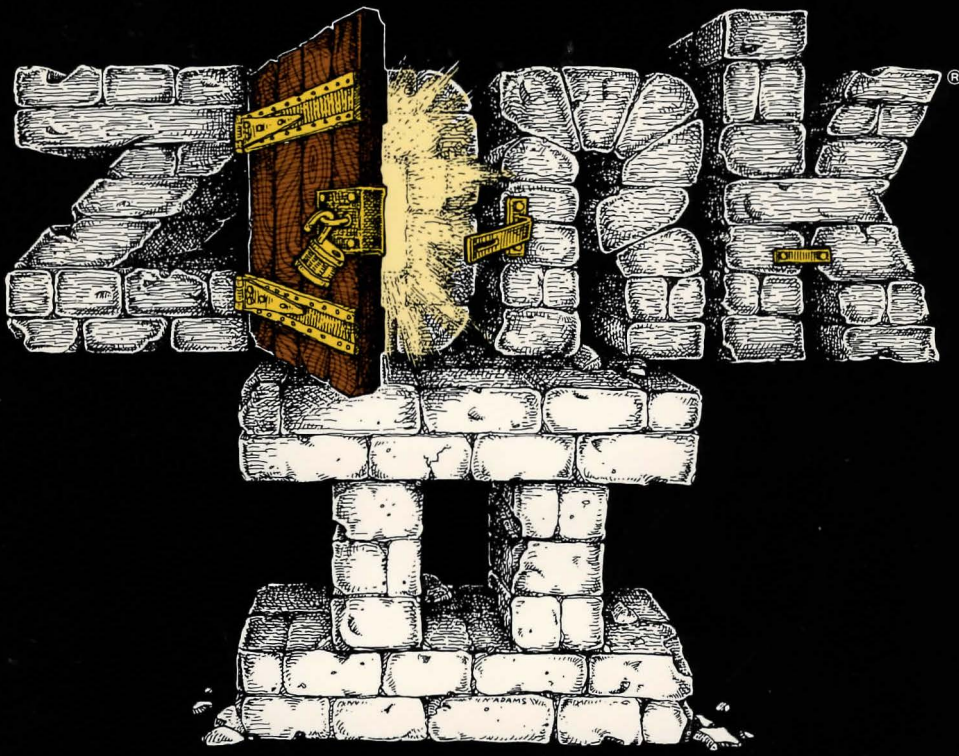
The next step downward to danger.



An INTERLOGIC™ prose adventure

INFOCOM™

Limited Warranty

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user.

However, to the original purchaser only, Infocom, Inc. warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Infocom, Inc. or to an authorized Infocom, Inc. dealer, and Infocom, Inc. will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above. To provide proof that you are the original purchaser, please complete and mail the enclosed Owner Warranty Card to Infocom, Inc.

If the failure of the medium, in the judgment of Infocom, Inc. resulted from accident, abuse or misapplication of the medium, then Infocom, Inc. shall have no responsibility to replace the medium under the terms of this warranty.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF INFOCOM, INC. IN NO EVENT SHALL INFOCOM, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

N.B. After the warranty period, a defective disk may be returned to Infocom, Inc., with a check or money order for $5.00 for replacement.

Copyright

This software product is copyrighted and all rights reserved by Infocom, Inc. It is published exclusively by Infocom, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying, duplicating, selling or otherwise distributing this product is a violation of the law.

