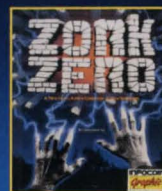
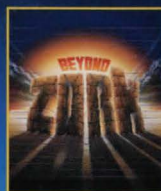


THE ZORK™ ANTHOLOGY

THE 5 ORIGINAL TEXT ADVENTURES



INFOCOM™
An Activision Label

PLUS A SPECIAL BONUS!
THE ORIGINAL
PLANETFALL
TEXT ADVENTURE
INCLUDED



THE ZORK ANTHOLOGY

Produced by Diana Mack

Programming by Tom Ketola

Manual layout by Sylvia Orzel

Documentation management by Michael Rivera

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Welcome to *The Zork Anthology!*

Close to fifteen years ago, Zork made its first appearance on the campus of MIT. Inspired by the first text adventure, “*Advent*” and such role playing games as “*Dungeons & Dragons*,” Zork was the first game to use an interpretive English parser that understood whole sentences rather than two-word commands. Zork created a mysterious, captivating universe which spawned several sequels, making it the best-selling adventure game series of all time. And the company Infocom was born.

Infocom made classic games, where the text of an Infocom adventure read like a good novel. The heart and soul of the Infocom games was imagination — players set their imaginations free to explore a new universe, becoming active participants in an interactive adventure.

The Zork Infocom games were so popular they were translated to almost every computer platform conceivable. Since these games were text based and could be played on almost any computer, they were available to almost any player. The Zork series has not been in stores for years now, but the public still asks for them.

I hope you have as much fun playing and re-playing these Zork adventures as I have over the past 10 years. They are something special that should be shared with younger gamers who have never seen a text adventure. They are a significant piece of video game history.

Diana Mack
Producer

TABLE OF CONTENTS

GAMES

	<i>Page</i>
Communicating with Interactive Fiction	i-iv
ZORK	1
ZORK II	9
ZORK III	21
BEYOND ZORK	26
ZORK ZERO	40
PLANETFALL	67

TABLE OF CONTENTS *(cont'd)*

HINTS

Page

ZORK	90
ZORK II	111
Zork III	134
BEYOND ZORK	155
ZORK ZERO	198
PLANETFALL	211
CUSTOMER SERVICE	238
WARRANTY & COPYRIGHT INFORMATION	240

Communicating with Interactive Fiction (If you are not familiar with Infocom's Interactive Fiction, please read this section.)

With Interactive Fiction, you type your commands in plain English each time you see the prompt (>). Most of the sentences that The STORIES will understand are imperative sentences. See the examples below.

When you have finished typing your input, press the RETURN (or ENTER) key. The STORY will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

The STORY recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, CANDLE, CANDLES, and CANDLEstick would all be treated as the same word.

To move around, just type the direction you want to go. Directions can be abbreviated: NORTH to N, SOUTH to S, EAST to E, WEST .to W, NORTHEAST to NE, NORTHWEST to NW, SOUTHEAST to SE, SOUTHWEST to SW, UP to U, and DOWN to D IN and OUT will also work in certain places.

There are many different kinds of sentences used in "LOST TREASURES". Here are some examples:

- >WALK TO THE NORTH
- >WEST
- >NE
- >DOWN
- >TAKE THE BIRDCAGE
- >OPEN THE PANEL
- >READ ABOUT DIMWIT FLATHEAD
- >LOOK UP MEGABOZ IN THE ENCYCLOPEDIA
- >LIE DOWN IN THE PINK SOFA
- >EXAMINE THE SHINY COIN
- >PUT THE RUSTY KEY IN THE CARDBOARD BOX
- >SHOW MY BOW TIE TO THE BOUNCER
- >HIT THE CRAWLING CRAB WITH THE GIANT NUTCRACKER
- >ASK THE COWARDLY KING ABOUT THE CROWN JEWELS

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

- >TAKE THE BOOK AND THE FROG
- >DROP THE JAR OF PEANUT BUTTER, THE SPOON, AND THE LEMMING FOOD
- >PUT THE EGG AND THE PENCIL IN THE CABINET

You can include several inputs on one line if you separate them by the word THEN or by a period. Each input will be handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

>TURN ON THE LIGHT. TAKE THE BOOK THEN READ ABOUT THE JESTER IN THE BOOK

If The STORY doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

The words IT and ALL can be very useful. For example:

>EXAMINE THE APPLE. TAKE IT. EAT IT

>CLOSE THE HEAVY METAL DOOR. LOCK IT

>PICK UP THE GREEN BOOT. SMELL IT. PUT IT ON.

>TAKE ALL

>TAKE ALL THE TOOLS

>DROP ALL THE TOOLS EXCEPT THE WRENCH AND THE MINIATURE HAMMER

>TAKE ALL FROM THE CARTON

>GIVE ALL BUT THE RUBY SLIPPERS TO THE WICKED WITCH

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

There are three kinds of questions that you can ask: WHERE IS (something), WHAT IS (something), and WHO IS (someone). For example:

>WHO IS LORD DIMWIT?

>WHAT IS A GRUE?

>WHERE IS EVERYBODY?

When you meet intelligent creatures, you can talk to them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>JESTER, HELLO

>GUSTAR WOOMAX, TELL ME ABOUT THE COCONUT

>UNCLE OTTO, GIVE ME YOUR WALLET

>HORSE, WHERE IS YOUR SADDLE?

>BOY, RUN HOME THEN CALL THE POLICE

>MIGHTY WIZARD, TAKE THIS POISONED APPLE. EAT IT

Notice that in the last two examples, you are giving the character more than one command on the same input line. Keep in mind, however, that many creatures don't care for idle chatter; your actions will speak louder than your words.

Infocom Basic Commands (Please read this section before playing The Lost Treasures.)

BRIEF - This command fully describe a location only the first time you enter it. On subsequent visits, only the name of the location and any objects present will be described. The adventures will begin in BRIEF mode, and remain in BRIEF mode unless you use the **VERBOSE** or **SUPERBRIEF** commands

SUPERBRIEF displays only the name of a place you have entered, even if you have never been there before. In this mode, not even mention objects are described. Of course, you can always get a full description of your location and the items there by typing **LOOK**. In **SUPERBRIEF** mode, the blank line between turns will be eliminated. This mode is meant for players who are already familiar with the geography.

The **VERBOSE** command gives a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

DIAGNOSE - This will give you a report of your physical condition.

INVENTORY - This will give you a list what you are carrying and wearing. You can abbreviate **INVENTORY** to **I**.

LOOK - This will give you a full description of your location. You can abbreviate **LOOK** to **L**.

QUIT - This lets you stop. If you want to save your position before quitting, you must use the **SAVE** command.

RESTORE - This restores a previously saved position.

RESTART - This stops the story and starts it over from the beginning.

SAVE - This saves a "snapshot" of your current position. You can return to a saved position in the future using the **RESTORE** command.

SCRIPT - This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary.

Infocom Basic Commands (cont.)

SCORE- This command will show your current score and a ranking which is based on that score.

SUPERBRIEF - This command gives you the sparsest level of description See BRIEF above.

TIME - This command gives you the current time in the story. (Not available in all games)

UNSCRIPT - This tells your printer to stop making a transcript.

VERBOSE - This command gives you the wordiest level of description. See BRIEF above.

VERSION - Shows you the release number and the serial number of your copy of the story.

WAIT - Causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a nap, then return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met a wizard, you might WAIT to see if he will say anything; if you were aboard a flying carpet, you might WAIT to see where it goes.

Be sure to read the "Special Commands" section in selected games.

ZORK: GAMES

for

ZORK

ZORK II

ZORK III

BEYOND ZORK

ZORK ZERO

&

PLANETFALL

GAMES

for

ZORK

ZORK II

ZORK III

Beyond Zork

Zork Zero

&

PLANETBALL

Zork:

The Great Underground Empire

Welcome to Zork!

You are about to experience a classic interactive fantasy, set in a magical universe. The Zork Trilogy is set in the ruins of an ancient empire lying far underground. You, a dauntless treasure-hunter, are venturing into this dangerous land in search of wealth and adventure. Because each part of the Zork saga is a completely independent story, you can play them in any order. However, because Zork I is the least difficult, it is usually the best place to begin. Many strange tales have been told of the fabulous treasure, exotic creatures, and diabolical puzzles in the Great Underground Empire. As an aspiring adventurer, you will undoubtedly want to locate these treasures and deposit them in your trophy case. You'd better equip yourself with a source of light (for the caverns are dark) and weapons (for some of the inhabitants are unfriendly - especially the thief, a skilled pickpocket and ruthless opponent).

About the Authors

Dave Lebling was born in Washington, D. C., in a hospital that was torn down soon thereafter. He grew up in suburban Maryland. He attended the Massachusetts Institute of Technology, and worked at M.I.T.'s Laboratory for Computer Science, where he developed an interest in computer entertainments. He co-authored the original mainframe Zork. He co-authored Zork I, Zork II, Zork III, and Enchanter, and wrote Starcross, Suspect, Spellbreaker, and The Lurking Horror on his own. His long-range ambition is to have a library with room enough for all his books to be taken out of storage. His short range ambition is to keep the squirrels out of his birdseed. Marc Blank, a graduate of the Massachusetts Institute of Technology and the Albert Einstein College of Medicine, is one of the original founders of Infocom. He co-authored the original mainframe version of Zork at M.I.T., and went on to become one of the pioneers in the field of interactive fiction. At Infocom, he co-authored The Zork Trilogy and Enchanter, and was sole author of Deadline, the first interactive mystery. Marc also wrote Border Zone, Infocom's first tale of intrigue.

CHAPTER ONE

The Bellicose King

In 659 GUE*, the Kingdom of Quendor was relatively small, encompassing seven-and-a-half provinces on the western shore of the Great Sea, an agrarian land whose major products were rope and mosquito netting. It was the thirty-first year of the reign of Zilbo III, part of a dynasty dating back more than six centuries to Entharion the Wise, the first King of Quendor. However, that dynasty was about to end with the ascension of Duncanthrax to the throne of Quendor on the final day of 659.

Little is known about what became of Zilbo after 659. Some say he was killed during a palace revolt, or simply died from too much reveling while celebrating the upcoming New Year. There is evidence that he was exiled to a villa where he invented the card game Double Fanucci.

Likewise, historians disagree about Duncanthrax's life prior to 659. A petition signed by palace guards in 657, asking for an increase in the mosquito netting allotment, bears a signature that looks suspiciously like "Duncanthrax." Some historians insist that Duncanthrax was general of the Royal Militia. One legend even suggests that Duncanthrax was a demon who assumed human form. Another legend describes him as a former rope salesman.

Whatever his origins, Duncanthrax quickly developed a reputation for cruelty, bloodthirstiness and aggressiveness, thus earning himself the nickname "The Bellicose King." He raised a tremendous army and began a systematic conquest of the neighboring kingdoms. Within three years, Duncanthrax ruled an empire that controlled virtually all the land between the Great Sea and the Kovalli Desert.

*Adding "GUE" after a year did not become common practice until the latter part of the eighth century.

CHAPTER TWO

An Empire Goes Underground

In 665, the forces of Duncanthrax vanquished the Antharian Armada at the famous battle of Fort Griffspotter. The island-nation of Antharia was, at the time, the world's premier sea power, and this victory gave Duncanthrax undisputed control of the Great Sea and put the superb ship-building facilities of Antharia at his disposal. (The conquest of Antharia also gave Duncanthrax possession of Antharia's famed granola mines. Unfortunately, no one in Quendor liked granola.)

Within months, Quendor's navy was returning from voyages with tales of a magical land on the distant eastern shore of the Great Sea. Duncanthrax was

incensed that this vast land existed outside his dominion, and spent many nights storming the halls of his castle bellowing at his servants and advisors. Then, one day, he had a sudden inspiration: assemble a huge fleet, cross the Great Sea and conquer the lands on the eastern shore. Not only would he extend his empire, but he'd finally have a market for all that useless granola.

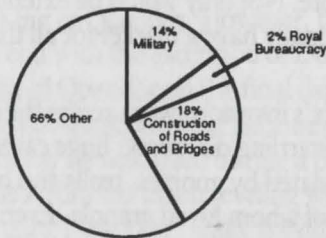
As Duncanthrax's invasion swept across the new lands, he made a startling discovery: huge caverns and tunnels, populated by gnomes, trolls and other magical races, all of whom loved granola. Even as Duncanthrax conquered this region, his imagination was inspired by this natural underground formation.

If these caverns and tunnels were possible in nature, so might they be formed by humans! Duncanthrax realized that by burrowing into the ground he could increase the size of his empire fivefold or even tenfold!

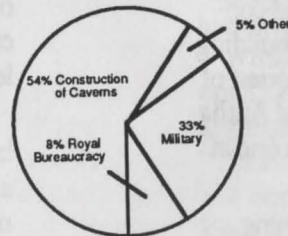
The Frobozz Magic Construction Company (the forerunner of the modern industrial giant FrobozzCo International) was formed to undertake this project in 668. For the remaining 20 years of Duncanthrax's

reign, cavern-building continued at a breakneck pace. The natural caverns in the eastern lands were expanded tremendously, and new caverns and passages were dug in the western lands, chiefly in the vicinity of Duncanthrax's castle, Egreth. By the time of his death in 688, Duncanthrax ruled virtually all territory in the known world, above and below ground.

EXPENDITURES OF THREE ROYAL GOVERNMENTS



580 GUE



680 GUE



780 GUE

These pie charts show the fiscal priorities of the Empire under three kings who ruled centuries apart: Bozbo IV, Duncanthrax and Dimwit Flathead.

CHAPTER THREE

The flatheads

After Duncanthrax, the throne was occupied by a long series of his descendants. These were unspectacular rulers, who took on the surname Flathead, for obscure reasons not necessarily related to the planar shape of their pates. During this period, there was very little change in the Empire, as the conquered kingdoms were assimilated into Quendor and the frantic pace of tunneling gradually abated.

In 770, nearly a century after the death of Duncanthrax, his great-great-grandson, Dimwit Flathead, assumed the throne. Lord Dimwit, as he liked to be called, was a colorful character, but was also the single worst ruler the Empire ever produced. His vanity was surpassed only by his outrageous sense of proportion. For example, his coronation took 13 years to plan (and therefore took place two-thirds of the way through his reign), lasted an additional year and a half, and cost 12 times the Empire's GNP.

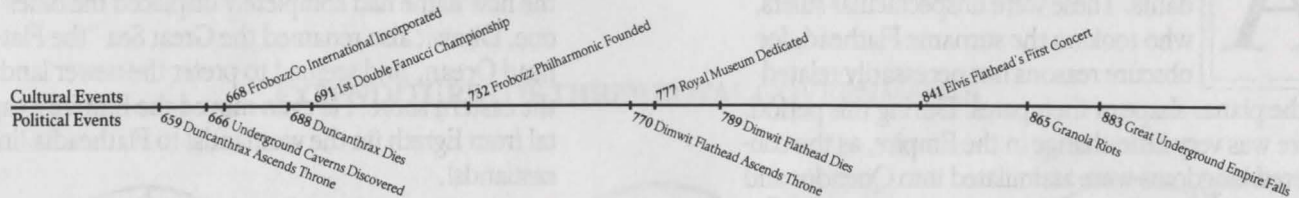
Dimwit was the first king to call Quendor "The Great Underground Empire," and within a few years the new name had completely displaced the older one. Dimwit also renamed the Great Sea "the Flathead Ocean," and seemed to prefer the newer lands on the eastern shore. He even moved the Empire's capital from Egreth (in the westlands) to Flatheadia (in the eastlands).

While Dimwit certainly inherited Duncanthrax's ambition and ingratiating personality, he directed them in a somewhat less productive fashion. Whereas Duncanthrax used his power to expand his empire, Dimwit was motivated to realize his bizarre whims. Raising the kingdom's tax rate to just over 98%, Dimwit began a series of grandiose projects that soon earned him the title "Flathead the Excessive." Among these projects: the construction of mammoth Flood Control Dam Number Three (a massive edifice with virtually no useful purpose, since it never rains under-

ground), the creation of the Royal Museum (to house the crown jewels), the defoliation of four hundred thousand acres of lush forest (to erect a nine-bloit-high statue of himself in the Fublio Valley) and the production of the enormous granola smelters of Plumbat.

Just before his death in 789, Flathead was rumored to be planning his greatest dream: the creation of a new continent in the center of the Flathead Ocean. The outline and contours of the new continent would have been a gigantic reproduction of his own visage.

IMPORTANT POLITICAL AND CULTURAL EVENTS



This time line shows the dates of some of the events that shaped the history of The Great Underground Empire. Cultural events are listed above the time line and political events are listed below.

Questions, Discussions, Projects and Further Readings:

1. How many things can you think of that are named after the Flatheads? Make a list.
2. Try to collect 10 zorkmids from everyone on your block, telling them that the money will be used to erect a giant statue of yourself. Use force if necessary. See if the others on your block begin to resent you.
3. Read *The Lives of the Twelve Flatheads*, by Boswell Barwell.

CHAPTER FOUR

fall of the Empire

Although Dimwit was certainly the most flagrantly indulgent ruler in the history of The Great Underground Empire, most of the Flatheads who followed him did their best to uphold the tradition of excessiveness. The high level of taxation continued, although the money was increasingly spent not on massive construction projects but on extravagant parties and long vacation trips for members of the Royal Family.

In 883, after countless years of decadence and over-taxation, The Great Underground Empire collapsed, the Royal Treasury was sacked and everyone moved somewhere else.

THE KINGS OF QUENDOR

The Entharion Dynasty

Entharion the Wise	0-41
Mysterion the Brave	41-55
Zylon the Aged	55-398
Zilbo I	398-423
Bozbo I	423-429
Zilbo II	429-451
Harmonious Fzort	451-477
Bozbo II	477-481
Thaddium Fzort	481-545
Mumbo I	545-569
Bozbo III	569-575
Bozbo IV	575-619
Mumbo II	619-628
Zilbo III	628-659

The Flathead Dynasty

Duncanthrax the Bellicose	659-688
Belwit the Flat	688-701
Frobwit the Flatter	701-727
Timberthrax Flathead	727-738
Phloid Flathead	738-755
Mumberthrax Flathead	755-770
Dimwit Flathead	770-789
Loowit Flathead	789-813
Duncwit Flathead	813-843
Barbawit Flathead	843-845
Idwit Oogle Flathead	845-881
Wurb Flathead	881-883

This table shows the rulers of Quendor, later known as The Great Underground Empire, through its collapse in 883 GUE.

Zork II: The Wizard of Frobozz

Welcome to Zork!

You are about to experience a classic interactive fantasy, set in a magical universe. The ZORK Trilogy is set in the ruins of an ancient empire lying far underground. You, a dauntless treasure-hunter, are venturing into this dangerous land in search of wealth and adventure. Because each part of the ZORK saga is a completely independent story, you can play the any order. In Zork II, you will explore a long-hidden region of the Empire, a region dominated by the Wizard of Frobozz. The Wizard was once a respected Enchanter, but when his powers began to fade he was exiled by Lord Dimwit Flathead the Excessive. Now bordering on senility, the Wizard is still a force to be reckoned with. Your goal, as you venture into the Wizard's realm, is to avoid his capricious tricks and learn to control his magical powers.

ANTHARIA



LOCAL GOVERNMENT: Antharia is ruled by a council of four “Elders”—one from the Shipbuilding Guild, one from the Granola Miners Guild, one from the Marble Cutters Guild, and one from a popular waterfront pub called “Emu’s.”



TRANSPORTATION: Getting to and from Antharia is limited to travel by ship. (An Enchanter familiar with tele-
portation spells can be hired, but are expensive and sometimes unreliable.) Normal third-class fare for this two-day journey can cost as much as 17 zorkmids during the month before the Marble Pageant.



WEATHER: Except for an occasional hurricane in late summer, Antharian weather is picture-perfect. Leave your umbrella home, but don't forget to pack your swim suit and scuba gear!



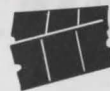
LODGING: The world-famous Zilton Hotel in downtown Anthar features plush accommodations and easy access to most of the island's sights. Prices range from 6 to 24 zorkmids per night. More economical lodgings can be found at the bucolic Pterodactyl Inn. Every room features a stunning view of the cliffs overlooking the lovely north shore of the island, and rates range from 2 to 8 zorkmids per night.



DINING: An absolute must is The Rusty Knife in West Anthar. Expect to wait at least an hour; the house specialty is flame-broiled sea serpent filet for a mere Zm1.25. Other fine seafood restaurants include the Finhouse (Zm0.50 to Zm1.50) and Zilbar's (Zm0.35 to Zm1.50).



THINGS TO SEE: The shipbuilding factories of South Anthar are an amazing sight; plan to spend at least half a day. Tours for 1 zorkmid are available every hour from dawn until dusk. The burgeoning marble industry offers many exciting sights: the gaping mines in the Peltoid Valley, the cutting and polishing guilds at work, the 20-bloit conveyor belt at the port of Marba. Despite the reduced output since the Granola Riots, the granola mines in the north make an interesting visit if you can stand the smell. No trip to the island would be complete without a cruise on the island's only glass-bottom boat, the Bella Quease. The cruise leaves an hour before noon, and costs Zm2.25 (children under 12, Zm1.50).



