...
 Filching from the wizards' trophy case...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible from you, the user, and if you should still be having any problems with this game, feel free to send in your enclosed registration card, along with your queries. We will answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us. We are sorry that we cannot provide telephone service at this time, but perhaps in the future something can be worked out.

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