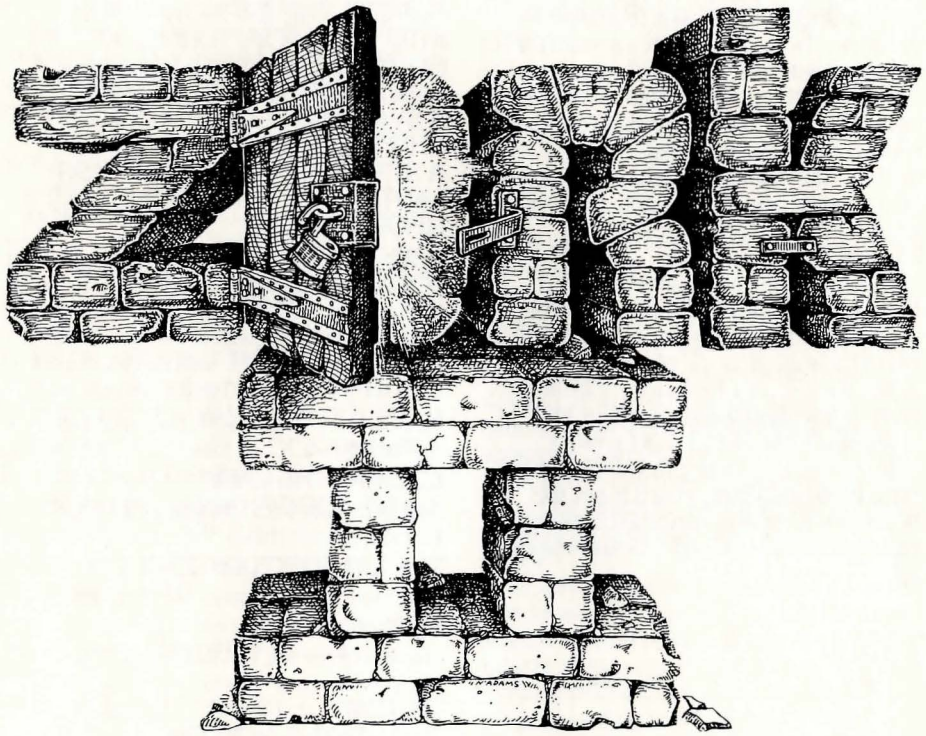
This manual is copyrighted and all rights are reserved by Infocom, Inc. This document may not, in whole or part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine readable form without prior consent, in writing, from Infocom, Inc.

Willful violations of the Copyright Law of the United States can result in civil damages of up to $50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or a $10,000 fine.

ZORK® and INTERLOGIC™ are trademarks of Infocom, Inc.

© 1981, 1982, 1983 Infocom, Inc.

Printed in U.S.A.



The Wizard of Frobozz

INFOCOM
55 Wheeler St., Cambridge, MA 02138

Welcome to ZORK!

Until you've entered the world of ZORK, you've never truly adventured underground.

Both ZORK I and ZORK II are designed so that you'll experience their challenges in the most realistic sense. You can communicate in complete sentences rather than two-word commands, with the largest vocabulary and widest range of command options in the genre. Because ZORK's mysteries are the most intricate you'll ever encounter, it will take all your intellectual abilities to survive and emerge victorious from the underground. And because the challenges change with every move you make, each time you re-enter ZORK you'll face new intrigues.

ZORK I: The Great Underground Empire confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of ZORK and escape with them and your life!

ZORK II: The Wizard of Frobozz takes you into new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound your quest with his capricious powers.

Loading ZORK

To load ZORK, follow the instructions on your Reference Card.

The copyright notice and the serial number will appear, followed by a description of the starting location of the game:

INSIDE THE BARROW
YOU ARE INSIDE AN ANCIENT BARROW HIDDEN DEEP WITHIN A DARK FOREST. THE BARROW OPENS INTO A NARROW TUNNEL AT ITS SOUTHERN END. YOU CAN SEE A FAINT GLOW AT THE FAR END.
A SWORD OF ELVISH WORKMANSHIP IS ON THE GROUND.
A STRANGELY FAMILIAR BRASS LANTERN IS LYING ON THE GROUND.

Whenever you see the prompt (>), ZORK is waiting for you to type in your instructions. When you have finished typing in your instructions, press the RETURN key. ZORK will respond and then the prompt (>) will reappear.

Next to the prompt (>), try typing the following:

LOOK AT THE LAMP

and press the RETURN key. ZORK responds with this:

THE LAMP IS TURNED OFF.

You may respond to ZORK by typing:

TURN IT ON

and press the RETURN key. ZORK cooperates and tells you:

(TAKEN)
THE LAMP IS NOW ON.

Read the RULES AND STRATEGIES section for further directions and hints.

Talking to ZORK

When you play a ZORK game, you talk to ZORK in plain English, typing in all your requests on your keyboard when you see the prompt (>). When you have finished typing a line, press the RETURN key and ZORK will digest your request.

ZORK usually acts as though your sentence begins with "I want to . . .", although you should not type those words explicitly. ZORK then displays a response that tells you whether what you want to do is possible in the current situation, and if it is, whether anything interesting happens as a result.

All words you type are distinguished by their first six letters and all subsequent letters are ignored.

ZORK "understands" many different types of sentences. Some examples:

TAKE THE GOLD. DROP GOLD. PICK UP GOLD. PUT DOWN THE GOLD.

GO NORTH. NORTH. WALK NORTH. N. WALK AROUND THE HOUSE.

PUSH BUTTON. PUSH THE RED BUTTON. OPEN WOODEN DOOR.