SEASONAL EVENTS: The Marble Pageant, held annually in mid-spring, is highly recommended. However, during the month of the Pageant, hotel space becomes scarce, and many prices are inflated. Shark-wrestling, held every weekend during the summer at Anthar's Flathead Stadium, is an exciting experience if you can stomach the gore. Admission is Zm0.75.

FACTS:

Land Area: 959 square bloits

Capital: Anthar

Nickname: The Island Province

Flower: The Spenseweed

Motto: "Hieya wizka" ("Hello sailor")

GREATER BORPHEE



LOCAL GOVERNMENT: Greater Borphee is administered by a staff of part-time volunteer managers, whose decisions are ratified at least three times per year, but not more than every other week, by a series of local forums.



TRANSPORTATION: Borphee is probably the single most accessible vacation spot in the Empire. From anywhere in the Borphee River valley, travel by ferry is easy and inexpensive. If you wish to travel by sea, Borphee has an excellent, busy harbor. By land, the Coast Road connects Borphee with the ancient cities to the north as well as the populous southlands.



WEATHER: Thanks to the nearby ocean, Borphee has a very moderate climate. The rainy season lasts most of the winter, and summers tend to be humid.



LODGING: Motel Spell is a highly commercialized tourist trap with overdone touches such as the issuing of self-casting REZROV spells instead of keys. Rooms start at 5 zorkmids. Be forewarned, patrons who miss check-out time will have their families turned into newts and their luggage turned into bat guano. The Borphee Inn, run by the Frobozz Magic Hotel Company, is comfortable and surprisingly affordable. While penthouse suites can run upwards of 33 zorkmids per day, basement rooms are available for as little as 3 zorkmids (but make your reservations well in advance).

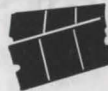


DINING: The Potion Palace, at the Borphee Inn, features a delightful menu of enchanted dishes. Waiters are a thing of the past at the Palace, as your mind is probed to discover the perfect meal for your taste, which then poofs into existence right at your table. A nightly floor show features dancing nymphs; expect to spend at least Zm4. Also highly recommended is the Smokestack, where even the heartiest of meals costs under a zorkmid.



THINGS TO SEE: Borphee is the Kingdom's fastest-growing industrial city, with the magic scroll and potion factories leading the way. Both Spellbound and United Thaumaturgy offer free tours of their facilities. (Spellbound's deluxe tour costs Zm3, but it includes casting a time travel spell that gives you three extra hours in your schedule.) G.U.E. Tech, the newest of the Moss-League Colleges, produces the young Enchanters of tomorrow. Many graduates have gone on to start their own magic companies, and have become an identifiable subculture known as "Yuppies," or "Young Underground Professionals."

Just a short trip south of the city are some of the most beautiful stretches of beach anywhere on the Flathead Ocean, including the very dunes where "Beach Blanket Fanucci" was filmed. Borphee nightlife is renowned throughout the Empire; Studio Frob on the wharf features an excellent Phlog and Tonic for Zm0.25. Warning: the Borphee Observation Tower is a complete waste of money. Admittance is Zm7, and the air in downtown Borphee never provides visibility of more than a fraction of a bloit.



SEASONAL EVENTS: Borphee is the site of the annual Double Fanucci Championships. During the first week in autumn, the entire province fills up with every Double Fanucci fanatic in the kingdom. Tickets to each game in the finals cost 3 zorkmids, but usually sell out within hours. Scalpers command as much as 20 zorkmids for a good seat. In late spring, G.U.E. Tech holds their annual Spelling Bee, which is free and open to the public. The highlight of last year's competition was Magic O'Leary's stunning mastery of clairvoyance spells which allowed him to win the Bee before the first word was even issued.

Every winter, the hills of Borphee come alive with the sound(s) of the most dreadful singers in the Kingdom. This event, aptly named The From Bad to Worst Songfest, allows those truly terrible singers to gain recognition while vying for the much-coveted prize of a pair of 18k gold ear-plugs. Because most hillside residents schedule out-of-town court appearances or surgery during this two-week period, you may be able to rent an apartment or house for as little as Zm2 or Zm3.5, respectively.

On the official first day of summer, thousands gather at the Borphee Harbor for the G.U.E. Festival of Small Ships.

Throughout the day, hundreds of these floating antiques drop their mini-anchors in the water and send off rockets, flairs and fireworks to herald their safe arrival. Only those spectators 4 feet 5 inches and under will be allowed to board the ships. Admission is free so come early to beat the crowds.

FACTS:

Population: 1,107,810

Land Area: 754 square bloits

Capital: Borphee

Nickname: The Industrial Province

Flower: The Compass Rose

Motto: "Borphee—fixum rixa poo nastik"

("Borphee—better than you think")

THE FRIGID RIVER VALLEY



LOCAL GOVERNMENT: None to speak of.



TRANSPORTATION: Unless you travel via flying carpet, you'll find this region to be virtually cut off from the rest of the Empire. You can hack your way east through the coastal forests with a machete, or try to cross the Flathead Mountains from the east, or you can try to travel up the Frigid River, bucking the most severe currents and dangerous rapids known to man. We suggest air travel.



WEATHER: Very unpredictable, but you'll probably be spending most of your time underground.



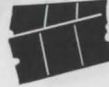
LODGING: The Tunnels of Love are a favorite of the Kingdom's honeymooners, located a stone's throw from Aragain Falls. The Tunnels are well-known for their vast honeycomb of passageways, and couples have been known to raise entire families just trying to find their rooms. Rates range from Zm2 for a room to Zm10 for a Honeymoon Suite. The Cliffhouse, near White Cliffs Beach, is inexpensive (all rooms are Zm2) and convenient to the big tourist spots.



DINING: The Roundup, just off the Round Room, specializes in dragon dishes. Entrees range from Zm0.30 to Zm0.80. The Aqueduct offers reasonably good cuisine and a breathtaking view of one of the Empire's primary water channels. Slightly overpriced at Zm1.20 to Zm2.20.



THINGS TO SEE: Flood Control Dam Number Three is a staggering engineering feat that must be seen to be believed. Nearby is Aragain Falls, the so-called Honeymoon Capital of the Great Underground Empire. Slightly farther away is the Royal Museum, although the three-week security clearance procedure discourages many visitors. If mountain climbing turns you on, the Flathead Mountains offer one of the best challenges anywhere.



SEASONAL EVENTS: On the first day of summer, crowds line the banks of the Frigid River for a spectacular sight: the annual opening of the floodgates of FCD Number Three, which lower the water level of the reservoir behind. Frequently, the king himself will be on hand to open the floodgates personally.

FACTS:

Population: 98,330

Land Area: 15,232 square bloits

Capital: Aragain

Nickname: The Deepest Province

Flower: The Budding Fern

Motto: "Blippi burz fliggin"

("Dig we must")

GURTH AND MITHICUS



LOCAL GOVERNMENT: An informal board of 13 thousand citizens meets three times each day to settle disputes and ratify the provincial budget.



TRANSPORTATION: Take the Coast Road south from Borphee, or sail to the port of Miznia. Travel from any of the westlands should cost no more than 5 zorkmids.



WEATHER: Absolutely wonderful for most of the year, but it can sometimes get unbearably hot during the peak summer months; bring mosquito netting.



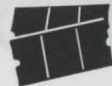
LODGING: In Gurth, try the King Zilbo Hotel, an elegant old building with rooms for as little as Zm2.50. Your best bet in Mithicus is the new No-Frill Inn. Rooms are only Zm0.75 per night, but almost everything is extra. (For example, beds are an additional Zm0.50 per night, pillows Zm0.20.)



DINING: The Broken Lantern in the village of Grubbo-By-The-Sea serves a fine parrot stew, as well as other local delicacies in an intimate setting. The desserts are world-famous; the morgia root pie is a must. Most meals will be around Zm1.50; desserts are extra.



THINGS TO SEE: The southlands are known for their many fine artisans. You can make arrangements at the various guildhalls to see carpenters, woodcarvers, rock cutters, potmakers, and basket weavers at work. The region is also prime vacationland, with many activities to choose from: sky diving, bull-fighting, surfing, skin diving and glurking. Rates vary seasonally, but a day's worth of any of these activities will cost you no more than 2 or 3 zorkmids. Consider exploring the jungles of Miznia, but stay away from the well-marked bloodworm spawning grounds unless you have a trained guide. Trained guides usually start at Zm8 per day.



SEASONAL EVENTS: The gigantic Gurth City Crafts Fair is held every weekend during the spring. The finest products of over 80 different guilds are displayed and sold. In early autumn, the annual Harvest Festival gets underway for a colorful two-week celebration featuring local foods, drinks, song and dance.

FACTS:

Population: 2,883,190

Land Area: 21,545 square bloits

Capital: Gurth City

Nickname: The Vacation Province

Flower: The Morgia

Motto: "Utribiz oomum flaxil zobs"
("Don't eat moldy bread")

THE GRAY MOUNTAINS



LOCAL GOVERNMENT: Local matters are settled entirely by a tyrannical governor who is chosen once a month by a lottery.



TRANSPORTATION: Travel to this remote area has recently been made much simpler by the completion of the Great Underground Highway's eastern branch. Tolls will run as high as Zm3 depending on your point of departure.



WEATHER: Thanks to active hot springs, the temperature of the underground caverns in this region stays at a uniform ideal temperature. However, up on the surface, the temperature is nearly always below freezing, with frequent blizzards.



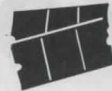
LODGING: The brochures for Grayslopes recommend a place called the Ski Pole, but avoid this fleabag at all costs, unless you like bedbugs, rusty water, and rude help. (Apparently, the owners of Grayslopes also own a piece of the Ski Pole.) Instead, stay at the intimate Come-On Inn, which cost only Zm1.30. The Come-On also offers discounts on all equipment rental.



DINING: The Glacier Room is a colorful dive which is a favorite hangout for the locals. In addition to generous helpings of good food, the Glacier Room also provides cast rests for diners. From Zm0.60. Warning: ignore recommendations by natives to dine at the Rotgut. Although the locals love to eat there, recommending it to visitors is a practical joke the natives love to play. After all, they've been brought up on this sort of food, plus they know all the best bromide cures.



THINGS TO SEE: The hot springs are somewhat overrated as a tourist spot. As far as we're concerned, a trip to the Gray Mountains means one thing: snow sports. A lift ticket at Grayslopes costs Zm3 for a day. Skating on the slanted frozen surface of Lake Dingee is an exhilarating experience. Snow-burrowers rent for around 6 zorkmids per week, but be sure to spend an extra Zm1.50 for a service contract.



SEASONAL EVENTS: None. There are no seasons in the Gray Mountains.

FACTS:

Population: 18,370

Land Area: 13,441 square bloits

Capital: Frostham

Nickname: The Fire and Ice Province

Flower: Probizzan Moss

Motto: "Mekie zimbuz"

("Maybe tomorrow")

John D. Paddock
President and Chairman of the Board,
Frobizzan International

Zork III: The Dungeon Master

Welcome to Zork!

You are about to experience a classic interactive fantasy, set in a magical universe. The ZORK Trilogy is set in the ruins of an ancient empire lying far underground. You, a dauntless treasure-hunter, are venturing into this dangerous land in search of wealth and adventure. Because each part of the ZORK saga is a completely independent story, you can play them in any order. As Zork III begins, your greatest challenge beckons as you take the final step down into the very heart of the Great Underground Empire. Your character and courage will be tested as the enigmatic Dungeon Master confronts you with predicaments and perils. Your quest hinges upon discovering his secret purpose, even as he oversees your ultimate triumph—or destruction!

A MESSAGE TO OUR SHAREHOLDERS

778 was a year of continued growth for FrobozzCo and its many subsidiaries. Gross income rose 14% and our revenue increased by 22%. The employment rate now stands at 98.7% for the entire workforce of the Great Underground Empire and is limited only by the birth rate and the size of the Royal Family.

Following the completion of the Royal Museum, the Frobozz Magic Cave Company, our largest subsidiary, moved to increase its staff even more as the well-publicized dam and volcano projects moved into full gear. The Cave Company will also be creating the new 400-story FrobozzCo world headquarters in Flatheadia, scheduled to open sometime in 781.

More than 18,000 additional subsidiaries were formed or taken over during the last year, further increasing the scope of our industrial empire. FrobozzCo now produces everything from aardvarks to zwieback.

I trust that you, as a stockholder, will take the time to read through this report and learn about at least a few of the many exciting things that are going on here at FrobozzCo. It's certainly been a tremendous year, but we're looking forward to an even tremendouser year in 779!

John D. Flathead
President and Chairman of the Board,
FrobozzCo International

FROBOZZ MAGIC CAVE COMPANY

The first of FrobozzCo's myriad subsidiaries, the Magic Cave Company was formed over a century ago to implement King Duncanthrax's massive tunneling project. Today, the Magic Cave Company is an umbrella for a wide range of underground construction projects.

Two of the most ambitious construction projects ever attempted are now on the Magic Cave Company drawing boards. Construction has already started on a dam of staggering proportions that will span the Frigid River. Tentatively called Flood Control Dam Number Three, the dam is scheduled for completion in 783 G.U.E., and comes with a price tag of 37 million zorkmids.

Magic Cave Company engineers are planning an amazing project to quench and then hollow out a mighty volcano. The project is being conducted under very tight security, and Lord Dimwit Flathead himself is

personally reviewing the plans at each stage.

In addition to these landmark projects, the Magic Cave Company created an additional 46,000 linear bloits of tunnel this year, including nearly 200 bloits of the Great Underground Highway extension, as well as 8,000 cubic bloits of additional cavern space.

FROBOZZ MAGIC TWEEZERS COMPANY

One of the newest and brightest members of the FrobozzCo family, the Magic Tweezers Company was formed after a 652,000-zorkmid market research survey revealed a widespread need for a high-quality technologically advanced tweezer.

Following several years of planning and development, the Frobozz Magic Tweezer Model A-1 is now ready to roll off the assembly lines and into millions of homes all across the Great Underground Empire. The A-1, which will retail for Zm0.29, has sold briskly in test markets. Within six months, a top of the line Model X-1 tweezer will be introduced and will retail for Zm0.89. Six more models, as well as various add-on accessories, are currently on the drawing board.

The Board of Directors of FrobozzCo welcomes the Frobozz Magic Tweezers Company aboard, and is confident that this new division will pluck a lot of business for the parent conglomerate.

FROBOZZ MAGIC SPELL COMPANY

While the well-heeled Enchanters Guild remains the primary customer of the Frobozz Magic Spell Company, the invention of self-casting spell scrolls has created a huge new market for magic technology.

Sales increased 11% during 778, marking the twentieth year of steady growth for this lucrative FrobozzCo subsidiary. In response to the growing demand for magic spell accessories, several new FrobozzCo divisions were formed, including the Frobozz Magic Scroll Rack Company, the Frobozz Magic Spell Book Company, and the Frobozz Magic Scroll Mailing Tube Company.

Four new spells were added to the Magic Spell Company product line this year, a Magic Spell Company record and a tribute to the wizards in FrobozzCo's famous Magiclab. The four new spells are DRILBO (strips a floor of yellowed wax), BORCH (puts insects to sleep), GIZGUM (predicts visits by relatives) and QUELBO (transmutes coconuts into gold).

FROBOZZ MAGIC GRUE REPELLENT COMPANY

The Frobozz Magic Grue Repellent Company is one of FrobozzCo's fastest growing divisions. Sales of grue repellent nearly tripled last year, spurred on by drastic extensive improvements made in the product and by an aggressive marketing campaign. Magic Grue Repellent Company executives can proudly point to a 31% drop in grue-related deaths during the last year, and a consequent 31% drop in the grue population.

The discovery of a particularly effective new additive by the Magic Grue Repellent Company's research division has increased the efficiency of the product by 45%. Studies have shown that most grues will not come within 70 feet of someone sprayed with New Improved Repellent. The new additive, dubbed G-17, is also longer-lasting, requiring fewer sprayings, and it can be made from ordinary sand!

The Magic Grue Repellent Company also increased the product line with the introduction of seven new odors of repellent, in addition to the

regular old socks/burning rubber odor. The new odors include rotting eggs, dead fish, swamp gas, three-week-old meatloaf, gym locker, wet dog and mint.

Several ingenious sales strategies were highly successful. The Free-Noseplugs-With-Every-Can campaign, in association with the Frobozz Magic Noseplugs Company, ran for one month and increased sales by 92%. Advertisements featuring grue-mangled corpses ran before and during the peak travel season. Finally, a joint packaging effort with the Frobozz Magic Lantern Company to produce a Frobozz Anti-Grue Kit paid off with remarkable end-of-year sales.

FROBOZZCO FINANCIAL REPORT

FrobozzCo International Income Statement (Zorkmid Amounts in Millions)

	Year end 778	Year end 777
Revenues:		
Sales of goods and services	Zm5,431,922	Zm5,108,113
Sale of property	350,585	-----
Other revenues	812,913	656,106
TOTAL REVENUES	<u>6,595,420</u>	<u>5,764,219</u>
Expenses:		
Cost of goods and services	2,773,119	2,655,288
Selling, administration, bribes	1,243,984	1,256,712
Depreciation	127,353	112,499
Contributions to Royal Charities	888,307	888,307
Printing of Annual Report	285,238	279,540
TOTAL EXPENSES	<u>5,318,001</u>	<u>5,192,346</u>
NET INCOME	<u>Zm1,277,419</u>	<u>Zm 571,873</u>
Earnings per uncommon share:		
Continuing operations	Zm 2.72	Zm 1.54
Discontinuing operations	(0.03)	(0.02)
NET INCOME PER UNCOMMON SHARE	<u>Zm 2.69</u>	<u>Zm 1.52</u>

FrobozzCo International Retained Earnings Statement (Zorkmid Amounts in Millions)

	Year end 778	Year end 777
Retained earnings at year opening	Zm1,204,445	Zm1,162,556
Net income	1,277,419	571,873
Dividends paid on uncommon stock	(894,017)	(529,971)
Dividends paid on unpreferred stock	(24)	(13)
Retained earnings at year end	<u>Zm1,587,823</u>	<u>Zm1,204,445</u>

FrobozzCo International Balance Sheet (Zorkmid Amounts in Millions)

	Year end 778	Year end 777
Assets:		
Cash	Zm 393,459	Zm 219,067
Inventories	566,790	465,634
Loans to Royal Family	1,125,000	900,000
Executive Party Fund	107,374	135,252
Plant and Equipment	778,833	596,025
Other assets	325,939	294,606
TOTAL ASSETS	<u>Zm3,297,395</u>	<u>Zm2,610,584</u>
Liabilities:		
Short term loans	Zm 456,872	388,431
Accrued payroll deductions	594,311	435,923
Deferred bribes	216,343	209,575
Other liabilities	95,647	80,293
Total Liabilities	<u>1,363,173</u>	<u>1,114,222</u>
Shareholder's equity:		
Uncommon stock	345,287	291,054
Unpreferred stock	1,112	858
Retained earnings	1,587,823	1,204,445
Total shareholder's equity	<u>1,934,222</u>	<u>1,496,357</u>
TOTAL LIABILITIES AND EQUITY	<u>Zm3,297,395</u>	<u>Zm2,610,579</u>

Beyond Zork

Preface to the Story

Dark times have fallen upon the South lands of Quendor. All the enchanters have disappeared without a trace. Monsters roam the countryside. And the taverns are filled with disturbing rumors and un-savory characters. A simple peasant like yourself knows better than to get involved in the affairs of wizards. But everyone you meet seems intent on testing your abilities to the utmost. You find yourself drawn into a web of fantasy and magic, solving puzzles, avoiding traps and fighting monsters. Your strength and power grow with every encounter, until the most fabulous treasure of all - the fabled Coconut of Quendor - lies within your grasp. If only you can survive long enough to claim it! Unlike other Infocom stories in which your character is "set" from the start, Beyond Zork lets you create your own character with six attributes: endurance, strength, dexterity, intelligence, compassion and luck. Each attribute affects your adventure in different ways. For example, a very lucky character may not have the dexterity to scale walls, or a very intelligent character may be able to outsmart a monster that even a strong character couldn't defeat. You can choose your attributes yourself, or you can use a character already set up by the computer. You must fight monsters and solve puzzles to succeed in each of your quests. Since your success will often depend on your attributes, mindful players will try to improve their attributes as they venture onward. The story is presented in a new and flexible way. A map in the upper-right portion of your screen shows the immediate area and the directions you can move. You can use the on-screen map and your mouse to move to adjacent rooms. (If your computer has a numeric keypad, you can use it to move around as well.) Experienced Infocom players may recognize references to other Infocom games.

About the Author

"Professor" Brian Moriarty built his first computer in the fifth grade. This early experience with electronics led him to seek a degree in English Literature at Southeastern Massachusetts University, where he graduated in 1978. He is a member in good standing of the Nathaniel Hawthorne Society, and accepts full responsibility for his previous Infocom titles, Wishbringer and Trinity.

Beyond Zork Special Commands

*COLOR - If you are playing Beyond Zork on a computer with a color monitor, you can type COLOR to change the colors on your screen. This command works only on some computers.

*DEFINE - This command allows you to change the settings of the function keys. For example, if pressing function key 2 is like typing INVENTORY, you can change this to DROP ALL, or DROP ALL followed by RETURN (or ENTER), or anything else, by using the DEFINE command.

