It all comes down to this.

An INTERLOGIC™
prose adventure

The Dungeon Master

⊂ commodore

Welcome to ZORK!

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

The ZORK trilogy is designed so that you'll experience 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.

ZORK III: The Dungeon Master is the final test of your courage and wisdom. Your odyssey culminates in an ecounter with the Dungeon Master himself, and your destiny hangs in the balance.

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.

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 of 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 III:
The Dungeon Master

In Zork III, you take the last step down into the heart of the Great Underground Empire. Only by making this final descent can you reach the summit of achievement in the ZORK trilogy. Your quest hinges upon discovering the secret purpose of the Dungeon Master who will oversee your ultimate triumph—or destruction—in the realm of ZORK.

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.

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.

Directrions: 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, 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 Potential is** potential **of a possible seven, in** number **moves.**

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 save 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 RE—STORING A SAVED GAME POSITION.

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

Score
ZORK shows your current potential and the number of moves you have made.

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.

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

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 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.

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COMMODORE 64™

I. What You Need

Required
☐ Commodore 64 Computer
☐ One VIC-1541 diskette drive

Optional
☐ One or more blank, formatted diskettes (for SAVE)

☐ VIC graphic printer (or equivalent) connected to the serial port (for SCRIPT)

☐ Second VIC-1541 diskette drive (for convenience with SAVE)

II. Loading the Game

1. Turn on the power to your Commodore 64.

2. Insert the game diskette in Drive 1 (device 8) and close the drive door.

3. Type

Load "Game", 8

When the computer responds

"Ready,"

type

"Run."

The diskette drive will spin the diskette and the program will load. A message should appear asking you to wait while the game loads (this should take no more than two minutes).

4. If nothing appears on your screen, something is wrong. (See the Troubleshooting section).

III. Talking to the Game

Whenever you see the prompt (>), the game is waiting for you to type in your instructions. You may type up to two full lines of text at a time. If you make a mistake, use the DELETE key to erase the error. When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear.

NOTE: You may use the left- and right-arrow keys in combination with the DEL and INST keys to edit your command; however, use of the up- and down- arrow keys will cause unpredictable results.

If a description will not fit on the screen all at once, (MORE) will appear in the bottom left portion of the screen. After reading the part on the screen, you will need to press the space bar to see the rest of the message.

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IV. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current whereabouts in the game. Depending upon the type of game, it may also show other information.

Score

In games that keep a score, such as the zork® underground adventures, the right side of the status line will show something like this:

SCORE: 245/920

The first number is your score and the second is the total number of moves you have made. In the example, you have 245 points in 920 moves.

Time

In games that keep track of the time (e.g. the mystery thriller DEADLINE™), the right side of the status line will look something like the following:

TIME: 9:22 AM

This shows the current time of day in the game.

V. Saving a Game Position

To save the current position, use the SAVE command. You may SAVE up to eight different game positions on each storage diskette and RESTORE them in any order. To keep track of these differ*ent positions, each is assigned a number (from 0 to 7). Each time you SAVE a game position, it will

overwrite any position that is already on your storage diskette with the number you specified. If you want to SAVE more than one game, you must use a different position number for each one.

When you enter the SAVE command, the game will respond:

Please insert SAVE diskette,
—Press RETURN key to continue—

1. If you have only one diskette drive, remove the game diskette; otherwise just insert the storage diskette in the second drive. (To prepare this diskette, see Initializing Storage Diskettes).

2. Press RETURN. The game will respond

Position (0-7)   Default = 0

3. Type a number between 0 and 7 to tell the game which save position on the diskette to use (or simply press the RETURN key to select the default). The game will respond

Drive (8/9):   Default = 8

4. Select whichever drive contains the SAVE diskette. Now the game will respond

—Press RETURN key to begin—

5. Press RETURN. The game will type

Saving . . .

to indicate that the game is being saved. This should take about half a minute. When

the game has been saved, it will respond

Please re-insert GAME diskette,
—Press RETURN key to continue—

6. Remove the storage diskette from the drive and insert the game diskette again (this step is unnecessary if you are using two drives). Close the drive door.

7. Press the RETURN key. If all is well the game will respond

OK.
If it responds

Failed.
consult the Troubleshooting section.

You may now continue playing. You can use the storage diskette and the RESTORE command to return to this position at another time.

VI. Restoring a Saved Game Position

To restore a previously saved game position, enter the "RESTORE" command. Then follow the steps (1 to 7) for SAVE above.

VII. Scripting

If you have a VIC Graphic printer (or any equivalent printer which attaches to the serial port on the Commodore 64), you may make a transcript of the game as you play it.

1. Connect the printer to the serial port on the Commodore 64

2. Turn on the printer.

3. Load the game as described above

4. To start the transcript at any time, use the SCRIPT command.

5. To stop the transcript, use UNSCRIPT.

6. SCRIPT and UNSCRIPT may be used as often as desired as long as the printer is left on-line.

VIII. Initializing Storage Diskettes

Storage, or "SAVE" diskettes are made using the standard Commodore diskette initialization procedures ("new" command). See either the Commodore 64 Reference Manual or the VIC-1541 diskette drive manual for detailed instructions.

1X. Troubleshooting

If the game fails to load properly or if SAVE/RESTORE fails, check each of the following items. If none of these offers a solution, call your Commodore dealer for assistance.

1. Check to see that your Commodore and disk drive(s) are plugged in correctly, connected properly, and that everything is turned on.

2. Check to see that the diskette was inserted correctly, and that the drive door is closed

3. Inspect the diskette carefully for any visible damage.

4. Be sure that the diskette)s) is in the proper drive(s). The game diskette may only be run from the main drive (device 8). For SAVE/RESTORE, be sure that you have typed the correct drive number for the storage diskette.

5. For SAVE, be sure that the storage diskette is not write-protected (i.e. there is nothing covering the notch on the side of the diskette).

6. Also, for SAVE, be certain that the diskette has been properly initialized (formatted). As a last resort, try a different diskette.

7. If you have turned off your Commodore follow the instructions for loading the game.

8. Try again: the problem may be only momentary.