LOOK AT THE WALL. LOOK UNDER ROCK. LOOK BEHIND CURTAIN.

LOOK IN BAG. READ A BOOK. READ ALL OF THE BOOKS.

DROP ALL. TAKE ALL. DROP ALL BUT THE KNIFE.

You must separate multiple objects of a verb by the word **AND** or a comma. For example:

TAKE ALL BUT THE KNIFE AND THE LAMP.

PUT THE GOLD AND JEWELS IN THE TROPHY CASE.

THROW THE NEWSPAPER, THE RED BOOK, AND THE MAGAZINE IN THE CHASM.

You can include several sentences in one input line if you separate them by the word **THEN** or a period. You don't need to type a period at the end of an input line. For example:

TAKE BOOK. N. DROP BOOK AND CANDLE.
TAKE THE BOOK THEN N. DROP BOOK AND CANDLE

There are only two kinds of questions that ZORK understands: **WHAT** and **WHERE**. For example:

WHERE IS THE GOLD?
WHAT IS A GRUE?

You can tell or ask various characters to do something by surrounding the request in double quotes. For example:

TELL COMPUTER "SPIN THE DISK"
TELL THE GNOME "READ THE NEWSPAPER. TURN OFF THE LIGHT"

It is also possible to answer a question or say something "out loud" in a similar manner. For example:

SAY "HELLO SAILOR"
ANSWER "A ZEBRA"

ZORK tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, ZORK will sometimes decide that there was only one possible object you could have meant. When it does so, it will tell you, by displaying, for example, **(WITH THE ROPE)**. If your sentence is ambiguous, ZORK will ask what you really meant. Most such questions (for example, **WITH WHAT?**) can be answered briefly (for example, **ROPE**).

ZORK uses many more words than it "understands." ZORK's vocabulary consists of several hundred words which are nearly all you are likely to use when conversing with ZORK. However, ZORK's responses may tend toward "purple prose" at times, and ZORK will display English descriptions that it couldn't possibly analyze. Indeed, ZORK's response may refer to something to which you cannot refer (perhaps to your dismay). In that case, it is not essential to the story, and appears in ZORK's response only to enhance your mental imagery.

Completely mystifying sentences will cause ZORK to complain in one way or another. After making the complaint, ZORK will ignore the rest of the input line. Unusual events, such as being attacked, will also make ZORK ignore the rest of the sentences you typed, since the event may have changed your situation drastically.

Rules and Strategies

ZORK II: The Wizard of Frobozz

In ZORK II, you are placed at the entrance to a long-hidden region of the empire, a region under the control of The Wizard of Frobozz. The Wizard, formerly the personal sorcerer of Lord Dimwit Flathead the Excessive, still rules the cavern with an iron (though somewhat absent-minded) will. His great age has not impaired his magical skills (at least not too much).

Many strange tales have been told of fabulous treasures, exotic creatures, and diabolical puzzles to be found here. The aspiring adventurer had best equip himself with light (for the caverns are dark and gloomy) and weapons (for some of the inhabitants are unfriendly). Other tools and equipment may well be found (with luck) and used (with cleverness). Ancient manuscripts and other printed matter may well offer clues.

ZORK keeps track of your score as a rough measure of your skill in exploring. Points are gained by finding treasures and by gaining entrance to certain places. There is a penalty for dying.

In this story, time passes only in response to your input. You might imagine a giant clock that ticks once per move and the story progresses only at each tick. Nothing happens in the story while you are thinking and planning your next move, so you can plan your moves slowly and carefully if you so choose.

Concepts for Exploring

Some things that you can do with objects in the story are not immediately obvious.

Containment: Some objects, called containers, can contain other objects. Some containers can be opened or closed, and some are always open. Some are transparent, and some are not. Most containers have a limited capacity, and all objects have sizes, so that it is possible to fill up containers. Similarly, some objects have surfaces on which other objects can be placed.

Characters: Some of the characters in the story can be talked to or even ordered around in a simple manner. See the section TALKING TO ZORK for details. Characters in the story will also, as a rule, fight back when attacked. They may, in some cases, attack you unprovoked.

Vehicles: There are objects in the story that have the ability to transport you to mysterious regions that are inaccessible on foot. Needless to say, you face great personal peril in venturing into such regions.

Directions: The passages connecting rooms in The Great Underground Empire sometimes twist and turn unpredictably. You cannot always expect that, after going north, you can return to where you started by going south.