*MODE - If you find the maps and other screen features of Beyond Zork undesirable, you can use the MODE command. This will make the screen look "standard," like every other Infocom game. Typing MODE a second time will cause the "enhanced" screen features to return.

*MONITOR - Your character's endurance attribute is especially important. Therefore, whenever something affects your endurance (being wounded during combat, for example), your endurance level is automatically displayed on the screen. If for some reason you do not wish to monitor your endurance, use the MONITOR command. Typing MONITOR a second time turns the endurance-display feature back on.

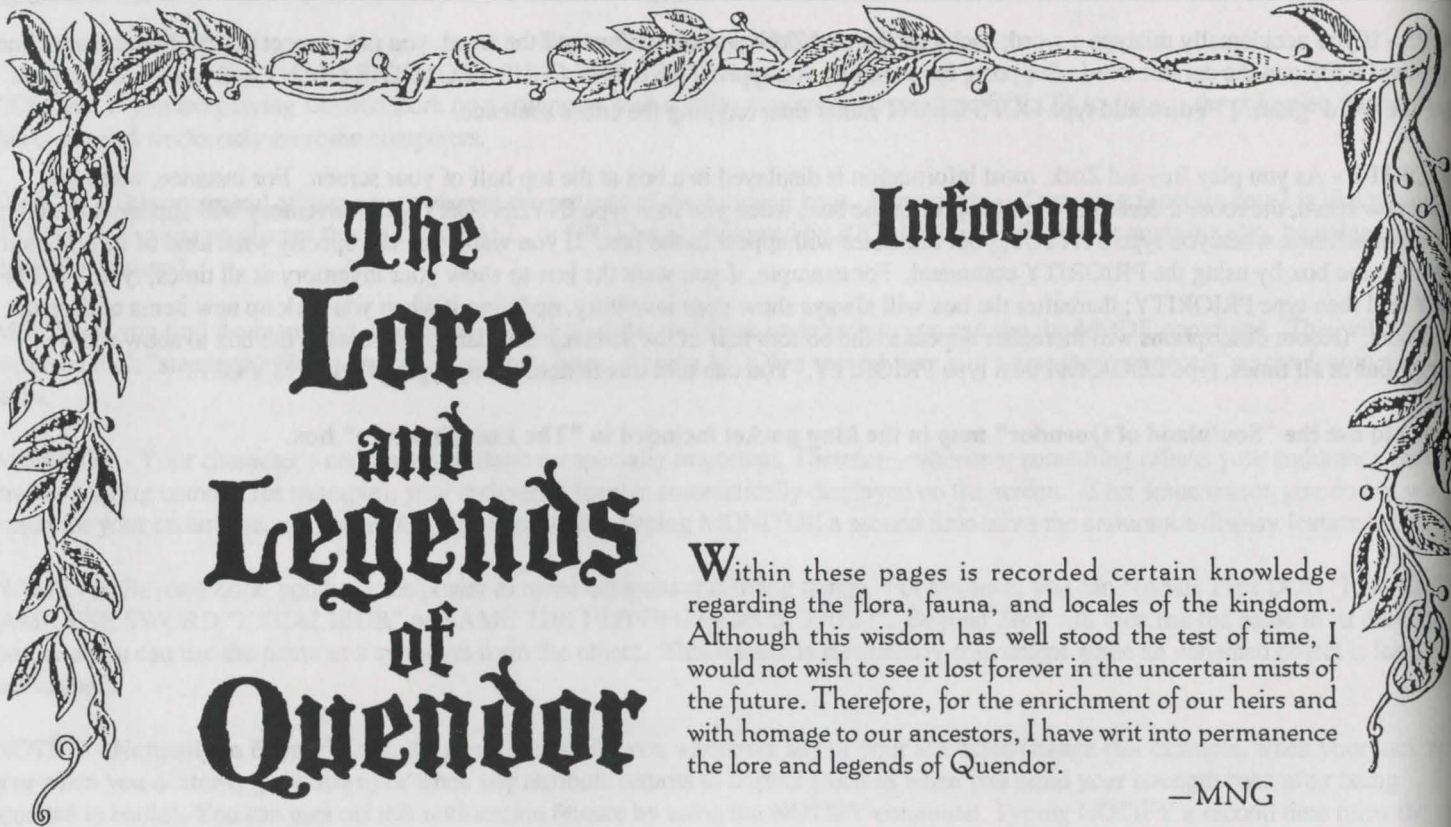
*NAME - In Beyond Zork, you have the power to name weapons and living things. For instance, you can NAME THE DOG "ROVER" or NAME THE SWORD "EXCALIBUR" or NAME THE HIPPOPOTAMUS "FRED". Beyond Zork will then use the name in its descriptions, and you can use the name as a synonym for the object. This feature is particularly convenient when an unnamed object is long or hard to spell.

*NOTIFY - Normally in Beyond Zork, the game will notify you whenever any of your attributes change (for example, when your luck goes up or when your dexterity goes down) or when any attribute returns to normal (such as when you build your strength back after being wounded in battle). You can turn off this notification feature by using the NOTIFY command. Typing NOTIFY a second time turns the feature back on.

*OOPS - If you accidentally mistype a word, such that Beyond Zork doesn't understand the word, you can correct yourself on the next line by typing OOPS and the correct word. Suppose, for example, you typed TAKE THE CLUB FROM THE GIANT and were told "[I don't know the word 'giant.']" You could type OOPS GIANT rather than retyping the entire sentence.

*PRIORITY - As you play Beyond Zork, most information is displayed in a box at the top half of your screen. For instance, when you enter a new room, the room's description will appear in the box; when you then type INVENTORY, your inventory will appear in the box; on some machines, when you type STATUS, your attributes will appear in the box. If you want, you can specify what kind of information appears in the box by using the PRIORITY command. For example, if you want the box to show your inventory at all times, type INVENTORY and then type PRIORITY; thereafter the box will always show your inventory, updating it when you pick up new items or drop or lose others. (Room descriptions will thereafter appear in the bottom half of the screen.) Similarly, if you want the box to show room descriptions at all times, type LOOK and then type PRIORITY. You can turn this feature off by typing PRIORITY OFF.

Be sure to use the "Southland of Quendor" map in the Map packet included in "The Lost Treasure" box.

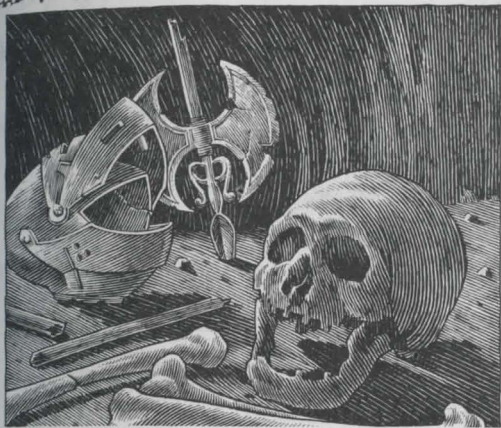


The Lore and Legends of Quendor

Infocom

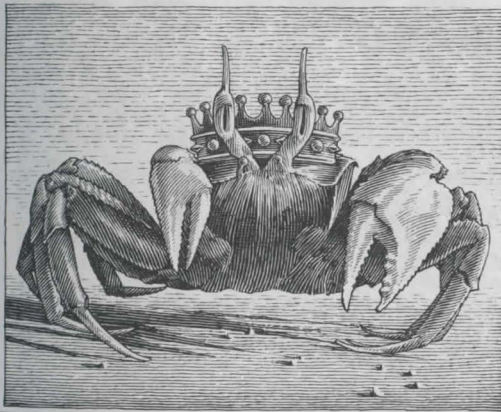
Within these pages is recorded certain knowledge regarding the flora, fauna, and locales of the kingdom. Although this wisdom has well stood the test of time, I would not wish to see it lost forever in the uncertain mists of the future. Therefore, for the enrichment of our heirs and with homage to our ancestors, I have writ into permanence the lore and legends of Quendor.

—MNG



GRUE

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; few have survived its fearsome jaws to tell the tale.



DISCIPLINE CRAB

Discipline crabs are small, moral crustaceans found in cellars, fallout shelters and other subterranean lairs. These brooding curmudgeons are deeply offended by the slightest intrusion; if cornered, they employ their razor-edged pincers with righteous efficiency.



ELDRITCH VAPOR

Eldritch vapors dwell in cemeteries, moors and other locales where fog will hide their evershifting forms. Gleeful and mischievous, they enjoy snatching away the possessions of those foolish enough to wander into their realm. Visitors without possessions are themselves snatched away.



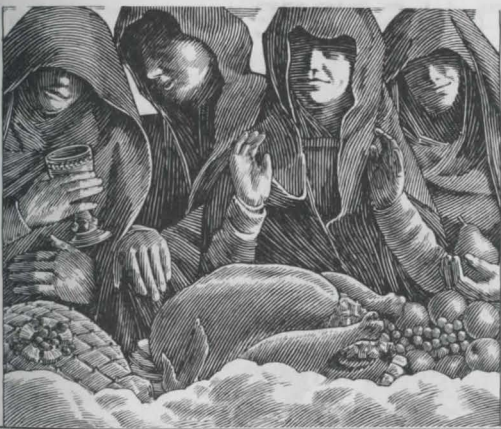
DORNBEAST

Smart adventurers run the other way when they hear “Hurumph,” the battle cry of the deadly dornbeast. Its 69 sensitive eyes can paralyze an unwary explorer with a single glare. Captured victims are plastered with round, sticky secretions that never come off.



MONKEY GRINDER

Avoid this nightmare at any cost! Spawn of a carnival necromancer, the monkey grinder can blast minds to jelly with its powerful Sense Organ. Deceptively eloquent in both manner and speech, these loathsome creatures actually possess little intelligence, and suffer an illiteracy rate of 103%.



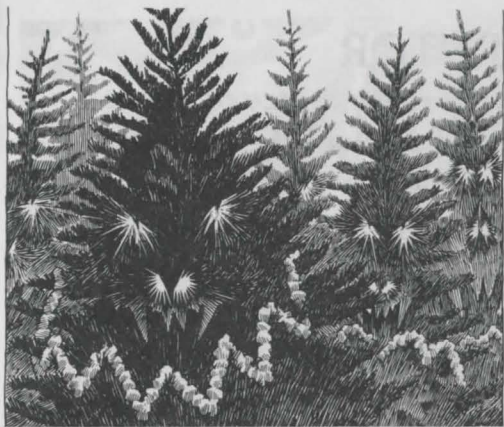
IMPLEMENTOR

The Implementors are a race of minor deities who dwell on the Ethereal Plane of Atrii. Their ample free time is spent on costly luncheons where gossip and sweet nectars flow freely. Implementors do not discourage rumors that the world was created by them as a plaything.



GIANT CORBIE

Corbies are carrion birds with sharp eyesight and sharper beaks. Their color vision is so well developed, they can spot a yellow grotch in a hayfield from 200 bloits away. Corbies prefer the taste of dead, rotting flesh, but have been known to feast on live, running adventurers.



CHRISTMAS TREE MONSTER

Vast herds of these luminous vegetables roam freely amid the glacial valleys of the south. Residents fear the autumn migrations, in which the trees cheerfully trample everything in their path. Christmas tree monsters are repelled by caterpillars, but nobody can explain why.



MINX

Irresistably cuddly, the minx shares all the most ingratiating characteristics of kittens, koala bears and piglets. Minxes are highly prized for their ability to find and root out chocolate truffles from the ground, and will eagerly devour them if given the opportunity.



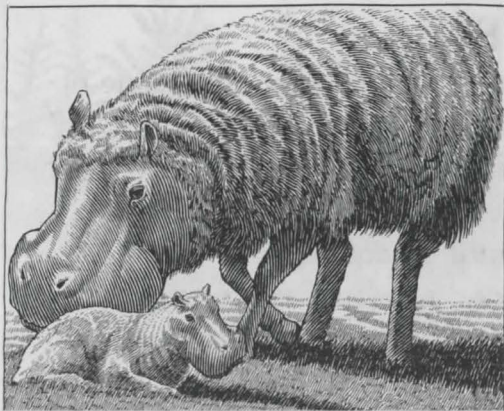
UNICORN

Most unicorns have fled to the Plane of TransInfinite Splendor, where they enjoy a carefree existence free from the cruelty of man. The unhappy few left behind are eagerly sought by zoos and private collectors. It is good luck to kiss a unicorn's horn; but woe to any fool who harms one.



FROON

Legends of this magical kingdom date back before the reign of Entharion the Wise (0-4I GUE). Said to lie somewhere beyond the clouds, Froon was the setting for a series of beloved children's books by L. Frank Fzort, and later became a successful movie musical starring Judy Garlic.



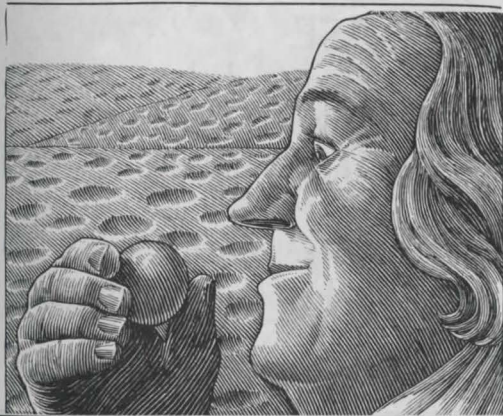
HUNGUS

Part sheep, part hippopotamus, the hungus builds its nest in jungle swamps and other hot, squishy places. Normally docile and eager to avoid conflict or activity of any kind, the hungus is fiercely clannish, and will instantly charge at anything that dares to threaten its kin.



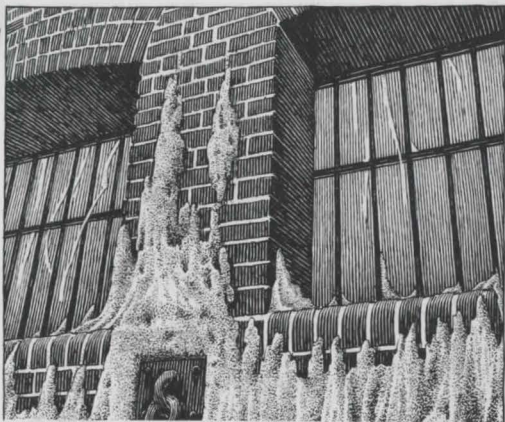
SPENSEWEED

The healing virtues of this common roadside plant are well documented. Although it is safe to eat, spenseweed is most effective when applied directly to wounds as a salve. Avoid the cheap commercial preparations, which may contain artificial coloring and preservatives.



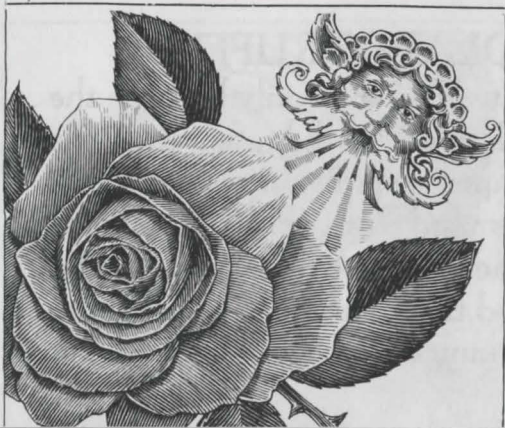
CHOCOLATE TRUFFLE

Chocolate truffles grow only between the roots of oak trees. Dark brown when fresh, they decompose rapidly once exposed to air. Truffles were a favorite of Lord Dimwit Flathead the Excessive (770-789 GUE), who ordered the excavation of entire forests to indulge his bottomless appetite.



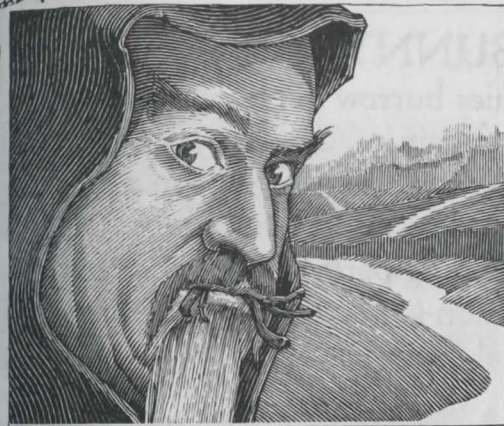
MOSS OF MAREILON

First classified in 843 GUE by Thwack of Mareilon, this soft, pale fungus thrives in underground tunnels and public toilets. When squeezed, the moss releases an invisible cloud of spores which improves the dexterity of laboratory rat-ants. Its effect on other species is uncertain.



COMPASS ROSE

The stem of this rare annual always droops in the direction of the prevailing wind. Rumors that the compass rose can actually control the wind are hotly denied by the Guild of Meteorologists, who harvested the species to the brink of extinction in the Rose Riots of 8II GUE.



MORGIA ROOT

It is a rare enchanter who does not carry morgia root to gnaw on during a long journey. The mint-flavored juice improves stamina, slakes thirst and conceals bad breath. In domestic applications, morgia root is often baked into pies, and makes an excellent platypus stuffing.



CRUEL PUPPET

Few creatures are more despised than the cruel puppet. It attacks by twisting itself into unflattering caricatures of its opponent, accompanied by jeers, rude noises and shocking accusations. Staunch monarchs have been reduced to tears by these merciless shapeshifters.



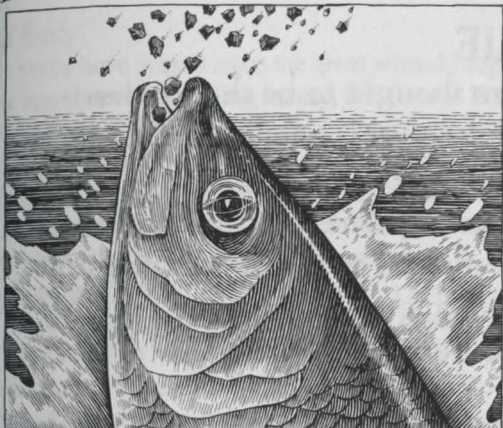
DUST BUNNY

Dust bunnies burrow in obscure corners and under furniture, and defend their territory by multiplying. They can clog a passageway in seconds, filling the air with dark, suffocating particles. Static electricity and lemon-scented sprays are their only natural enemies.



PHEEBOR

Ruins of this ancient city are still visible at the confluence of the rivers Phee and Bor. The reason for its downfall (circa 400 BE) is unclear, but minstrels sing of a feud between Pheebor and its sister city Borphee over the naming of what is now called the Borphee River.



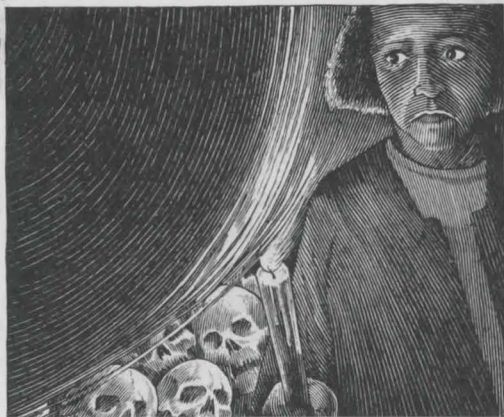
RED HERRING

These common fish patrol the dark recesses of freshwater pools and streams. But a handful of granola brings them racing to the surface, a fact known by every rural schoolboy. The old adage about red herrings being “good brain food” has no scientific basis.



LUCKSUCKER

Lucksuckers feed on good fortune. Part physical entity, part mental phenomenon, the sucker's appearance is based on the laws of probability, and may change without warning. Good luck charms provide only a temporary shield against attack. The best strategy is to run!



UR-GRUE

Ur-grues are thought to be the shades of fallen Implementors. Skilled in black sorcery, the ur-grue can envelop itself in a personal zone of darkness which neither lamp nor flame can penetrate. Sunlight is the only thing it fears. It is unwise even to speak of this utterly evil entity.



THE COCONUT OF QUENDOR

Though reluctant to dismiss the Coconut outright, most historians regard its historical existence as dubious at best. Orkan of Thriff has suggested that if all the "Shards of The One True Coconut" and "Vials of The Blessed Milk" were gathered in one place, they would form a stack nine bloits high.

Zork Zero

Preface to the Story

More than 90 years have passed since the great wizard Megaboz cast the Curse which destroyed Lord Dimwit Flathead the Excessive along with the other members of the ruling family, the Twelve Flatheads. Now, the Curse threatens to bring down the Great Underground Empire itself! Wurb Flathead, the current occupant of the throne, has sent a clarion call to the remotest corners of the Empire: half the riches of the kingdom to the person who can allay the Curse. From every province of Quendor, courageous adventurers, scheming charlatans, and wild-eyed crackpots have streamed into the Imperial Capital of Flatheadia. You are one such treasure-seeker, a peasant from an unheard-of village in an obscure province. However, you have an important advantage: an ancestor of yours, a servant in Dimwit's court, witnessed Megaboz casting the Curse, and obtained a small scrap of wizardly parchment from the mage's pocket. This parchment scrap has been passed down from generation to generation, and is now in your possession. Thanks to it, you know what none of the other would-be cursebusters know; you alone know what must be done to stop the Curse! By the time of your arrival at Flatheadia, most of the treasure-seekers have given up and returned to their homelands. In fact, you discover that most of the population, including all figures of authority, have fled to distant provinces. And when you awake on the hard floor of the castle on Curse Day, you find that even the looters and the most persistent adventurers have departed. In fact, as you begin your desperate quest to find the relics of the Empire you need to stop the Curse, your only company is the court jester, who spins rhymes for your amusement. Always appearing when you least expect him, the jester will confront you with riddles and games, spring some deadly tricks, and give you helpful nudges in the right direction. And throughout, he seems to be laughing at some tremendous joke which you can't begin to fathom...

Zork Zero is the prequel to the Zork Trilogy, one of the most popular, best-loved computer games ever written. Zork Zero takes you back to the age of the Flatheads, where you can glimpse the Great Underground Empire during its heyday, and witness its monumental fall.

About the Author : Steve Meretzky (1957-) was born and raised in Yonkers, NY, where his early hobbies included rooting for the New York Mets and against Richard Nixon. A few historians of interactive fiction think that Meretzky's first job, packing nuts and bolts for his father's hardware business, was the formative moment of his writing career. A few other people think that there's absolutely no connection. Most people don't think about it at all. Many have won awards, but probably no awards you've ever heard of. Along with Infocom's Dave Lebling, Meretzky is the first person admitted to the Science Fiction Writers of America for authoring interactive fiction. Other works of interactive fiction by Steve Meretzky: Planetfall (1983), Sorcerer (1984), The Hitchhiker's Guide to the Galaxy (1984) (with Douglas Adams), A Mind Forever Voyaging (1985), Leather Goddesses of Phobos (1986), Stationfall (1987)

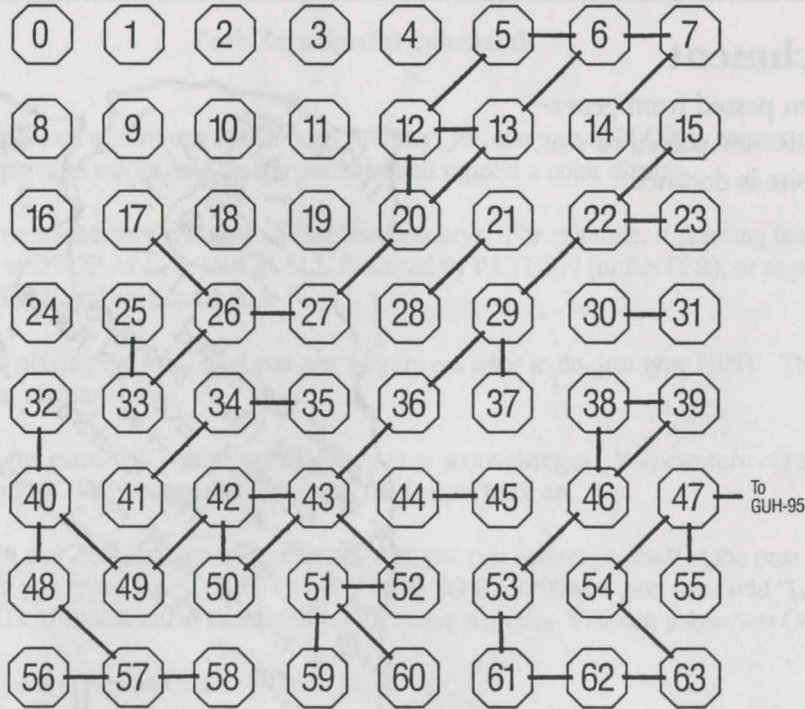
Zork Zero Special Commands

- *COLOR - If you are playing Zork Zero on a computer with a color monitor, you can type COLOR to change the colors of the text and background on your screen. This command works only on computers which support a color display.
- *DEFINE - This command allows you to change the settings of the function keys. For example, if pressing function key 2 is like typing INVENTORY, you can change this to DROP ALL, or DROP ALL followed by RETURN (or ENTER), or anything else, by using the DEFINE command. See the "Function Keys" section on page N.
- *HINT - If you have difficulty while playing the story, and you can't figure out what to do, just type HINT. Then follow the directions at the top of your screen to read the hint of your choice.
- *NOTIFY - Normally in Zork Zero, the game will notify you whenever your score changes. You can turn off this notification feature by using the NOTIFY command. Typing NOTIFY a second time turns the feature back on.
- *OOPS - If you mistype a word, such that Zork Zero doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed HAND THE CHAIN SAW TO GARNDMA .and were told "[I don't know the word 'garndma']" you could type OOPS GRANDMA rather than retyping the entire sentence You can abbreviate OOPS to O.
- *REFRESH - This command clears your screen and redraws the display.
- *UNDO - You can use this command to "back up" one move. Suppose, for example, that you found a package but didn't know what was in it. You might type OPEN THE PACKAGE .and be told "The package explodes as you open it, destroying all your possessions." You could then type .UNDO, and you would "back up" one move. Your possessions would be intact, and you could try giving the package to an enemy, or leaving it alone, or something else. Note that the UNDO command works only on certain computers with enough memory.

Zork Zero Parchment

This parchment has been passed from generation to generation and is now passed to you, use it wisely or the Empire is doomed.





GOODBAR -
 I LEFT MY HARDHAT
 OUT IN LOT 0.
 PLEASE PICK IT UP.
 THANKS,
 QUIZZED

Work still to be performed in Phase Two:

- Removal of temporary passages
- Installation of emergency exits
- Installation of sprinkler system
- Construction of Concierge apartment

Frobazz Magic Construction Company 1 of 1

Rockville Estates

Phase Two, showing all work
 completed through 29-Mum-880

Scale 1:1440

drawn by S. Fzortbar

The Flathead
Calendar



883



THE TWELVE FLATHEADS

*As every student of history knows, the Twelve Flatheads were the greater part of the Thirteen Significant Accomplishments of King Mumberthrax the Insignificant.**

In the immortal words of Boswell Barwell, the royal biographer:

Mumberthrax's place in history was secured by the one thing at which the Flatheads tended to excel: procreation. He sired twelve amazing children; twelve offspring who would transform the kingdom. As these magnificent siblings grew in notoriety, as their vast achievements became legendary, they became known as The Twelve Flatheads.**

In 783 GUE, the coronation of Lord Dimwit Flathead the Excessive, Mumberthrax's firstborn, began at Flatheadia. This calendar, brought to you under the auspices of the Flatheadia Chamber of Commerce and the Frobozz Magic Calendar Company, celebrates the centennial of that memorable occasion.

*Reproduced for this calendar are Leonardo Flathead's famous portraits of the Twelve Flatheads.*** Leonardo brilliantly captured the varied personalities of the siblings on canvas over a span of seventeen years, starting with his own self-portrait in 766 GUE (see Jelly) and finishing with his Coronation Portrait of King Dimwit in 783 GUE (see Estuary).*

*We are grateful for permission to reprint the accompanying excerpts from Boswell Barwell's exhaustive biography, "The Lives of the Twelve Flatheads."*****

**The thirteenth accomplishment was a decree that made Double Fanucci the National Sport of Quendor. Legends say that Double Fanucci was invented by Zilbo III, the last king of the Entharion dynasty. Double Fanucci Championships had been an annual event since 691 GUE, and Mumberthrax's Proclamation of 757 simply gave the sport official royal approval.*

***From the introduction to "The Lives of the Twelve Flatheads."*

****The originals can be seen in the gallery at Flatheadia Castle. Acknowledgement is gratefully made to Winifred Booblort of the Flatheadia Castle Preservation Society for her invaluable help.*

*****Copied right in 804 GUE by the Frobozz Magic Biography Publishing Company.*

DIMWIT FLATHEAD

Excessive Ruler of the Empire (723–789)

Dimwit, as Mumberthrax's firstborn, grew up as heir to the throne of Quendor. A tad spoiled, little Dimmie was fond of torturing his nannies in the castle dungeon.

Dimwit spent most of his early adulthood vacationing (with 40,000 attendants) in the sparsely populated Eastlands across the Great Sea. Dimwit, who despised the outdoors,* was enthralled by the underground caverns there.

When Mumberthrax felt death's icy hand in 770 GUE, Dimwit began his vibrant reign. He immediately moved the capital of Quendor from Egreth, in the Westlands, to Aragain, in the Eastlands. Aragain, a small village, was transformed and renamed Flatheadia. Dimwit also decreed that Quendor be called "The Great Underground Empire."**

Dimwit's grandiosity knew no bounds. His wondrous coronation ceremony*** quickly earned him the nickname Lord Dimwit Flathead the Excessive. On a whim, in 783, he ordered the erection of Flood Control Dam #3, an underground project whose uselessness and cost did not diminish its magnificence. He also had huge granola smelters built near the Antharian Granola Mines.

Some bitter, unappreciative chroniclers have described Dimwit's castle as his biggest folly. It covered 8,600 square bloits, and housed, at one time, over 90% of the empire's population.

Dimwit's last great project was the erection of a huge statue of himself in the Fublio Valley. Nine bloits tall, it necessitated the deforestation of 1,400 square bloits.

It was rumored that Dimwit was planning the construction of a new continent in the Flathead Ocean; a continent whose contours would have resembled his own features. Sadly, Dimwit passed away in 789 before he could realize this incomparable goal. His death has always been shrouded in mystery.

*Dimwit was petrified of rain, which puddled embarrassingly on his level pate.

**Nowadays, these names are used interchangeably.

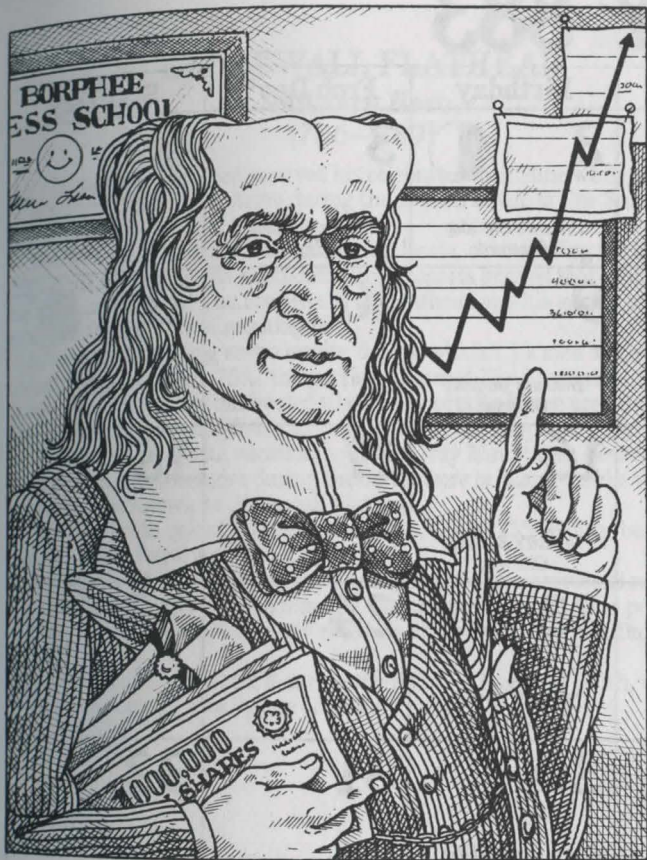
***The ceremony took thirteen years to plan and lasted eighteen fun-filled months.



ESTUARY 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
1 <i>Entharion Day</i>	2	3 <i>Mom's Birthday</i>	4 	5 <i>Dimwit's Birthday Observed</i>	6	7
8	9	10	11	12 <i>Dimwit's Birthday Observed</i>	13 	14
15	16  <i>Granola Riots (865 GUE)</i>	17	18 <i>Endless Fire started (773 GUE)</i>	19 <i>Dimwit's Birthday Observed</i>	20	21
22  NEW MOON	23	24	25	26 <i>Dimwit's Birthday Observed</i>	27	28
29	30 <i>Flood Control Dam #3 dedicated (783 GUE)</i>	31 	DID U KNOW? Dimwit's Birthday, now associated with big sales at U-Mart and J.C. Zorkmids, was once a day when everyone in the kingdom was required to give the king a present.			

Frob Day is a traderrune of the Frobozz Magic Day Company.



JOHN D. FLATHEAD

Captain of Industry

(725-789)

King Duncanthrax formed the Frobozz Magic Construction Company in 667 GUE to enlarge the underground caverns of the Eastlands. Affiliated companies, such as the Frobozz Magic Dirt Disposal Company, and the Frobozz Magic Underground Sewer Installation Company, soon followed. The next year, FrobozzCo International was formed as a parent company for the burgeoning subsidiaries.

By 743, there were more than 17,000 subsidiaries of FrobozzCo. That same year, a young entrepreneur named John D. Flathead graduated from the venerable Borphee Business School.

At age 22, John D. founded Flathead Industries. FI's business was inventing other companies, which it would then sell to FrobozzCo. Within three years, FI had an annual income of 80,000,000 zorkmids. Eventually, the conglomerate decided to buy FI, renaming it the Frobozz Magic Company Company. John D. became one of FrobozzCo's 39,000 vice-presidents.

It didn't take John D. long to parlay his business acumen and royal connections into the chairmanship of FrobozzCo. Years of heady growth followed. When John D.'s older brother Dimwit became king, FrobozzCo received every contract for Dimwit's incredible projects. Hundreds of new subsidiaries were formed daily; in 781 a huge 400-story headquarters opened in Flatheadia.

John D.'s long-time goal was for FrobozzCo to control every single zorkmid of commerce in the Great Underground Empire. The lone holdout, a small rutabaga farm in Mithicus, finally sold out to FrobozzCo in 789. John D. never heard the news, however. He disappeared, along with a huge entourage, while touring the factories of the Frobozz Magic Snowmaking Equipment Company in the Gray Mountains.

FROBUARY^{TR} 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
FUN FAX Frobruary ^{TR} was originally called Fidooshiary until it was purchased by the Frobozz Magic Month Company in 817 GUE.			1	2 	3	4
5	6	7	8	9	10	11 
12	13	14	15	16	17	18
19	20 	21	22	23	24	25
26	27	28	29 	30	31	32
33	34	35	Start of Leap Week (Antharia only)	Dimwit's Birthday Observed		

Frob Day is a traderune of the Frobozz Magic Day Company.
 Frobruary is a traderune of the Frobozz Magic Month Company.

STONEWALL FLATHEAD

Military Hero
(726–789)

T.J. "Stonewall" Flathead received his celebrated nickname while serving as a Squire in the Royal Army during the famous Battle of The Stonewall in 747 GUE.

The Stonewall was a strategically vital locale, commanding the two most important caverns of the Eastlands. When reports arrived that rebellious natives had captured The Stonewall, T.J. Flathead and his garrison were assigned the mission of retaking it.

After a battle lasting seven weeks, during which T.J.'s men suffered a casualty rate of nearly 75%, the garrison stormed The Stonewall. Once in command of it, they discovered that the reports had been erroneous: The Stonewall was completely undefended, and the supposedly rebellious natives were actually all vacationing in the Gray Mountains. Nevertheless, T.J.'s tactics and strategies during the battle were brilliant, and he would henceforth be known as Stonewall Flathead.

Stonewall rose quickly through the ranks, and in 755 GUE he became General of the Royal Army.

During his 34 years in command, he squelched three provincial rebellions and over 12,000 tax riots. Fortunately, his unlimited conscription powers helped mitigate the 98% casualty rates his army suffered during these difficult battles.

Stonewall died in 789 GUE during the Battle of Ragweed Gulch, when he was accidentally shot by one of his own men.



ARCH 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
KRAZY KWOTES "Why pay less?" –Dimwit Flathead			1	2 <i>Dimwit's Birthday Observed</i>	3 	4
5	6	7	8	9 <i>Dimwit's Birthday Observed</i>	10	11  <i>St. Balhu's Day</i>
12 	13	14	15	16 <i>Dimwit's Birthday Observed</i>	17	18
19 <i>Frobozz Magic Cave Co. founded (668 GUE)</i>	20	21  EMPTY MOON	22 <i>Royal Museum dedicated (777 GUE)</i>	23 <i>Dimwit's Birthday Observed</i>	24	25
26	27	28	29	30  <i>Dimwit's Birthday Observed</i>	31	

Frob Day is a traderrune of the Frobozz Magic Day Company.



JOHANN SEBASTIAN FLATHEAD

Musical Genius
(728–789)

In 732 GUE, the Frobozz Philharmonic Orchestra was formed. Because of the woeful lack of orchestral music in existence, the FPO usually settled for playing baroque versions of old folk tunes and popular dance numbers.

Seven years later, the FPO performed their first symphony. The piece was notable because of the age of its author, a precocious eleven-year-old named Johann Sebastian Flathead.

As he matured, Johann's symphonies increased in length, while his audiences mysteriously decreased in size.* His Symphony #981, the so-called Infinite Symphony, contained over 60,000 movements; over the course of its only performance, several members of the orchestra retired and were replaced by their children or grandchildren.

Dimwit recognized a kindred spirit in his younger brother, and appointed him official court composer in 771. Later that year, he wrote his famous "Flatheadia Overture for Rack and Pendulum" to celebrate the dedication of Dimwit's new dungeon.

He spent his latter years composing music for ever more grandiose instruments, such as his Concerto for Woodwinds and Waterfalls. Johann was killed in 789 when a mishap occurred during a rehearsal of his Minuet for Violin and Volcano.

**No reasonable postulation has been made to explain Johann's lack of popularity. It is the belief of this author that the short attention span of the general public precluded it from sitting still for the whole of one of his symphonies.*

ORACLE 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
<p>TID BITZ This year is the 100th anniversary of the original Coronation Day. Since Dimwit's coronation, all subsequent kings have been crowned on Oracle 22nd.</p>						1
2	3 <i>King Wurb's Birthday</i>	4  <i>St. Foobus' Day</i>	5	6 <i>Dimwit's Birthday Observed</i>	7	8 
9	10	11	12	13 <i>Dimwit's Birthday Observed</i>	14	15
16	17 	18	19	20 <i>Dimwit's Birthday Observed</i>	21	22  Coronation Day
23	24	25	26  OLD MOON	27 <i>Dimwit's Birthday Observed</i>	28	29 <i>dinner at the Bozbo's</i>
30						

Frob Day is a traderune of the Frobozz Magic Day Company.

J. PIERPONT FLATHEAD

Dauntless Banker and Financier

(730-789)

As a child, J. Pierpont demonstrated both the flair for capitalism and the resourcefulness which would make him the most successful banker in all of Quendor. The enterprising eight-year-old opened a lemonade stand in the center of Egreth Village, using the royal militia to force citizens to buy lemonade. At spearpoint, most people were willing to pay little J. Pierpont's exorbitant price of 300 zorkmids per glass.*

He also used the militia to quash the other lemonade stands in the city, and later to shut off all other beverage sources as well. As the prices at his lemonade stand soared into quadruple digits, J. Pierpont quickly realized the benefits of monopolies.

In 749, at the age of nineteen, J. Pierpont became a clerk at the Bank of Zork. Six weeks later, following a rash of disappearances of his successive bosses, J. Pierpont became the youngest Chairman of the Board in the bank's history, a testament to his financial acumen.

As Chairman, he used his royal connections to eliminate all competing banks, increasing the Bank of Zork's market share from 99.2% to 100%.** He also supervised the installation of the latest magic-based security techniques to guard the bank's vault and deposit box areas. For unknown reasons, J. Pierpont hired exclusively gnomes to fill his teller and security positions.

J. Pierpont Flathead served as Chairman of the Board until his odd disappearance in 789 GUE, when he entered one of the bank's vaults and never re-emerged. Although gone, he is not forgotten; reproductions of his portrait still hang in every branch of the Bank of Zork.



*Ice was extra.

**He was later able to increase this number to 131% by encouraging customers to deposit their money several times.

MAGE 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
0 <i>Zero Day</i>	1 <i>Mage Day</i>	2 	3	4 <i>Dimwit's Birthday Observed</i>	5	6 <i>Antharian Marble Pageant</i>
7	8 	9	10	11 <i>Dimwit's Birthday Observed</i>	12	13
14 	15	16	17	18 <i>Dimwit's Birthday Observed</i>	19	20 
21	22	23	24	25 <i>Dimwit's Birthday Observed</i>	26  PAC MOON	27
28	29	30	31  <i>St. Honko's Day</i>	QUICKIE QUIZ Who was the first king in the Flathead Dynasty?		

Frob Day is a traderune of the Frobozz Magic Day Company.



THOMAS ALVA FLATHEAD

Inventor Extraordinaire

(730–789)

Many have mastered the magical arts; few applied them to the creation of practical devices as masterfully as the great inventor Thomas Alva Flathead.








His brilliance was evident even in childhood. Thomas Alva, the sixth son in his family, was constantly tormented by his siblings: no sooner would he get a toy to play with than some older brother would snatch it away. Thomas Alva quickly remedied the situation by inventing powerful steel traps which, at first glance, looked exactly like toy boats or stuffed dornbeasts.

As an adult, Thomas Alva produced a seemingly endless stream of inventions from his laboratory, Froblo Park. His most useful inventions include the magic room spinner and the magic compressor, but he is probably best-known as the inventor of the battery-powered brass lantern.

Thomas Alva also made a number of breakthroughs in the area of personally-ingested magic. His most famous invention in this area was a yellowish-green potion which allowed humans to talk to plants.

All of these inventions were marketed by FrobozzCo International, providing Thomas Alva with generous royalties. But he spurned wealth, living in a small room behind his laboratory and sleeping on an unfinished wooden board. Thomas Alva died in 789 GUE from a severe case of splinters.