Commands for Exploring

The best way to move from place to place is to type the direction you want to go. Acceptable directions are NORTH or N, SOUTH or S, EAST or E, WEST or W, NE,,NW, SE, SW (or NORTHEAST, NORTHWEST, SOUTHEAST or SOUTHWEST respectively) and also U or UP, and D or DOWN.

When you enter a particular place (ZORK calls any kind of place a "room") for the first time, ZORK usually displays the name of the room, a description of it, and then descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, ZORK normally displays just the name of the room and the names of the objects in it.

The VERBOSE command tells ZORK to show the descriptions of rooms and objects every time you go there, not just the first time. The BRIEF command tells ZORK to fully describe only newly encountered rooms and objects, as it did initially. For moving through areas you already know well, the SUPERBRIEF command tells ZORK to show only the name of the room (even on your first visit there), and not even to mention objects in the room. You can always get a description of the room you are in and the objects in it by typing LOOK (or the abbreviation L).

Suggestions for More Successful ZORK Playing

It is essential that you draw a map. Some of the problems in the game (the Maze in ZORK I, for one example), cannot be solved without mapping. Remember that there are 10 possible directions. In certain circumstances ENTER, EXIT (or IN, OUT) apply.

Read everything carefully. There are clues in some of the descriptions, labels, engravings, and books, etc.

Most objects in the game which can be taken are important, either as treasures or for solving problems. Sometimes treasures are also needed to solve problems.

Unlike other games with which you may be familiar, there are many possible routes to the successful completion of ZORK. There is no "correct" order for solving problems. Some problems have more than one solution, or don't need to be solved at all.

It is often helpful to play ZORK with another person. Different people find different problems easy, and can often complement each other.

Don't be afraid to try something bold or strange—you can always save your state first if you want. Trying the bizarre can be fun and often will give you a clue. A nonsense example:

> GIVE THE CATERPILLAR TO THE CHRISTMAS-TREE MONSTER.

THE CHRISTMAS-TREE MONSTER IS REVOLTED AT THE THOUGHT OF ADORNING ITS BRANCHES WITH A CATERPILLAR.

You have just learned that there is probably something which would be a decoration pleasing to the monster and possibly a solution to the problem.

How to Quit

If you want to stop playing, and never continue from this particular position again, type **QUIT**. ZORK will respond:

YOUR SCORE WOULD BE score (TOTAL OF 400 POINTS) IN number MOVES. THIS SCORE GIVES YOU THE RANK OF rank. DO YOU WISH TO LEAVE THE GAME? (Y IS AFFIRMATIVE): >

Type **Y** next to the prompt (>) and press the RETURN key.

If you never want to continue from this particular position again, but you want to keep playing, type **RESTART** after the prompt (>). ZORK responds by starting the game over from the beginning.

If you want to continue playing from this particular position, but at a later time, follow the SAVING A GAME POSITION instructions.

Saving a Game Position

It will take you some time to play ZORK through to the end, just as it takes you some time to finish a good book. You will almost certainly not finish in one sitting. ZORK allows you to continue playing at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. There is a ZORK command, called **SAVE**, that makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you embark upon (or after you finish) any particularly tricky or dangerous part of the journey. Having taken a snapshot, you can go back to that position even though you may get lost or killed afterward.

When the prompt (>) appears, type: **SAVE**, then press the RETURN key. Then follow the instructions on your Reference Card.

Restoring a Saved Game Position

When you want to continue playing from where you made a snapshot, follow the **RESTORE** procedure. You can **RESTORE** a saved snapshot at any time during play.

When the prompt (>) appears, type: **RESTORE** and press the RETURN key. Then follow the instructions on your Reference Card.

ZORK will now let you continue playing from your restored position. You can type **LOOK** for a description of where you are.

List of ZORK Commands

To simplify your adventuring, you may order ZORK to give you information by typing specific commands. These commands can be used over and over again as needed, but they are each considered one complete move. Type your command as a sentence to ZORK after the prompt (>) appears.

The list of commands is:

AGAIN
ZORK will respond as if you had repeated your previous sentence.

BRIEF
This commands ZORK to fully describe only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by printing the room name and the object names only.

DIAGNOSE
ZORK gives you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle.

INVENTORY
ZORK lists your possessions. You may abbreviate **INVENTORY** by typing **I**.

LOOK
ZORK describes your surroundings in detail. You may abbreviate **LOOK** by typing **L**.