JAM 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
KRAZY KWOTES "A good lawyer is much better than a good husband." -Lucrezia Flathead				1  EATEN MOON Dimwit's Birthday Observed	2 	3 
4  FAST MOON	5 Treaty of Znurg (474 GUE)	6	7	8 Dimwit's Birthday Observed	9	10
11 	12	13	14 Capital moved to Flatheadia (771 GUE)	15 Dimwit's Birthday Observed	16	17
18 	19	20	21	22 Dimwit's Birthday Observed	23	24
25 	26	27	28	29 Dimwit's Birthday Observed	30	

Frob Day is a traderrune of the Frobozz Magic Day Company.

LEONARDO FLATHEAD

Artist and Scientist
(731–789)

Little notice was taken of Leonardo Flathead as a child. He was shy and quiet, and quite overshadowed by his aggressive older brothers. It wasn't until his arrival at Galepath University that his genius blossomed and the world began to take notice.

While at the University, Leonardo wrote several major treatises which revolutionized scientific thought. The most famous of these disproved the hoary myth that the world sits on the back of a giant turtle, proving instead that the world actually rests on the head of an enormous troll.






After his University days were over, Leonardo turned from science to art. He became the most famous painter in the land: noblemen from every province were escorted to his studio by Dimwit's personal militia to have their portraits painted.

Unfortunately, during his later years Leonardo became quite senile, and his painting style deteriorated. He took to flinging paint at his canvasses in much the same way that a Borphee baker flings bits of dough into a hot oven to make Froboli Cakes. His studio became caked with layer upon layer of splattered paint. It was during this period that his famous incomplete work, "Obstructed View of Fjord," was lost.

Leonardo made a final, feeble attempt to recapture his former greatness by moving into other media beside paint, but these efforts led to his tragic end. In 789, while working on a large statue intended for the harbor of Antharia, he suffered a fatal plunge into a vat of molten granola.



JELLY 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
-5 	TID BITZ The great Thaumaturgist, Davmar, spent six years of his life as a zucchini farmer, but was allergic to zucchinis and could not eat them himself!					1
2  WHITE MOON	3 <i>Double Fanucci became National Sport of Quendor (761 GUE)</i>	4 <i>Filfre Day</i>	5	6 <i>Dimwit's Birthday Observed</i>	7	8
9	10 	11  SUDDEN MOON	12	13 <i>Dimwit's Birthday Observed</i>	14	15
16	17	18	19 	20 <i>Dimwit's Birthday Observed</i>	21	22
23	24	25 ? <i>St. Quakko's Day (maybe)</i>	26	27 	28	29
30	31			<i>Dimwit's Birthday Observed</i>		

Frob Day is a traderune of the Frobozz Magic Day Company.



LUCREZIA FLATHEAD

Legendary Murderess or Innocent Widow? (735–789)

Of all the Twelve Flatheads, it is most difficult to separate history from legend when studying Lucrezia, the only sister to eleven aggressive brothers. Showing a total lack of understanding for her delicate position, detractors have cruelly tried to claim that Lucrezia had a warped mind.

At the tender age of sixteen, Lucrezia married a very rich but very old nobleman from Gurth, Marcus Bzart-Foodle. Ten-and-a-half months later, he died in bed with his bride. Afterward, Bzart-Foodle's doctor could not recall whether he had warned Lucrezia to avoid over-exciting her husband's weak heart.

Lucrezia's second husband, a wealthy land baron from Mareilon named Oddzoe Glorb III, was found dead just five weeks after the wedding, his body mangled by hellhounds. It was quite understandable that Lucrezia had her multi-volume hellhound training manual removed from the house at once; the sight of it must have brought back tragic memories.

Five days later, Lucrezia sought consolation in a third marriage, to the Governor of Antharia, Hirax Mumbleton. Only two days after that, Antharia was without a governor. Hirax had been discovered in his office, smothered under a ton of raw granola. His sobbing widow immediately cancelled delivery of her daily truckloads of granola, in order to avoid any similar tragedies.

After her next fifteen husbands, all wealthy lords, died on their wedding nights, royal insiders reported that she was so distraught by her tragic string of bad luck that she was becoming dangerously suicidal. Elder brother Dimwit was finally forced into action, and had her locked up in a cell in the dungeon for her own safety. She languished in that cell for the remaining fifteen years of her life. During this period, some 1,800 prison guards were mysteriously poisoned. Some legends say that her own death, in 789, was self-induced.

AUGUR 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
QUICKIE QUIZ What is the busiest seaport in the Eastlands? <small>Answer: Port Fozzle</small>		1	2	3 <i>Dimwit's Birthday Observed</i>	4 ● SMALL MOON	5
6  <i>St. Bovus' Day</i>	7 <i>Gnusto spell invented (769 GUE)</i>	8	9	10 ● <i>Dimwit's Birthday Observed</i>	11	12
13	14	15 <i>Dentist 1:50</i>	16 ● <i>First Zorkmid minted (699 GUE)</i>	17 <i>Dimwit's Birthday Observed</i>	18	19
20	21	22 ●	23	24 <i>Dimwit's Birthday Observed</i>	25	26
27	28 ● LARGE MOON	29	30	31 <i>Dimwit's Birthday Observed</i>	FUN FAX Bottomless pits are the second-leading cause of death in Flatheadia.	

Frob Day is a traderrune of the Frobozz Magic Day Company.

RALPH WALDO FLATHEAD

The Poet of the Empire
(737–789)

An unspoken Flathead family motto was “quantity over quality,” and no one demonstrated that tenet better than Ralph Waldo. During his 40-plus years of putting pen to parchment, he wrote 912 novels, 4,000 short stories, and an incredible 87,000 sonnets. His essays have never been successfully counted.

Ralph Waldo spent eleven years at Antharia University, collecting a chestful of degrees, including three doctorates: Doctor of Idyllic Poetry, Doctor of Excellent Elegies, and Doctor of Octameter Odes. He was very proud of his academic accomplishments, and always signed his name “Ralph Waldo Flathead, D.I.P., D.E.E., D.O.O.”

Fresh out of college and flush with the enthusiasm of youth, Ralph Waldo wrote a series of lengthy essays which he hoped would uplift the human spirit. Sadly and inexplicably, these essays lifted little more than the profits of the Frobozz Magic Writing Paper Company. The essays from this period include “On the Benefits of Keeping Ears Clean” and “Why Doorknobs are Necessary.” Also during this period, he wrote “On the Discoloration of Roadside Slush,” but the manuscript was lost before it could be published, leaving Ralph Waldo disconsolate for years.

During his middle years, Ralph Waldo spent nearly half a decade living in the granola mines of Antharia. It was during this period that he wrote his longest work, a 60,000-verse epic about the varieties of moss that one finds in granola mines.

Toward the end of his life, Ralph Waldo specialized in exploring related themes, as brilliantly demonstrated by the four sonnets found by his deathbed:

Sonnet #87,177 “Ode to a Tiny Moist Avocado Pit”

Sonnet #87,178 “Ode to Another Tiny Moist Avocado Pit”

Sonnet #87,179 “Ode to Two Tiny Moist Avocado Pits”

Sonnet #87,180 “Ode to Two Still-Tiny-But-Less-Moist Avocado Pits”

Ralph Waldo died in 789 GUE. An autopsy revealed that the cause of death was an overdose of avocados.



SUSPENDUR 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
<p>FUN FAX Some experts claim that Dimwit Flathead could access a secret wing of his castle by sitting on his favorite throne and snapping his fingers.</p>					1	2
3	4  TWO MOONS <i>Leisure Day</i>	5	6	7 <i>Dimwit's Birthday Observed</i>	8	9 <i>Time Travel Spell invented (927 GUE)</i>
10	11 <i>Double Fanucci Championships</i>	12	13  ONE & A HALF MOONS	14 <i>Dimwit's Birthday Observed</i>	15	16
17	18	19	20	21 <i>Dimwit's Birthday Observed</i>	22 MISSING MOON	23
24	25	26  WEIRD MOON	27	28 <i>Dimwit's Birthday Observed</i>	29	30

Frob Dau is a traderune of the Frobozz Maagic Dau Combanu.



JOHN PAUL FLATHEAD

Seaman and Explorer

(738–789)

All the Flathead aunts and uncles predicted early on that John Paul would find his destiny at sea. He loved boats so much that the royal carpenters were ordered to produce a flotilla of 1,400 vessels for his bathtub.*

From an early age, John Paul suffered from an inferiority complex derived from being the second “John” among the Flathead children.** This complex made John Paul determined to become a world-famous seafaring adventurer.

At sea, his feats ranged from the courageous (he was the first person to traverse the Great Sea in a one-man ship) to the curious (he set a new record for the most circumnavigations of Antharia on a raft towed by groupers).

In 766 GUE, at the age of 28, John Paul joined the royal navy; by 771, he was the ranking admiral; by 773, every ship in the navy had been sunk or lost at sea. John Paul retired shortly thereafter.









He spent his latter days touring the Flathead Ocean, collecting curios and unusual pets from all corners of the world. Among the most interesting: a large blue toad named “Otto” who was known for his extraordinary appetite and his curmudgeonly personality.

John Paul died in 789 GUE, during a vacation in Grubbo-by-the-Sea, when his old nemesis, the great white jellyfish, finally caught up with him.

*His bathtub had to be consequently enlarged; a large inland sea resulted.

**In his autobiography, Mumberthrax explains that when he named John Paul he “simply forgot about John D.”

OTTOBUR 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
1	2  FULL MOON	3	4	5 <i>Dimwit's Birthday Observed</i>	6  <i>St. Wiskus' Day</i>	7
8	9	10 	11	12 <i>Dimwit's Birthday Observed</i>	13	14
15  FULL SUN	16	17	18 	19 <i>Dimwit's Birthday Observed</i>	20	21
22	23 	24	25	26  <i>Dimwit's Birthday Observed</i>	27	28
29	30	31 	<p>TID BITZ Antharian cave-dwelling witches can sometimes be summoned by coughing.</p>			

Frob Day is a traderrune of the Frobozz Magic Day Company.

FRANK LLOYD FLATHEAD

Royal Architect
(741–789)

As children, all the Flathead siblings adored playing with blocks.* However, only Frank Lloyd drew plans before building.

Frank Lloyd got his big break at the tender age of 17, when his father, King Mumberthrax, commissioned him to design a new wing for Castle Egreth. The resulting wing was breathtakingly impressive. As Frank Lloyd himself wrote, “the conjunction of space and time seems to interface in a pre-subjected instantiation of the underrepresented whole.” Frank Lloyd became, overnight, the hottest architect in the Kingdom.**

His reputation established, Frank Lloyd designed virtually every important Quendorian building during his three decades as Official Court Architect. His designs ranged from his vacation chalet in the Gray Mountains to the Great Meeting Hall of the Enchanters’ Guild in Borphee, but Frank Lloyd is best known for his most ambitious work: the 400-story FrobozzCo Building in Flatheadia.

Overlooking exaggerations such as “on a clear day you can see the FrobozzCo Building from anywhere in the world,” it is still the most ambitious building ever designed or built. A FrobozzCo Building address is most prestigious, and Frank Lloyd himself had a penthouse office, until a slight case of acrophobia forced him to relocate to a nineteenth-story office with a pleasant southern exposure.




The carcinogenic chemicals used in the eighth century to create blueprints finally took their toll on Frank Lloyd, and he died in 789 GUE.



*Nanny Beeble, governess to the children, recalls that many had teams of slaves whose exclusive job it was to move the larger blocks.

**The fact that the new wing of Egreth collapsed two years later, killing over 4,000 royal guests, was credited to a miscalculation on the stonemason's part. He was summarily executed.

MUMBERBUR 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
<p>DID U KNOW? Some silly people actually believe that the Empire will collapse on Curse Day this year.</p>			1	2 <i>Dimwit's Birthday Observed</i>	3  NEW MOON	4
5	6	7	8 	9 <i>Dimwit's Birthday Observed</i>	10	11  <i>Veterinarian's Day</i>
12 <i>leave for Flatheadia</i>	13	14 <i>Curse Day</i>	15	16  NEW SUN <i>Dimwit's Birthday Observed</i>	17	18
19 	20	21	22  FULL FLAKE <i>Dimwit's Birthday Observed</i>	23 <i>Dimwit's Birthday Observed</i>	24 	25
26	27  RAD MOON	28	29	30 <i>Dimwit's Birthday Observed</i>	<p>KRAZY KWOTES "You ain't nothing but a hellhound." — Elvis Flathead</p>	

Frob Day is a traderrune of the Frobozz Magic Day Company.



BABE FLATHEAD

Athletic Superstar

(748–789)

Often called the flattest of the Flatheads, Babe, the youngest of the twelve, was born with an aptitude for sport. He demonstrated his dexterity and coordination early on, throwing baby blocks at his older siblings with impressive speed and accuracy.

As a youth, he was always captain of the Little League teams, thanks in part to pressure applied by his uncle, Mayor Fiorello Flathead. Even as a teenager, he was something of a lady's man and a party animal, and his older brother Dimwit would frequently have to bail the Babe out of jail following one infraction or another. By all accounts, Babe and Dimwit, despite their 25-year age difference, were closest of all the Flathead siblings.

When he reached college age, Babe selected Mithicus Province University from amongst many eager suitors. At MPU, Babe was a 43-letter man, leading his team to championships in every existing college sport and several non-existent ones as well.*

Throughout the Babe's professional sports career, he excelled in everything he tried: bocce, tag-team kayaking, full-court furbish. There was only one exception. Try as he might, Babe could not master Double Fanucci. Even the unexplained disappearances of the 339 leading Double Fanucci players failed to get Babe into the championships. Fanucci experts believe that Babe's difficulty with the game could be traced to one weakness: his failure to remember that three undertrumps after an opponent's discard of a Trebled Fromp is an indefensible gambit.

By 782 GUE, the Babe was such a phenomenal drawing card that Dimwit constructed the kingdom's largest sporting arena, Flathead Stadium, in his honor. It was there, during the shark-wrestling semi-finals in 789 GUE, that the youngest of the Twelve Flatheads met his end.

**Many experts feel that Babe's teams would have won these championships even if every competing school had NOT had their QCAA memberships revoked.*

DISMEMBUR 883

Sand Day	Mud Day	Grues Day	Wands Day	Birthday	Frob Day ^{TR}	Star Day
QUICKIE QUIZ Who said "A home that's cut in half usually falls over"? Answer: Abraham Flathead					1	2 
3	4  SEMI-FLAKE	5  BULL MOON	6	7 <i>Dimwit's Birthday Observed</i>	8	9 <i>Unnatural Acts (672 GUE)</i>
10 	11	12	13  HAPPY MOON	14 <i>Dimwit's Birthday Observed</i>	15	16  DARK FLAKE
17	18 	19	20	21  BLUE MOON <i>Dimwit's Birthday Observed</i>	22	23
24	25	26  HALF-BOZ SUN	27	28 <i>Dimwit's Birthday Observed</i>	29  GRUE MOON	30  ZIKKO FLAKE
31 <i>Beginning of Flathead Dynasty (659 GUE)</i>						

Frob Day is a traderrune of the Frobozz Maqic Day Company.

Planetfall

Preface to the Story

After the fall of the Second Galactic Union in 1716 GY, a ten-thousand-year dark age settled upon the galaxy. Interstellar travel was non-existent, and many star systems descended into a near-barbaric state, burning coal and gas for energy, and growing food directly from exposed topsoil. In 11,203 GY, a treaty between the Empires of Tremain and Galium formed the Third Gallictic Union. Ships of the Stellar Patrol (a pseudo-military wing of the Union government on Tremain) began exploring the galaxy, searching for the human civilizations that are the remnants of the Second Union. You are a native of the planet Gallium. Although it is one of the most politically powerful worlds in the Union, Gallium is no garden spot. In fact, the Gallium Chamber of Commerce brochure entitled "Ten Great Reasons to Visit Gallium" ends on page 3. The author ran out of reasons after listing just two. For five generations, your family has served in the Stellar Patrol. Your great-great-grandfather was a High Admiral and one of the founding officers of the Patrol. It was taken for granted that when you came of age you would join up. Now, more than a year after signing up, and two months after being transferred to the S.P.S. Feinstein, you are still only ranked Ensign Seventh Class. Your superior officer, Ensign First Class Blather, has been making your life miserable. You're beginning to wonder if you're really cut out for the Stellar Patrol...

About the Author

Steve Meretzky (1957-) was born and raised in Yonkers, NY, where his early hobbies included rooting for the New York Mets and against Richard Nixon. A few historians of interactive fiction think that Meretzky's first job, packing nuts and bolts for his father's hardware business, was the formative moment of his writing career. A few other people think that there's absolutely no connection. Most people don't think about it at all. Meretzky arrived at the Massachusetts Institute of Technology in September of 1975 to pursue a career in architecture. MIT's Department of Architecture convinced Meretzky that he should pursue a career in Construction Management. Following his unexpected graduation, several construction firms convinced Meretzky that he should pursue a career as a game tester for Infocom. Finally, by 1982, Marc Blank had convinced Meretzky that he should pursue a career as an author of interactive fiction ("implementor" in Infocom lingo). Along with Infocom's Dave Lebling, Meretzky is the first person admitted to the Science Fiction Writers of America for authoring interactive fiction.

THE PATROL'S LOOKING FOR A FEW GOOD ORGANISMS

When the Third Galactic Union was formed by the Great Treaty of 11, 203 GY between the Empires of Tremain and Gallium, an order went forth from the capital on Tremain that a great armada be formed.

The greatest military and philanthropic in the Galaxy, including High Admiral Merescu and the Lord Beatitude Berezza, were sequestered in a brightly lit map room for a week-long intensive brainstorming session. No records were kept of this top-secret strategic summit, but out of it came the most ambitious apostolic pseudo-military unit ever conceived. The seven-day conference changed the course of intergalactic exploration and diplomacy forever.

First, blueprints for huge multipurpose starships were drawn up. Next, designers from Vandermeek, the fashion capital of the Universe, were commissioned to create the perfect uniform: functional, comfortable, and virtually indestructible. Finally, a highly sophisticated, incredibly accurate weapon prototype was assembled.

Appeals for soldiers appeared in all Third Union publications, as well as on all subspace frequencies. Almost immediately, the ranks were filled and a waiting list was established.

Thus was the Stellar Patrol born, and our mission ever since has been to explore the Galaxy, to seek out such remnants of human civilization as have managed to survive the Second Union's collapse and the Dark age that followed - in short, to "Boldly Go Where Angels Fear to Tread."

DO YOU HAVE WHAT IT TAKES?

The Stellar Patrol is like a giant, ever-growing benevolent bird: its top leaders the brain, its commanders the wings, its starships the body, its strong recruits the backbone and muscle, its discoveries the energy that makes it fly, its weak recruits the bodily waste that gets left behind. Carelessness and laziness have no place in the Stellar Patrol: recruits must be strong, brave, and resourceful. Recruits must be able to laugh in the face of death, sneer in the clutches of adversity, and eat almost anything. Loyalty to the Union must be limitless and unconditional, and dedication to a project - be it building a space pod, exploring a new planet, or shining a superior's shoes - must be absolute.

In short, if you are the kind of organism who can stare 10,000 years of darkness straight in the visual receptor without flinching - if you can stand up to the horrors of star systems descended to near-barbarism, where uncivilized beings live savagely in primitive shelters rudely constructed of coarse minerals and deceased vegetation - then you may just have what it takes to be a part of our proud tradition.

Cadet 4th Class Darrell Plintiv is a fine example of the kind of being today's Stellar Patrol produced. Let his story serve as an inspiration to all.

THE PATROL MADE ME INTO AN ORGANISM MY PROGENITORS CAN BE PROUD OF.

"I'm part of a team devoted to excellence and enterprise that is the Stellar Patrol's proud tradition," says Cadet 4th Class Darrell Plintiv. "In my three years with the Patrol, I've found plenty of opportunity for advancement. And I've seen solar systems never before visited by the Third Union, some inhabited only by crystalline-based life forms! Sure, life in the Patrol isn't always a thrill-a-millichron, but they've developed a wide range of activities to improve my mind and encourage personal growth. You have to be strong, brave, and resourceful. I'm gaining invaluable experience that can lead to a high-paying civilian career in later life. And my uniform is functional, comfortable, and virtually indestructible!"

The Stellar Patrol builds character. You learn new cultures and new ways of thinking. You learn to survive hardships both mental and physical. You learn how to withstand pain - and be proud of it. If you're the type of organism we're looking for, read on.

LEARN VALUABLE SKILLS AND EXPLORE THE GALAXY.

Sure, you'll get a paycheck in the Patrol. But 32 credits, new underwear, and a pack of chewing gum every month isn't all you'll get out of it. You'll also be traveling to distant worlds you never imagined existed, earning the respect of your friends and family, and acquiring outstanding technical training that can get you a good job in later life. Here are just a few of the valuable skills you can learn in the patrol.

HOW TO BECOME A FAST LEARNER

As a new recruit to the Stellar Patrol, you will spend your first four weeks in Intelligence Camp. There, you will be taught the most essential knowledge in the Universe using highly advanced intensive studying techniques. You'll learn to read and speak the 18 principal languages of the Galaxy fluently in three days. You'll memorize the structural formula, molecular weight, melting point, boiling point, density, and solubility of every known organic and inorganic compound in two days; thermodynamic properties (including temperature, heat, and entropy of transition) of all elements and oxides in one day; and all 300 astrophysics log tables overnight. Other areas of study will include general nuclear phenomena, isotopes, radioactivity, fusion,

antimatter, the origin of life, the classification and metabolisms of organisms, energy, transportation, religion, and philosophy.

It might take an unenlisted civilian months, even years, to learn all this essential knowledge. But the Stellar Patrol is staffed with the Third Union's finest educators and electric shock therapists to guarantee that all recruits learn FAST.

HOW TO BE STRONG

After Intelligence Camp, you will spend six to 10 weeks in Boot Camp. There, every muscle we can find in your body, from your frontalis to your abductor of hallux, will be stretched, trained, toned, and hardened. Scrawny recruits will become muscular powerhouses; corpulent recruits will become lithe, quick, and sinewy. Only high-protein no-fiber diets will be dished out. To build up endurance, you will be permitted little or no rest time. Recreation activities will stress the importance of physical fitness: moving mounds of dirt from location to location, 20-kilometer jogs, boxing, sprinting, and 30-kilometer jogs. You will sweat your old body away and run it into the ground beyond recognition, and emerge from Boot Camp with a better-than-new physique of Gurtharkian proportions.

What a challenge!

HOW TO BECOME A LEADER

Since its inception, the Stellar Patrol has always looked for individuals who shine. (We also look for celestial bodies that shine - ask for our full-color brochure entitled "Exploring Cosmic Phenomena.")

To gain recognition and eventually serve the Patrol in leadership capacity, you should volunteer often for the toughest assignments: front line combat, reconnaissance missions, and grotch cage cleaning detail. It takes a very special soldier to recognize the potential that can be realized from the last-mentioned line of duty.

HOW TO USE YOUR TIME EFFECTIVELY

Because life in the Stellar Patrol can't always be a thrill-a-millichron, we've developed a wide range of activities to improve your mind and encourage personal growth. One of the more popular - and profitable - ways to fill time between orbit watch shifts is to enroll in the Deep Space Hero Correspondence Course, (Since the Patrol places such a high premium on education, we will match - credit for credit - all funds you set aside for schooling. Ask your recruiter for details.)

WE'LL TELL YOU WHERE TO GO

For more than 140 Galactic years, Stellar Patrol ships have been visiting foreign ports and exploring exotic planets - some inhabited only by crystalline-based life forms. But the excitement doesn't stop there.

You'll explore solar systems never before visited by the Third Union. You'll teach Galalingua to children on Flemring-5. You'll see nebulea and novas. You'll hear the haunting music of the Stringface species on Brylyn Minor. You'll watch the double sunset and triple moonrise from Legllama.

In the Patrol, you'll enjoy shore leave at exotic ports like Accardi-3. At the famed Thieves Bazaar you'll haggle for exotic placebo treasures, and at the Scavengers Market you'll find great buys on grotchbone carvings and ivory receptor shades. The multi-level swimming crater on Accardi-3 is the largest in the Universe. Also on Accardi-3 is the blindingly beautiful Refractory Wall, a 10-megameter natural formation composed of glistening crystal.

But no matter where your stationed or on-duty in the Universe, you'll be welcomed by all life forms, because you're a member of the Third Union's Stellar Patrol, part of a team devoted to the excellence and enterprise that is the Stellar Patrol's proud tradition.

TAKE COMMAND OF YOUR TOMORROW TODAY

You may start out at the bottom as Ensign 7th, but you won't have to stay that way for long, because there's plenty of opportunity for advancement in the Patrol for those who live up to our motto, " Boldly Going Where Angels Fear to Tread."

To ensure the future of your choice, be sure to tell your recruiter about the kind of job you're interested in when you enlist. (Enlistment is conditional pending on your results of the qualifications test, at the end of this brochure.) Your recruiter will do everything possible to put you in that line of duty. Occasionally a position you're interested in is temporarily filled, or will require experience in another Stellar Patrol position. If so, your recruiter can recommend your surest route to success. The following is but a sampling of the many fine ways you can serve the Patrol while gaining invaluable experience that can lead to high-paying civilian careers in later life.

Galactoturf Farmer (GF) - GF's are responsible for the growth and maintenance of all artificial green surfaces. When the Patrol is in orbit, all aboard-ship training is done on this material. Comparable civilian careers: lawn analyst, ground crew supervisor, and rug-maintenance manager.

Grotch Breeder (GB) - GB's play an important role in the very survival of the Patrol. Without the grotch, zero-gravity lab experiments would have to be performed on crew members. Qualified applicants must be immune to grotch venom. One year's service as a GB counts as four credits toward an advanced degree in cosmobiology at most accredited learning centers. Comparable civilian careers: zookeeper's assistant and circus sanitation engineer.

Hull Check Mate (HCM) - Responsible for the upkeep of all shipboard surfaces. HCM's also instruct crew members in the operation and maintenance of sliding doors. Comparable civilian jobs: gravity enforcement officer and receptor technician.

Morale Officer (MO) - It takes an extraordinarily patient being to serve a Morale Officer. MO's offer guidance and encouragement to hundreds of crew members, and train new recruits to realize that all sickness and injury is in the mind. You must have a kindly countenance and a winning smile (since you alone will establish contact with other ships.) Comparable civilian jobs: riot control officer, suicide counselor, and Double Fanucci referee.

Mess Service (MS) - MS's control every aspect of the chow detail - from the ordering of supplies through the serving of well-balanced, appealing meals prepared in artificial-gravity ovens. Excellent equilibrium is necessary. Comparable civilian jobs: scrap metal recycler and faith healer.

Military Music Maker (MMM) - MMM's must have talent and a portable instrument to qualify for this exciting duty. Familiarity with at least three chords is essential; two chrons of daily practice will be required. When you learn to play music the Patrol way, fellow beings will stand up and take notice. Also available are positions within the Floating Band. Comparable civilian jobs: teacher for the deaf and Ramosian sheep herder.

Sleep Technician (ST) - Because crew members spend so much time in their berths, they must be kept in optimal resting condition. As an ST, you'll oversee complete alignment and cleaning of said sleeping quarters, and monitor the Flexbed automated system designed to prevent inactive muscles from atrophying in space. Two years' experience as a Pillow Fluffer (PF) required. Comparable civilian jobs: social adjustment worker, dry cleaner, and mortician.

Support Systems Regulator (SSR) - SSR's have a long and proud history in the Stellar Patrol. Duties include construction, programming, and deprogramming of all shipboard support wywtems. A thorough knowledge of the events leading up to the Great Collapse is necessary. Must be very detail-oriented. Advance degree in computer psychology preferred. Comparable civilian jobs: electronics mastermind and ventriloquist.

Yosailor (YS) - Calls troops to meals, to attention, and to combat-ready posture (upright). Although most recruits applying for this position can yodel proficiently, beginners will be auditioned and considered for acceptance. Exceptionally versatile larynx required. Comparable civilian jobs: auctioneer and evangelical preacher.

Regardless of the position you hold in the Stellar Patrol, as a proud member you'll be helping to carry the Third Union's peaceful message of benevolent central bureaucratism to the thousands of worlds lost after the Great Collapse. It takes grit and courage as well as wisdom to be such a messenger. For while most civilized planets can be brought into the fold via a routine ambassadorial mission, certain worlds require further explanation of the importance of 600-page tax returns and forms to be filled out in triplicate. In such cases, it's the job of the Patrol to step in, firmly plant its heel, and take charge of that situation. If you have a sharp mind, a quick wit, and the ability to guess between right and wrong, then maybe that heel could be you.

FIND OUT IF YOU'RE STELLAR PATROL MATERIAL-TODAY!

This incredibly comprehensive questionnaire was prepared totally in accordance with the rules and regulations of the Eighth Division Codes of the Third Galactic Union.

To help your recruitment officer determine the best positions for you when you join the Stellar Patrol, fill out the entire questionnaire honestly and without help from family members or friends.

Note: Although most of this data is on Permafile at Third Galactic Union Central Headquarters and can be verified instantly, this is our only method for determining how closely you adhere to the standard code of honor.

PHYSICAL ATTRIBUTES

1. Color of eyes: _____

Do you need glasses or corrective surgery on your eyes?

yes

no

2. Color of hair: _____

Present hair length: On head: _____

Elsewhere (specify): _____

Are you bald? yes no receding hairline

3. Height (check one):

- Below 1.5 meters but willing to undergo Artificial Elongation Therapy to meet Stellar Patrol requirements
- Below 1.5 meters and unwilling to undergo A.E.T.
- Between 1.5 and 3 meters
- Above 3 meters but willing to undergo Artificial Shrinkage Therapy to meet Stellar Patrol requirements
- Above 3 meters and unwilling to undergo A.S.T.

4. Respiratory functions: Can you breathe through your:

- nose
- mouth
- both nose and mouth
- neither nose nor mouth
- none of the above

Do you smoke?

- often
- sometimes
- never
- never looked

5. How would you describe your overall physical health?

- Excellent
- Good
- Fair
- Poor
- Notify my next of kin immediately

EDUCATION/PERSONAL BACKGROUND

6. Have you finished high school or do you know someone who has?

- yes
- no
- not sure

7. I am able to communicate with others:
- in Galalingua
 - in monosyllabic grunts
 - via Astronmet's Universal Sign Language
 - not at all
8. Do you have any experience:
- a. using a megaplenoscope? yes no
 - b. operating a Schistosoma detector? yes no
 - c. actuating a seroepidemiological cyclodiathermy laser?
 - yes no
 - d. doing laundry? yes no
 - e. other (specify): _____
9. What are your interests and hobbies? (Check up to three)
- Jogging
 - Traveling
 - Playing Double Fanucci
 - Moving mounds of dirt from location to location
 - Climbing trees
 - Climbing walls
 - Writing manuals
 - Thinking
 - Thinking out loud/talking to yourself
 - Filling out questionnaires
 - Drooling
 - Scratching
 - Being miserable
 - Apologizing
 - Reading manuals
10. In ten words or less, describe the very reason for your existence:
- _____
- _____

PSYCHOLOGICAL PROFILE

11. Which of the following would you be willing to do for your Union?
- die
 - die slowly
 - die slowly and painfully
 - read an Infocom instruction manual
 - none of the above

12. I am most attracted to:
- beings who are superior to myself in rank
 - beings of the opposite sex
 - beings of the same sex
 - beings of no sex
 - myself
13. Do you suffer from any mental disorders that would prevent you from participating in laboratory experiments?
- it doesn't matter; I'll do whatever I'm told
 - no
 - definitely not
14. My favorite form of recreation is:
- mopping up after slimy beings who are superior to myself in rank
 - dueling with laser bazookas at two paces
 - forcing people to read Infocom manuals
15. Do you enjoy working with:
- | | | |
|----------------|------------------------------|-----------------------------|
| people? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
| animals? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
| plants? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
| aliens? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
| finger paints? | <input type="checkbox"/> yes | <input type="checkbox"/> no |
16. Patience factor: Stand in a corner of the room facing the wall for as long as you can. Don't continue reading until you stop. Now, write here how long you stood: _____ (in days).
17. Hydrophobia factor: Chain yourself to a rock underwater for as long as you can. Don't continue reading until you stop. Now, write here how long you held your breath: _____ (in days).
18. Monotony factor: Repeat number 17 above as many times as you can. Don't continue reading until you stop. Now, write here whether you were really gullible enough to repeat number 17: _____ .

LOGICAL REASONING ABILITIES

19. FOOT is to SHOE as FINGER is to:

- a. Nose
- b. Eye
- c. Ear
- d. Mouse
- e. Donut
- f. Honesty

20. RAIN is to SNOW as GROUCH is to:

- a. Leopard
- b. Hurricane
- c. Amoeba
- d. Cage
- e. a and b, and maybe c and d
- f. 3.14159

21. HULL is to SPACESHIP as SKIN is to:

- a. Glove
- b. Cat
- c. Thermonuclear fusion
- d. Titanium
- e. Burn
- f. Muffin

22. In what year was the Intergalactic Commerce Act passed?

23. Who invented the light deceleration process known as slow glass?

24. Name the act passed in 11,205 GY to strengthen the Planetary Commerce Act. _____

25. Name the year in which Arnold Guunuf invented slow glass.

26. The Intergalactic Commerce Act, passed in 11,205 GY, strengthened what earlier act? _____

27. In 11,210, a glazier named Arnold Guunuf invented a light deceleration process. Name it. _____

28. What is the answer to this question?

29. Three couples (the Phariixes, the Boorbs, and the Keqrees) were seated at a circular table playing Partnership Fanucci. They were a cosmobiologist, a gravity engineer, a sleep technician, an ambassador, a fusion supervisor, and an editor; and they were originally from Gallium, Legllama, Granjil-6, Storvbay, Ansell, and Jaaggo. Each male sat between two females, and no one sat next to their spouse.

From the following information, determine where each person sat, what profession each had, and what planet each came from.

- a. The Ansell sat between the cosmobiologist and one of the Keqrees.
- b. The female Phariix was seated across the table from the gravity engineer.
- c. The male on the fusion supervisor's left sat across from the person from Granjil-6.
- d. The ambassador was seated between the Jaaggoian and the editor. One of these three was the male Boorb.
- e. The Storvbayite sat on the right of the Galliumian. Neither of them was a Keqree.
- f. The sleep technician sat across from the Legllaman. One of them sat next to the fusion supervisor.

30. Four robotic satellites were designed to do the following: YA3 to find drifting garbage, JP7 to transport the garbage, SEM6 to turn the garbage into energy, and MD8 to distribute the energy. As Destiny would have it, however, YA3 found more drifting garbage than the other three satellites could process. Based on the following clues, determine who designed the satellites.

- a. YA3 did not understand signals transmitted in Galalinguan.
- b. JP7 made no distinction between garbage and energy.
- c. SEM6 made no distinction between garbage and YA3.
- d. MD8 transmitted signals to YA3 only in Galalinguan.

Submit this completed questionnaire to a Stellar Patrol recruiter. If you qualify for the Patrol, you will be notified within two chrons.

STELLAR PATROL OF THE THIRD GALACTIC UNION



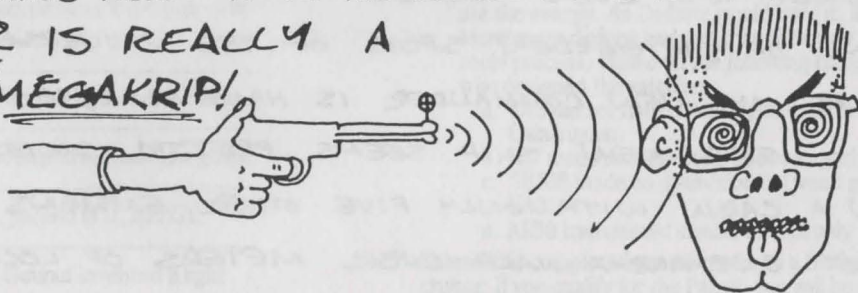
11,344 JULY 22 - TRANSFERRED FROM S.P.S. TRILOBYTE TO S.P.S. FEINSTEIN FOR THE THIRD OF MY FOUR TOURS OF DUTY. I'M TRULY GOING TO MISS MY COMMANDER, ENSIGN FIRST CLASS LIM. HE WAS A FRIEND IN EVERY RESPECT - SOMEONE YOU COULD ALWAYS ~~BE~~ GO TO WITH A PROBLEM, SOMEONE I COULD REALLY LOOK UP TO. WE WOULD SOMETIMES TALK LONG INTO THE NIGHT. HE WOULD TELL ME ABOUT HIS HOME WORLD OF ASH-DOWN FIVE, AND I WOULD TALK ABOUT GROWING UP ON GALLIUM, I'D GET PRETTY HOMESICK SOMETIMES, EVEN THOUGH GALLIUM IS NOT EXACTLY ONE OF THE GARDEN SPOTS OF THE UNIVERSE. I JUST HOPE MY NEW COMMANDER IS HALF AS NICE AS LIM.

THIS NEW SHIP SEEMS PRETTY SWELL. I'M IN A CABIN WITH ONLY FIVE OTHER ENSIGNS, AND I'VE GOT ONE-AND-A-HALF CUBIC METERS OF LOCKER SPACE!

11,344 JULY 23 - MET MY NEW COMMANDER TODAY -
ENSIGN CADET FIRST CLASS BLATHER. HE SEEMS
LIKE A REAL KRIP. (EXCUSE THE LANGUAGE, DIARY.)
BUT THAT MIGHT JUST BE A BAD FIRST IMPRESSION.

11,344 JULY 25 - ONE OF MY CABIN MATES, GORUND,
ORGANIZED A DOUBLE FANUCCI TOURNAMENT AMONG
ALL THE ENSIGNS SEVENTH CLASS. WE WERE PLAYING
DURING THE 150-MILLICHRON REC PERIOD AFTER LUNCH,
AND BLATHER BURST IN AND CONFISCATED THE SETS
AND TOLD US THAT PLAYING WAR GAMES WAS A VIOLATION
OF PATROL REGULATIONS. BUT ENSIGN WHIRP, WHO'S
STUDYING TO BE A PATROL LAWYER, SAID SHE COULDN'T
FIND ANYTHING ABOUT IT IN THE REGULATIONS ANYWHERE.

BLATHER IS REALLY A
TOTAL MEGAKRIP!



11,344 JULY 28 - I WENT TO SEE THE PERSONNEL OFFICER TODAY TO FIND OUT WHAT MY NEW DUTIES WOULD INVOLVE. HE SHOWED ME A LIST OF ALL THE OPEN ASSIGNMENTS, AND I DECIDED TO PUT IN FOR THE GROTCHE-FEEDING DETAIL. WE PICKED UP A FEW GROTCHEs WHEN WE WERE ON CRASSUS, AND WE'RE TAKING THEM TO THE ZOOLOGY LABS ON TREMAIN SO THAT MAYBE THEY CAN FIGURE OUT HOW AN ANIMAL CAN PRODUCE 47 TIMES ITS WEIGHT IN TROT EVERY DAY.

11,344 BOZBAR 7 - EVERYONE FROM THE P.O. TO THE SHIP'S COOK HAS APPROVED MY APPLICATION FOR THE GROTCHE-FEEDING DETAIL - EXCEPT BLATHER. I HAVE AN APPOINTMENT TO SEE HIM TOMORROW. WISH ME LUCK.

11,344 BOZBAR 8 - TROT!! BLATHER REJECTED MY APPLICATION! AND TO MAKE IT WORSE, HE SAID THAT SINCE I SEEM TO LOVE GROTTCHES SO MUCH, HE'S ASSIGNING ME TO CLEAN OUT THEIR CAGES. TROT AND DOUBLE TROT!!

11,344 BOZBAR 26 - I HAVEN'T HAD TIME TO WRITE IN THIS DIARY LATELY, BECAUSE BLATHER'S BEEN WATCHING US ALL LIKE A TELERAN BIRD. ALSO, LAST WEEK HE FOUND THE DIARY DURING A SURPRISE INSPECTION, GAVE ME 200 DEMERITS, AND TOLD ME THAT DIARIES WERE ~~RED~~ AGAINST REGULATIONS. BUT I'LL BE FROBBED IF I'M GOING TO STOP. I'VE STARTED HIDING THE DIARY INSIDE MY OFFICIAL DOCUMENTS FILE, AND I KEEP THAT HIDDEN IN THE AIR DUCT. FROM NOW ON I'LL HAVE TO SNEAK AWAY SOMEWHERE WHEN I'M WRITING.

11,344 BOZBAR 27 - GREETINGS FROM ^{THE} DECK FOUR
SUPPLY CLOSET OF THE S.P.S. FEINSTEIN. I HOPE I'M
NOT TEMPTING FATE, SNEAKING AROUND WITH MY DIARY
THIS WAY. I USED TO BE AS MUCH OF A DISBELIEVER
IN DESTINY AS THE NEXT GUY, BUT NOT ANYMORE,
NOT SINCE THE TIME MY MOM WARNED MY DAD
NOT TO TEMPT FATE BY WALKING ACROSS THE
ASTRAL PLAINS AFTER DARK, WHEN THE COMPUTERIZED
ANALYSIS SHOWED A 43% CHANCE OF RESULTING
INJURY. MY DAD, STUBBORN AS ALWAYS, JUST LAUGHED
AT HER AND WENT RIGHT ON TAKING HIS NIGHTLY
STROLLS. THE VERY NEXT SUMMER HE WENT WALKING
AT NIGHT ON THE PLAINS AND STUMBLED OVER A CRATER
AND BRUISED HIS KNEE. GOSH!

11,344 BOZBAR 28 - WE ENTERED PLANETARY ORBIT TODAY, A NON-HUMAN WORLD CALLED ACCARDI-3 (ALTHOUGH THE NATIVES CALL IT SOMETHING LIKE BLOW'K-BIBBEN-GORDO), THEY'RE NOT OFFICIALLY PART OF THE UNION. THE RUMORS SAY THAT WE'RE PICKING UP A SPECIAL AMBASSADOR TO TAKE BACK TO TREMAIN FOR NEGOTIATIONS ON JOINING THE UNION, TOMORROW WE HAVE TO PUT ON OUR DRESS UNIFORMS FOR SOME SPECIAL WELCOMING CEREMONY.