QUIT
This gives you the option to quit playing. If you want to save your position, first read the instructions under SAVING A GAME POSITION. You may abbreviate **QUIT** by typing **Q**.

RESTART
This ends the game and starts the game over from the beginning.

RESTORE
Restores a game position you saved with the **SAVE** command. See the section RESTORING A SAVED GAME POSITION.

SAVE
Saves a game position on your storage diskette. See the section SAVING A GAME POSITION.

SCORE
ZORK shows your current score with the number of moves you have made, and your rank. Your rank is your rating as a professional ZORK player and is based on the number of points you have.

SCRIPT
This command assumes you have a printer. It commands the printer to begin printing a transcript of your game session.

SUPERBRIEF
This command tells ZORK to show you only the name of the room you have entered, and no other information. It is briefer than **BRIEF**.

UNSCRIPT
This command stops your printer from printing.

VERBOSE
This command tells ZORK to show you a long description of the room and the objects in it whenever you enter a room.

VERSION
ZORK responds by showing you the release number and serial number of your copy of the game.

WAIT
This command causes time in the game to pass. Normally, between moves, no time is passing as far as ZORK is concerned—you could leave your computer, take a nap, and return to the game to find that nothing has changed. **WAIT** is used when you want to find out what will happen in the game if you do absolutely nothing while time passes. For example, if you encounter an alien being, you could **WAIT** and see what it will do.

Appendix

ZORK's Responses

ZORK may occasionally have a few words for you when it wants you to clarify your instruction. Some of ZORK's responses are:

I DON'T KNOW THE WORD 'your word'. The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be "understood." If not, ZORK probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD 'your word' **HERE.** ZORK knows the word you typed, but the word made no sense where you put it in the sentence: "Open the take", for example.

YOU MUST SUPPLY A VERB! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE IS A NOUN MISSING IN THAT SENTENCE. This usually indicates an incomplete sentence, such as "Put the lamp in the," where ZORK expected another noun and couldn't find one.

TOO MANY NOUN CLAUSES. An example is "Put the troll in the basket with the shovel." A valid ZORK sentence has, at most, one direct object and one indirect object.

BEG PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN key on your keyboard.

IT'S TOO DARK TO SEE. In the story, there was no light to see objects in the room.

I CAN'T SEE ANY 'object' **HERE.** In the story the object you referred to was not accessible to you.

MULTIPLE OBJECTS CANNOT BE USED WITH 'your verb'. It is legal for you to use multiple objects (that is, nouns or noun phrases separated by "and" or a comma) only with certain verbs. Among the more useful of these verbs are "take," "drop," and "put."

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that is gibberish; for example, "Give troll with sword." You might try rephrasing the sentence.

Reference Section

Sentence Syntax

☐ A ZORK sentence must contain at least a verb or a command (e.g., **AGAIN**).

☐ Separate multiple objects of the verb by the word "**AND**" or a comma (,).

☐ Several sentences typed to ZORK at one time must be separated by a period (.) or by the word "**THEN.**" A period is not needed at the end of a line of input.

☐ Only two kinds of questions may be asked: "**WHAT**" and "**WHERE.**"

☐ Compass directions may be abbreviated to **N, E, S, W, NE, NW, SW, SE,** and **UP** and **DOWN** may be abbreviated to **U** and **D**, respectively.

☐ The letter "**L**" may be used to abbreviate the **LOOK** command.

☐ The letter "**I**" may be used to abbreviate the **INVENTORY** command.

Command Summary

The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations, see LIST OF ZORK COMMANDS section.)

AGAIN
BRIEF
DIAGNOSE
INVENTORY
LOOK
QUIT
RESTART
RESTORE
SAVE
SCORE
SCRIPT
SUPERBRIEF
UNSCRIPT
VERBOSE
VERSION
WAIT

Common Verbs

The following is a list of verbs commonly used by adventurers. This list does not represent the entire vocabulary available and makes no mention of the numerous variations you can construct using prepositions (e.g., **LOOK UNDER, LOOK AT, LOOK INSIDE, LOOK THROUGH**, etc.).

ATTACK
BURN
CLIMB
CLOSE
DIG
DRINK
DROP
EAT
ENTER
EXAMINE
FILL
FOLLOW
GET IN
GIVE
GO
KILL
LOOK
MOVE
OPEN
POUR
PULL
PUSH
PUT
READ
SLIDE
TAKE
THROW
TIE
TURN
WALK
WAVE
WHAT IS
WHERE IS

INFOCOM
55 Wheeler St., Cambridge, MA 02138