11,344 AUGUST 2 - I CAUGHT A GIMPSE OF THE ALIEN AMBASSADOR DURING THE WELCOMING CEREMONIES YESTERDAY. HE LOOKS LIKE A CROSS BETWEEN A TREE TRUNK AND A MELTING ICE CREAM CONE. BUT ANYWAY, THE CEREMONY GOT ME OUT OF CLEANING THE GROTCH CAGES TODAY.

11,344 AUGUST 7 - WENT TO THE MANDATORY
PATROL INFORMATIONAL TRI-VISION TRIPLE FEATURE
LAST NIGHT. WE SAW "TREATMENT
FOR SPACE LICE INFESTATION,"
"SHORELEAVE SHIRLEY: HOW TO GUARD
AGAINST CONTRACTING ALIEN
DISEASES," AND "THE OXYGEN TANK:
YOUR GALVANIZED BUDDY IN THE VACUUM."



BLATHER CONFINED HALF THE ENSIGNS TO QUARTERS FOR
HOOTING DURING THE SECOND FEATURE. (THE OTHER HALF
HAD FALLEN ASLEEP DURING THE FIRST FEATURE.)

11,344 AUGUST 24 - TROT THAT TROTTING KRIP!
I APPLIED FOR ASTROPHYSICS TRAINING FOR THE NEXT
QUARTER, BUT BLATHER SAYS MY WORK FOR THE
SPECIAL ASSIGNMENT TASK FORCE HASN'T BEEN GOOD

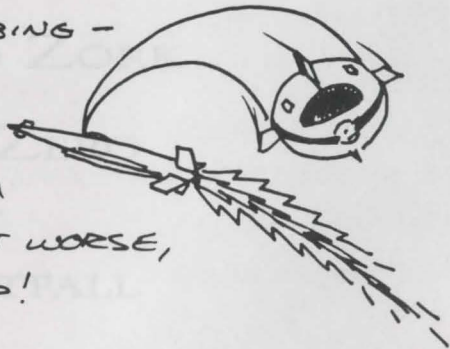
ENOUGH, SO NOT ONLY DID HE REJECT MY
ASTROPHYSICS APPLICATION, BUT HE SAYS I'LL HAVE TO
TAKE REMEDIAL SCRUBBING NEXT QUARTER. WHAT
A TROTTING KRIP!

YOU KNOW, FOR THE FIRST TIME I'M BEGINNING
TO HAVE DOUBTS ABOUT WHETHER I'M REALLY CUT OUT
FOR THE PATROL. WHEN I WAS GROWING UP ON GALLIUM,
IT WAS ALWAYS TAKEN FOR GRANTED THAT I WOULD
JOIN UP WHEN I CAME OF AGE. MY FAMILY HAS SERVED
IN THE PATROL FOR FIVE GENERATIONS. IN FACT,
MY GREAT-GREAT-GRANDFATHER WAS A HIGH ADMIRAL
AND ONE OF THE FOUNDING FATHERS OF THE PATROL!
BUT I SEEM TO BE PERMANENTLY STUCK AT
ENSIGN 7TH, AND BLATNER IS MAKING MY LIFE
MISERABLE...

11,344 SEPTEMBER 4 - WE LEFT HYPERSPACE TODAY AT
ABOUT 7600; WEREN'T SCHEDULED TO FOR ABOUT ANOTHER

TWO WEEKS. THE GRAPEVINE SAYS WE HAVE SPECIAL ORDERS TO INVESTIGATE A PLANETARY SYSTEM HERE, APPARENTLY, SOME OF THE ARCHAEOLOGISTS BACK ON VARSHON THINK IT MIGHT HAVE BEEN PART OF THE SECOND UNION. I CAN'T IMAGINE WHY ANYONE WOULD SETTLE OUT HERE IN THIS REMOTE CORNER OF THE GALAXY.

11,344 SEPTEM 5 - THAT KRIP HAS DONE IT AGAIN!
I MISSED TWO LITTLE PELLETS OF TROT WHEN I WAS CLEANING OUT THE GROTCH CAGES YESTERDAY, AND BLATHER GAVE ME 100 DEMERITS AND ASSIGNED ME TWO EXTRA SHIFTS OF DECK SCRUBBING - INCLUDING DECK NINE, THE FILTHIEST DECK ON THE SHIP!
I'M CONSIDERING ASKING FOR A TRANSFER - OR IF THINGS GET WORSE, I MIGHT EVEN ABANDON SHIP!



HINTS

for

ZORK

ZORK II

ZORK III

BEYOND ZORK


ZORK ZERO

&


PLANETFALL

Above Ground


1. Where do I find a machete?

 There is none. The game must have some limitations. You can't expect to walk to the nearest airport and fly to London to see the British Museum...


2. How do I cross the mountains?


 Play Zork II.


3. How do I kill the songbird?

 What a concept! You need a psychiatrist.

4. Is the nest useful for anything?

 In China you might make bird's nest soup.

 This is not China.

 In other words, no.

5. **How do I open the egg without damaging it?**

- You don't.
- Have you tried saying OPEN EGG?
- It takes a great deal of manual dexterity and the proper tools.
- Someone else in the game can do it.
- Only the Thief can open the egg. Give it to him or leave it underground where he will find it.

6. **How do I fix the broken canary?**

- It is broken beyond repair.
- No one can fix it. Really!

7. **Are the leaves useful for anything?**



- They're grate, but not useful.
- They can be taken, counted or burned.

8. **How do I open the grating?**




- You must unlock it.
- You need the skeleton key.
- It can be unlocked only from below.
- The grating and key can be found in the Maze.

9. **How do I get off the roof of the house?**



- How did you get up there?

-  Someone from Infocom would love to hear how you did it.
-  This is one of those questions which was put in here for the sole purpose of teaching a lesson—do not use the presence or absence of a question on a certain topic as an indication of what is important, and don't assume that long answers indicate important questions.




10. Once I have the canary in an undamaged state, what do I do with it?

-  Something is attracted to it's singing.
-  It is also a treasure.
-  Try winding it in the forest.



11. How do I get the brass bauble?

-  You must open the egg first.
-  See the previous question.


12. How do I open the front door?

-  It cannot be knocked down.
-  It cannot be destroyed.
-  It cannot be opened.




13. How do I get into the house?

-  Have you checked all sides?
-  There's a window in the back which is partly open. Open it and climb through.


14. **Can I eat the lunch?**

-  Try it. Try the water, too. You can't be afraid to try anything in ZORK.
(But it may make sense to SAVE your place first.)

15. **How do I get into the dungeons?**


-  The entrance is in the house.
 Trapdoors can be hidden.
 Move the rug.

16. **What is a grue?**




-  Ask ZORK.

The Cellar Area




1. **Can the trapdoor be opened from below?**

-  No. The only way to keep the trapdoor from closing behind you is to find another exit
(other than the chimney, which is very limited).


2. **How do I get up the ramp in the Cellar?**

-  The ramp is too slippery to climb.
 Is there a way to make it less slippery?
 No, you won't ever get up the ramp.


3. How do I negotiate with the Troll?

-  Trolls tend not to be conversational. They require a much more direct approach.
-  You won't get past the Troll while he is conscious.
-  Kill him with the sword.

4. What can I do with the Axe?






-  It can be used as a weapon, but isn't really necessary for anything.

5. Does the paint in the studio mean anything?


-  The artist was sloppy.


The Maze

1. How do I get through the Maze?


-  It is essential that you make a map of the Maze.
-  All ten directions are used: N, S, E, W, NE, NW, SE, SW, UP and DOWN.
-  Some passages lead back to the same room.
-  Rooms can be marked by dropping objects. (However, the Thief can be a pain.)
-  There are 22 rooms west of the Troll Room.

2. What do I do with the rusty knife?


 If you had your sword when you took it, the pulse of blinding light should have served as a warning.

 Try throwing the knife if attacking someone with it.


3. What do I do with the Skeleton?


 Let the dead rest in peace.


4. Can I use the broken lantern?


 If you think it's useful, there's this bridge you might be interested in...


5. How do I get past the Cyclops?


 Fighting isn't always the answer.


 There are two solutions.


 What happens if you hang around too long, or give something to the Cyclops?


 He's hungry, isn't he?


 Feed him the lunch and water.

 Do you remember your mythology?

 Take a very close look at the commandment in the black book.





 The Cyclops is scared silly of the name of his father's nemesis.

 ODYSSEUS (first letter of each line in commandment—some computer screens are narrow and make this more difficult to see. The Latin version of the name, ULYSSES, is also accepted.

 For fun, try saying ODYSSEUS elsewhere.





The Round Room Area

1. How do I get the platinum bar?



-  In some versions of the game there are two solutions.
-  The solution has something to do with the room's acoustics.
-  What happens whenever you say something?...something?...something?
-  Type ECHO.

Solution 2

1. What is causing the loud roar?

-  Is there a way to control the flow of water?
-  Solve the puzzle of the dam.
-  Does opening or closing the dam gates affect anything downstream?
-  Open the dam gates. Wait until the reservoir is empty, then close the gates. Take advantage of the silence in the Loud Room while the reservoir refills.

2. How do I kill the rock?

-  How silly!
-  The term "living rock" is metaphorical and should not be taken literally.

3. **Is there anything special about the mirror?**

- Breaking it is not a good idea.
- Looking into it can be fun.
- Did you ever try touching or rubbing it?
- There are two Mirror Rooms. Touching the mirror in one transports you to the other.






4. **How do I enter Hades?**

- You must exorcise the evil spirits.
- For a hint, turn the page in the black book.
- It requires the bell, book and candles.
- Ring the bell, light the candles and read the black book.
- The order in which you perform the ceremony is very important. Also, you must be holding the candles when you light them. Speed is of the essence, so don't waste any more time than is necessary between steps.

5. **Can I get anywhere from the Dome Room?**


- Yes, it is likely that you have seen the necessary equipment.
- It is found in the Attic.
- Tie the rope to the railing.
- Can I go up from the Torch room?
- No.

6. How do I get out of the Temple area?




-  You'll never reach the rope.
-  You can leave from the altar end by going down, but "you haven't a prayer of getting the coffin down that hole."
-  Or solve the puzzle of the granite walls.
-  The altar has magical powers. What is usually done at altars?
-  Try praying.

The Damn Area


1. How do I blow up the dam?

-  What a concept!

2. How is the control panel operated?

-  You can turn the bolt.
-  You need the wrench.
-  You must activate the panel. (Green bubble lights up.)

3. What is the green bubble for?

-  It indicates that the control panel is activated. Use the buttons in the Maintenance Room.

4. **What do I do with the object which looks like a tube of toothpaste?**

- Read the tube.
- Brushing your teeth with it is not sensible.
- It doesn't oil the bolt well.
- Goopy gunk like this is good for patching leaks in water pipes or boats.

5. **What is the screwdriver for?**

- You'll know when the time comes.

6. **What do the buttons in the Maintenance Room do?**




- Try them all. You should be able to find out.
- The blue button causes a water pipe to burst.
- The red button turns the lights on and off.
- The yellow button activates the control panel at the dam. (The green bubble is now glowing.)
- The brown bubble deactivates the control panel.

7. **Can I stop the leak?**

- Yes, but not with your finger.
- Isn't there some sort of glop you could apply?
- Use the gunk in the tube.


8. **What is the pile of plastic good for?**

- What's the valve for?



-  Did you try blowing into it?
-  You need the air pump, which is north of the Reservoir.
-  Solve the dam problem or figure out the mirror.

Old Man River



1. Can the river be crossed?

-  Not without a boat.



2. What will placate the River God?

-  What have you tried to throw into the river?
-  There is no river god. Anything thrown in is lost forever.


3. How do I get back from across the river?

-  If you launch the boat from Sandy Beach, you can cross the river to the west to White Cliffs South.
-  It is also possible to cross the rainbow.


4. How do I control the boat?


-  Read the label.
-  You can say BOARD or GET IN, DISEMBARK or GET OUT, LAUNCH and LAND (or a direction toward a landing area). You can also let the current carry you.


5. **How do I carry a pointy object onto the boat?**


 Pointy objects can puncture a plastic boat. You should not carry them on. Put them in the boat before boarding or put them into a container, such as the brown sack, first.

6. **How do I go over the falls?**


 Just stay in the boat and wait.


 Well, what did you expect?


 I see no intelligence here.


 By the way, have you ever taken a close look at the word ARAGAIN?

7. **What is the significance of the rainbow?**


 You can cross it and get the pot of gold.


 You do not click your heels together three times while saying "There's no place like home."

 The description of one of the treasures, and the result of manipulating it properly were meant to be subtle hints.

 Raise or wave the scepter while standing at the end of the rainbow.

8. **How do I get through the crack in the Damp Cave?**

 It is too narrow for most insects.

 You don't.

9. How do I turn myself into an insect?

- Build a cocoon?
- Not bloody likely.

The Coal Mine Area

1. What do I do about the bat?

- It's a vampire bat.
- Have you never watched an old horror movie?
- Use the garlic.

2. How do I get beyond the Smelly Room?

- If your lantern battery is dead, forget it.

3. How do I find my way through the coal mine?














- I would think you were an expert maze-mapper by now.

4. Is the basket on the chain useful?


- Anything that complex in ZORK is useful.

5. How do I get through the narrow passage from the Timber Room?

- You cannot fit through the passage with that load.
- Did you try dropping everything?


6. **What source of light can I bring into the Drafty Room?**
-  Matches.
 -  Well, no one said that would work in a draft; you can't carry a light source in. There is another way.
 -  Why might the room be drafty?
 -  Did you every wonder where the shaft with basket led?
 -  Objects, including light sources, can be placed in the basket. The basket can be lowered and raised.
7. **What is the timber for?**
-  It makes the room more interesting and the adventurer more confused.
8. **How do I use the machine?**
-  The switch description should remind you of something.
 -  Try putting something inside and turning the machine on with a screwdriver. Have a dictionary handy.
 -  You can make a diamond from coal.
9. **What is meant by the "Granite Wall" in the Slide Room?**
-  Evidently the ancient Zorkers did not have strong truth-in-advertising laws. Take nothing for granite.
10. **Is the coal good for anything?**
-  It is a source of carbon.
 -  One of the most valuable gems is made of carbon.
 -  Diamonds are pure carbon in crystalline form. They are created under tremendous heat and pressure.

11. **Is the gas of any use?**


 It's great for blowing up dim-witted adventurers who wander into a coal mine with an open flame.


The Land Beyond The Chasm


1. **How do I cross the chasm?**


 There's no bridge.

2. **How do I build a bridge?**


 An interesting idea...


 The timber might be useful.


 But then again, maybe not.

 A valiant attempt, but this is getting you nowhere.


3. **Why doesn't the magic word "Plugh" work in the land beyond the chasm?**

 A hollow voice says Fool.

 Should nonsense work anywhere in ZORK?


 Remember the warning in the introduction. Don't let the presence or absence of questions, or the length of the answers, influence your game.

4. **After the meteor strike activates the long-dormant volcano and destroys the bridge, how do I get back across the chasm?**



 Whew! (That might actually be an interesting addition to the game.)

General Questions


1. Why does the sword glow?

-  Elvish swords are magical and glow with a blue light when dangers (particularly dangerous beings) are near.





2. What do I do about the thief?

-  Discretion is the better part of valor.
-  You can almost always avoid a confrontation by walking away. Although you may be robbed, at least you won't be killed.


3. How many points are there in the game?

-  350. Any time you QUIT, RESTART or SCORE, this is pointed out.


4. How do I get out of the dungeons?


-  There are six exits.
-  The chimney will allow you to carry one object at a time in addition to your lamp.
-  Once you find an exit other than the chimney, the trapdoor will not close behind you.
-  Probably the easiest exit (conceptually) is by the way of the grating. You will probably come across three exits while solving some of the harder problems. But it is not necessary to find more than one to complete the game.


5. What is the significance of all the engravings?


 The knowledgeable critic I.Q. Roundhead wrote a ten volume study of the engravings of the ancient Zorkers. To make a long story short, he concluded that the Zorkers were very strange people.

6. How do I kill the Thief?


 The Thief is a cunning and dangerous opponent, skilled in the martial arts. Novice Zorkers would do well to avoid him.


 It is possible to distract him for one move by giving him something of value.

 The nasty knife is a marginally more effective weapon to use against him.


 As you gain in points, you become a better match.


7. How can I recharge my lamp?


 What makes you think you can?


 It is always best to conserve your resources. You can prolong it's life by turning it off whenever you can and using alternate light sources.


8. What happens when you die in ZORK?


 You may appear in the forest with your belongings scattered (valuables below ground, non-valuables above.)

 You may wander as a spirit until you find a way to resurrect yourself.

 ZORK is as fair as baseball. Three strikes and you're out.

 You become a spirit if you have visited a certain location before death.

 The location is the altar in the South Temple.

 Try praying at the altar.

9. **Who is "the Other Occupant?"**

- He of the large bag.
- The Thief, of course.

10. **How do I go over the falls without killing myself?**

- Why not ask, "How do I cut off my head without killing myself?"

11. **Where is HELLO SAILOR useful?**



- Are you sure you want to know?
- Absolutely certain?
- To quote the black book, "Oh ye who go about saying unto each: 'Hello Sailor'; Dost thou know the magnitude of thy sin before the gods?..."
- Surely thou shalt repent of thy cunning.
- Nowhere. (You were warned.)

12. **Why do things move and disappear in the dungeon?**



- The Thief is constantly moving about.
- There is a high probability that he will take valuable objects (except the gold coffin) which you have seen. There is a much lower probability that he will take a non-valuable object (again, only if you have seen it) and he may later decide to drop it.

13. **Where are the treasures the Thief took from me?**


- As he wanders about stealing things, he puts them in his bag. Whenever he stops in his Treasure Room, he drops off the valuables he has collected.

-  You can get the contents of the bag by defeating him in a fight.
-  The Treasure Room is guarded by the Cyclops.




14. What do I do with the Stiletto?

-  Congratulations! Getting the stiletto is rare. If you keep it away from the Thief, he won't attack you.
-  It is a weapon, nothing more.




15. Who is the lean and hungry gentleman?

-  The Thief.

16. Where can I use the shovel?

-  It will dig only into very soft soil.
-  Try it in the sand.
-  The sand in the Sandy Cove is most promising.

17. Is there any significance to all the granite walls?

-  There are only two true granite walls?
-  While next to a real granite wall, you can transport yourself to the location of the other by saying the name of the room.
-  The two granite walls are in the Temple and the Treasure Room.









For Your Amusement









(after you finish the game)

Have you ever:

- ...opened the grating from beneath while the leaves were still on it?
- ...tried swearing at ZORK?
- ...waved the scepter while standing on the rainbow?
- ...tried anything nasty with the bodies in Hades?
- ...burned the black book?
- ...damaged the painting?
- ...lit the candles with the torch?
- ...read the matchbook?
- ...tried to take yourself (or the Thief, Troll or Cyclops)?
- ...tried cutting things with the knife or sword?
- ...poured water on something burning?
- ...said WAIT or SCORE while dead (as a spirit)?

Words you may not have tried:




-  HELLO
(to Troll, Thief, Cyclops)
-  ZORK
-  OIL
-  XYZZY
-  WALK AROUND
(in forest, outside house, or in house)
-  PLUGH
-  FIND
(especially with house, hands, teeth, me)
-  CHOMP

-  COUNT
(candles, leaves, matches)
-  WIN
-  MUMBLE (or SIGH)
-  LISTEN
(especially to the Troll, Thief, or Cyclops)
-  REPENT
-  WHAT IS
(grue, zorkmid, etc.)
-  YELL (or SCREAM)
-  SMELL


ZORK II

The Carousel Area




1. What is the solution to the riddle?

-  The word “tall” is somewhat misleading from the usual point of view.
-  Something deep, from the bottom, appears tall.
-  It is a well. Type: ANSWER “A WELL.” The key words are “round,” “tall” and “draw.”



2. Is it possible to leave the Carousel heading west?

-  Not until the carousel has been stopped.

3. I'm getting tired of the carousel; can it be stopped?

-  Yes. The ZORK Implementors do have some compassion.
-  When you reach the point where a solution is possible, it should be fairly obvious.
-  It involves the buttons in the Machine Room.

4. How can I map the area around the Carousel Room?

-  If you give a direction to leave the carousel (such as WALK SOUTH), there is a 31% chance that you will actually go that way (low, but certainly better than random).
-  Once you've left the carousel, find the direction back to it.

5. What do I do with the clay brick?

- Be careful with it.
- Burning it will make it's use apparent.
- It's plastic explosive.
- Using a fuse may give you time to leave the area before it explodes.
- Try inserting the black string.

6. How do I open the door in the Tiny Room?

- Have you looked through the window?
- Are the spheres useful for anything?
- Have you looked into the red sphere?
- The door is locked from the inside. The key is still in the lock.
- You can push the key out of the hole with the letter opener.
- Try the old trick of slipping something under the door to catch the key.
- Try using the place mat.

7. Is there a way to get past the ice in the Ice Room?

- Yes.
- Have you tried melting the glacier with anything?
- A large, portable source of heat might be useful.
- There is one nearby.

- You can lure the dragon into the Ice Room, thus solving two puzzles.
- Have you noticed that if you attack or in some way annoy the dragon and then leave the room, he follows you?

8. **Where do I find an Ice pick?**

- There is none.

9. **What is going on in the Topiary?**

- You're not going to let a few hedges scare you, are you?

10. **How do I catch the unicorn and get the golden key?**

- "The unicorn is a mythical beast."
- Only one of royal blood may approach a unicorn.
- Rescue the Princess from the dragon and watch what she does.
- Follow her.


11. **How do I enter the gazebo?**

- You will not enter the dragon's lair while he lives.


12. **How do I kill the dragon?**


- You are too puny to harm him directly.
- Even bombs have no effect!
- Did you notice when you attack the dragon and leave, he follows you?
- You can use this technique to lure him to the Ice Room.


13. Can I kiss the Princess?


 Only while she's sleeping. Don't try anything nasty.

14. How do I open the door in the Guarded Room?


 You will need a key to unlock it.


 You have probably seen the key.


 It is hanging from a red ribbon around the neck of the unicorn.

 You will also need to do something about the lizard doorkeeper.


15. What do I do about the lizard doorkeeper?


 It cannot be killed.


 It can be satisfied by a particular treasure. When you find it, it should be obvious.


 There is a box of rare candied insects at the bottom of a pool of water.

16. How do I move the menhir?


 Blasting will have no effect on it.

 You will not be able to get past the large menhir until you have mastered the Wizard's power, which first requires solving most of the other puzzles in the game.

 One way to move it is to use the wand to "float" it.

 Another way is to ask the demon to move it for you.

17. What do I do with the grue repellent?

 Read the label.

The Oddly Angled Room

1. Does the club have any use?

- Examine it.
- It is a baseball bat.
- It is a clue to the nature of the maze.

2. How do I reignite the club?

- If you examine it, you'll notice it was never ignited.

3. What do the glowing diamonds signify?

- Progress. The brighter they glow, the closer you are to solving the puzzle.

4. How do I break the glassy substance?

- It cannot be done with the club.
- You might try the bomb, but it won't get you anywhere.
- The solution to the problem of the Oddly Angled Room has nothing to do with breaking walls.

5. What is the significance of the convention of wizards?

- You've been fantasizing again.

6. Why does my sword glow when I am at the bottom of the stairs?

- You are one room away from a dangerous creature.

7. What in the world do I do in the Oddly Angled Room?




- If you solve this without any help at all, my cap is off to you!
- This maze was meant to confound maze mappers.
- There are nine rooms. Almost all of the room connections are probabilistic — sometimes they work and sometimes they don't. (If you repeat any direction often enough, you'll travel through all the rooms.)
- Have you noticed all of the baseball clues: the Babe Flathead bat, "You'll never get past first base at this rate,...?"
- The glowing diamonds are baseball bases — the brighter they glow, the further you've progressed.
- Left-handed pitchers are sometimes called "southpaws."
- The solution is to walk in the direction of a standard baseball diamond, starting from home plate (where the bat is): southeast, northeast, northwest, southwest. (It is admittedly a very difficult puzzle — apologies to non-American Zorkers).

The Bank






1. What is the curtain of light for?

- Have you read the bank brochure?
- Have you tried touching it?
- Have you tried throwing anything at it?
- Have you tried walking through it?


2. **How do I turn off the alarm system?**

-  Are there any switches or electrical devices in the area?
-  Does the Wizard have any appropriate spells?
-  Unfortunately, the alarm system remains foolproof. You must find another way to remove treasures.


3. **How do I get out of the Small Room?**

-  You came in through a door, didn't you?
-  Like most doors, the curtain door has two sides.
-  The other side of the door may not be apparent.
-  Try walking through the south wall.
-  Once the curtain door has closed, the only way out is to give the Gnome something valuable. If you have nothing of value, you will be trapped forever.



4. **How does carrying the portrait affect where I will end up?**





-  Any association between items you are carrying and the room to which the curtain door leads is purely coincidental.

5. **How many places can I get to from the Depository?**



-  Seven, including four through the curtain.

6. **How do I get into the vault?**

-  The curtain door leads to four locations.
-  It is completely deterministic (i.e., non-random).




-  The location to which it leads is determined by the direction from which you entered the Depository.
-  If you enter from the east, you will be transported to the East Viewing Room; if you enter from the west, to the West Viewing Room. If you enter from the south (e.g., the Chairman's Office) you will be transported to the Small Room.
-  You can leave the Small Room by walking through the south wall (thus entering the Depository from the North).
-  If you enter the Depository from the north, you will be transported to the Vault.

7. How do I get out of the Vault?


-  How did you get out of the Small Room?
-  Try the north wall.

Volcano Area

1. What are the basket and canvas for?


-  The canvas is attached to the basket, as is the receptacle.
-  You can get into the basket.
-  This is a deflated balloon.

2. Once I've determined what the basket and canvas are, how do I use them?


-  Once you inflate the balloon, you will find a card with instructions for use. These hints deal with inflation.


- Not all balloons use hydrogen or helium.
- Remember that hot air is less dense and therefore rises?
- Burn something (such as the newspaper) in the receptacle.
3. **How do I leave the top of the volcano without being killed?**
- You don't, but isn't it a glorious death?
4. **Which of the three paths down to the valley is best?**
- Ask the scarecrow.
- Beware of the lions and tigers and bears.
- I suppose you'll soon be skipping and singing, "We're off to see the Wizard."
- If you haven't guessed by now, this is a nonsense question.
5. **What is the significance of the mines and smelter?**
- Have you tried processing ore?
- Did you dig for the lode of mithril?
- I find it amazing that you got this far, since there are no mines or smelters in Zork II. Keep in mind the warning in the introduction: Do not use the presence or absence of a question on a certain topic as an indication of what is important, and don't assume that long answers indicate important questions.
6. **How do I extend the lava tube?**
- This is not possible.


7. **What do I do about the gnome?**

 The volcano gnome appears only if you are stranded on a ledge. He will help you, but only for a fee.


8. **How can I translate the books?**


 A Zorkish-to-English dictionary would be useful, wouldn't it?

 So, of course, there isn't one.


 You cannot translate them.

9. **How can I open or remove the rusty old box?**

 It has an oblong hole chipped into it.


 Nothing short of blasting will open it. Someone seems to have done you a favor by creating a hole in which to place the bomb.


10. **Who is M. Agrippa?**


 Didn't he design the Pantheon in Rome?

The "Alice" Area

1. **Can I get up the well, and if so, how?**

 Yes. What is a well for?

 Have you tried putting water in the bucket?

 Get in the bucket, then pour water into it.

2. **What does the engraving say?**



It is the logo for a FrobozzCo subsidiary.

obo

obo

AGI

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MAGIC

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mpa

or "Frobozz Magick Well Company" as can be clearly read at the top of the well.

3. **How do I catch the magic mouse?**



Have you tried using the green cheese?



There is no mouse. Sorry.

4. **Can the writing on the cakes be read?**



On all but one, it is too small to see with the naked eye.



Not even the robot can read it.



A magnifying glass would be useful.



Try reading it through the flask in the Pool Room.

5. **Can the Mad Hatter be cured?**





There is no cure for advanced mercury poisoning.





What Mad Hatter?




6. How do I get back down from here?

-  The reverse of the way you got up.
-  If the bucket has gone back down, you're stuck. The water evaporates in 100 moves.





7. What do the cakes do?

-  Experiment with them. Try eating them. You can't be afraid to try anything in ZORK II (but you may want to SAVE your state first).
-  Reading them will tell you something.



8. What can I do with the flask of poison?

-  Kill yourself or others.
-  Examine it.
-  Examine it. Look through it. Use it as a magnifier to read the writing on the cakes.


9. How can I get the object under the water?

-  You cannot successfully enter the water.
-  There is no valve to drain the pool or plug the leak.
-  There is a way to make the pool evaporate.
-  Try throwing the red ("evaporate") cake into the pool.


10. How do I cross the chasm?

-  There is no way to cross while in your small state.
-  Once you return to normal size, the chasm will be a small crack again.


11. How do I control the robot?


 Read the instructions.


12. What is EBCDIC?

 It stands for Extended Binary-Coded-Decimal Interchange Code, which IBM equipment often uses instead of ASCII (American Standard Code for Information Interchange).


13. What is a footpad?


 It is not a doormat.

 Check the dictionary.


 It means "thief" (i.e. you).


14. How can I take the red sphere?


 Have you noticed that when the cage falls, you don't die immediately?


 You have time to tell the robot to lift the cage (if he is in the room).

15. What do the buttons do?

 If you push them you are electrocuted.

 You can experiment with them by ordering the robot to push them.

 The buttons control the electromagnetic field which spins the Carousel Room.

 The square button increases the spin to high speed. The round button decreases the spin to low speed. The triangular button flips the field from the Carousel Room to the Low Room, releasing the iron box and causing the carousel to stop spinning. (Note: Increasing the speed and flipping the field up to the Low Room is dangerous.)

The Wizard's Workshop Area

1. Can I open the Wizard's trophy case?



Not directly.



Treasures you were carrying when you died or which the Wizard has "filched" from you are kept in his trophy case. If you acquire the Wizard's wand, you can "filch" them back.

2. How do I take the Wizard's wands from the wand rack?



You don't. They can't be taken.

3. What do I do with the yellow sphere?



You've been fantasizing again.



There is no yellow sphere.

4. How can the owl be released?



The owl and the other memorabilia in the Trophy Room are protected by a powerful spell which cannot be broken.



No kidding!

5. What do I do with the black sphere?






Have you tried looking into it?





The creature with the horrible face has freed you to return to your quest after dying.
Can you return the favor?

- It has been alleged that demons are conjured up using pentagrams.
 - Try placing the black sphere in the pentagram.
6. **Can the flying owl be caught?**
- Don't you have your owl net handy?
 - The FANTASIZE spell does not include a flying owl. Where did you see it?
 - If every question in this book were pertinent to the game, the questions themselves would give far too much away. Questions such as this should convince you to ignore questions not of immediate use.
7. **How do I detach the stands from the bench?**
- You don't.
8. **What are the stands for?**
- Their colors should be revealing.
 - Rubies are red, sapphires are blue, diamonds are clear.
 - Try putting the crystal spheres in the appropriate stands.
9. **Does the pentagram have any significance?**
- It has been alleged that pentagrams are used by wizards to conjure up demons.
10. **What do I do with the palm tree?**
- Admire it's beauty.




11. How do I kill the serpent?

-  A fish out of water...
-  Have you tried breaking the aquarium glass?
-  As serpents are rather dangerous, you should stand far back and throw something at the glass.




12. How do I enter the aquarium?

-  You might try typing: ENTER THE AQUARIUM.
-  There is no way to enter the aquarium and live.

13. How do I satisfy the demon?



-  Have you tried following his instructions?
-  If you have been wondering what to do with all the treasures, you now know.
-  You must give him the fancy violin, moby ruby, zorkmid coin, Flathead stamp, zorkmid bills, portrait, golden statuette, pearl necklace, gaudy crown and golden key (minus any you had in your possession when you died or any that were "filched" from you).

14. What do I do once I've satisfied the demon?


-  You should ask the demon to give you something.
-  It's something you need to finish the game; you've seen it but haven't been able to get it.
-  It's the Wizard's wand. Type: DEMON, GIVE ME THE WAND or DEMON, KILL THE WIZARD.

General Questions


1. **What is the object of this game?**

-  Part of the object of the game is to discover the object of the game.
-  If you just keep solving puzzles, eventually you will find that you have finished the game.




2. **What should I do with the treasures I've found?**

-  This is one of the puzzles you must solve. It really doesn't matter where you keep them. You will find out what to do with them later in the game.


3. **What do I do about the Wizard?**














-  You need to discover and master the source of the Wizard's powers in order to complete the game. Until you do, he will create a lot of mischief for you.



4. **How many spells are there in this game?**


-  There are 12 that the Wizard commonly casts on you.
-  There are seven others that have special purposes.
-  The 12 are FALL, FLOAT, FREEZE, FENCE, FIERCE, FERMENT, FEAR, FEEBLE, FUMBLE, FILCH, FANTASIZE AND FIREPROOF. The seven are FRY, FUDGE, FLOURESC, FREE, FROBIZZ, FROBOZZLE AND FROBNOID.





5. **What does the FANTASIZE spell do?**


-  Sometimes it causes you to see a bizarre object that isn't in the room.


- 6. How do I cast a spell?**
-  You'll need a wand.
 -  Read the white book.
 -  Point (or wave) the wand at the object to be ensorcelled. Then incant the spell (e.g. SAY "FLOAT").
- 7. Is there anything special about the spells the Wizard mumbles?**
-  No. They are the same ones he says aloud.
- 8. Where should I play the violin?**
-  Carnegie Hall?
 -  Where is HELLO SAILOR useful?
- 9. How can I get the pearls back from the housekeeper?**
-  What housekeeper?
 -  Are you sure that you are playing ZORK II?
- 10. How do I get past Cerberus?**
-  The FIERCE spell is not recommended.
 -  The FLOAT and FEEBLE spells are not strong enough.
 -  Even the demon can't overcome him (them?).
 -  Try taming him by putting on his collar.
 -  The collar is found behind the menhir.


- 11. **Where does saying HELLO AVIATOR cause something to happen?**
 -  The same place HELLO SAILOR and HELLO FOOTPAD cause something to happen.
 -  Nowhere.

- 12. **What do I do for light when my lamp runs out?**
 -  If you have over 200 points and are in the dark with a burned-out lamp, wait for the Wizard to arrive. He will cast the FLUORESCENCE spell and you won't need a light source (however, there are unfortunate side effects).


- 13. **Can the demon help me?**
 -  He is mightier than the Wizard.
 -  He will help you if you help him.
 -  Once you have satisfied him, he will perform a deed for you.
 -  Ask him to give you the wand or to move the menhir.


- 14. **Where do I find the white sphere?**
 -  Try looking into the blue sphere.
It is actually clear, not white.
For any man with half an eye
What stands before him he may spy
But optics sharp it needs and keen
To see what is not to be seen.
— "Sleuth"


 Clear glass is invisible under water.


 It is in the aquarium.

15. Are the spheres useful for anything?


 What if they were called crystal balls?


 Have you tried examining them?


 Try looking through them.

 When you look into one, you see the view from the next one in the chain (somewhat like the palantirs in *The Lord of the Rings*).


16. How many spheres are there?


 Have you ever died in ZORK II?

 There are four.


 You will create the fourth with the first three.


17. What do I do with the perfect rose?


 Admire its beauty.

 Must something so beautiful have any other use?



18. How do I go down the staircase beyond the landing without being killed?

 In later releases (revisions) of the game, the landing is guarded by “magical runes.”



 “Magical wardens,” “green lines of enormous power,” close in on you as if searching for something.

 You may proceed down the stairs and to the finish if you are carrying the Wizard’s wand.






19. **What do I do with the heads on poles?**

-  We suggest that you not disturb the remains.
-  Let the dead rest in peace.



20. **What is the significance of "Feel Free?"**

-  Both words begin with an "F."
-  This is an inside joke. It is what one Implementor says to another Implementor offering suggestions for changes in a game. It has no significance.


21. **I have all the points but somehow don't feel finished. What do I do?**

-  Type: SCORE
-  The grue repellent label is a very subtle hint.
-  The Crypt is a "place of death."
-  It is too light to see the door to ZORK III.
-  When the crypt is dark, the door is visible. (Of course, the crypt will never be dark if you are fluorescing.) In release 18 and later, you will need to be carrying the wand also.

22. **I've finished the game but don't have all 400 points. What's going on?**

-  Don't let it bother you. You have really completed the game.
-  Treasures in the Wizard's trophy case are not required to satisfy the demon. Each treasure not given to the demon will leave you with fewer points.

23. **I haven't finished the game and I don't have all 400 points.**

-  So what else is new?

How Points Are Earned

TREASURES: Their Values and Locations

(use only as a last resort)

Treasure	Value	Where Found	Other Points
pearl necklace	15	in the Pearl Room	Other points are gained by:
gold key	15	hanging on the unicorn	...solving the riddle (5)
dragon statuette	20	in the chest	...getting to the top of the well (10)
red sphere	20	in the Dingy Closet	...killing the dragon (5)
fancy violin	20	in the iron box	...entering the Wizard's Workshop (10)
portrait	20	in the bank Chairman's office	...solving the Oddly Angled room maze (5)
moby ruby	15	in the Lava Room	...entering Cerberus's room (10)
zorkmid bills	25	in the bank vault	...entering the Crypt Anteroom (3)
blue sphere	20	in the Dreary Room	...entering the Crypt (2), and
package of candy	15	under the pool of tears	...giving treasures to the demon
black sphere	30	you create it	(2 dach, maximum 20).
gaudy crown	20	in the rusty box	
clear sphere	20	in the aquarium	
Flathead Stamp	10	in the purple book	
gigantic dog collar	15	in the Kennel	
gold zorkmid coin	20	on the narrow volcano ledge	
Wizard's wand	30	the Wizard has it	

For Your Amusement

(after you finish the game)

Have you tried:

- ...setting off the bomb in the Dusty Room and then waiting in the balloon tied to the ledge?
- ...petting or killing Cerberus after putting on his collar?
- ...removing Cerberus' collar?
- ...attacking the Princess?
- ...taking the serpent?
- ...diagnosing yourself while under certain spells?
- ...waiting around the Topiary?

ZORK III

How Points Are Earned

TREASURES: Their Values and Locations

(for only 25,000 points)

Central Area

1. How do I climb the endless stair?



If you wish to go back to ZORK II, just switch diskettes.

2. How do I get the sword in the stone?



"Who do think you are? Arthur?"



"The sword is deeply imbedded within the rock. You can't even begin to budge it."



Be patient. You'll get it when the need for it arises.

3. How can the runes be translated?



A Runish to English dictionary?



Have you examined them?



Beyond that, you'll get nothing more.

4. How do I climb the channel in the Damp Passage?



"The channel climbs too rapidly and the moss is slippery."

5. **What will increase traction?**

- Studded snow tires work well on glare ice.
- Some purists insist on chains.
- If you were thinking of climbing the slippery moss, forget it. You really can't go that way.

6. **How can I clear the rubble in the damp passage?**

- "The channel opening is blocked by tons of debris."
- You can't.

7. **Where do I find the old and wizened man?**

- The runes are a very subtle hint.
- There is a chance he will appear when you enter (and only when you enter) the engravings room.

8. **How do I wake the old and wizened man?**

- He is sleeping very soundly (listen to that snore).
- Nothing short of shaking him will arouse him.

9. **What do I do about the old and wizened man?**

- Attacking him would not be very sporting, but it might give you a clue.
- He is described as "weak," "tired" and "frail."
- Have you considered helping him?
- Try giving him something he could use. Try giving him the waybread.

10. **Can the phosphorescent moss be kept alive for more than 10 moves?**

- Certainly. It will live through the entire game.
- But you will never be able to take it, move it or use it as a light source anywhere else.

11. **How can I open the Great Iron door?**

- You cannot open the door.
- However, after the earthquake you will find a cleft in the rock which will allow you to pass.

12. **How do I get out of the chasm?**

- How did you get down to the chasm?
- I'm sure the folks at Infocom will be very interested.

13. **I'm trapped on the aqueduct. What do I do?**

- If you can't proceed to the north due to a collapsed segment, you're stuck.
- What might have caused this segment to collapse?
- The secret is to traverse this area before it is destroyed by the earthquake.


14. **Can the lake be crossed?**

- "Go jump in a lake!"
- Seriously! Jump in and swim to one of the other shores.


15. **What is required to walk on water?**

- A messianic complex?


16. **How do I catch the fish?**


 Just be careful that it doesn't catch you!

17. **What is a Roc?**


 It is a legendary bird of prey of tremendous size and strength. Your probability of seeing it is low, but if you do, watch out!


18. **What can be done with the swamp gas?**

 Swamp gas burns...


 If you could transport it across the lake, it might make a good light source.


19. **What can be done with the swamp gas?**


 Swamp gas burns...

 If you could transport it across the lake, it might make a good light source.


20. **How do I transport the swamp gas?**

 A bottle would be useful.




 Unfortunately, there are no bottles. By the way, where did you find swamp gas?

 Remember the Introduction? If every question in this book were pertinent to the game, the questions themselves would give far too much away. Questions such as this should convince you to ignore questions which are not of immediate use.


21. How can I get the shiny object?

-  Try to take it until you eventually succeed. (There is a 50% probability that you will get it on any move. Although there is less than a one in one thousand chance that you wouldn't get it in less than 10 tries, it could conceivably take zillions of tries.)








22. What is the table with the "Scenic Vista" sign for?

-  Have you ever examined it?
-  Have you ever touched or rubbed it?
-  You can look at or go to sections of Zork I, Zork II, Zork III and the Enchanter.

23. Is there anything under the manhole cover?

-  Try raising or moving it.

24. How do I get a light source to the southern end of the lake?



-  The light sources cannot be relit once they become wet.
-  They can't be taken across the lake without getting wet.
-  There is no way to get a working light source to the south shore of the lake.
-  There is another way!
-  Have you seen the grue repellent?
-  Figure out how to use the viewing table.
-  Use the grue repellent to get to the Key room and aqueduct. The viewing table is also useful for pre-positioning the light source you will eventually need.

25. **How can I get to the coal in the Dead End?**
- You can't.
 - You are limited to three moves in the areas visited with the viewing tables.
 - There is no way for you to increase this. Obviously, if you could stay as long as you wanted, there would have to be four games on the diskette.
26. **What light source can I take to the west of the Timber Room?**
- None.
 - See question above.







The Land of Shadow and the Cliff Area

1. **What do I do about the hooded figure?**
- Have you noticed anything you do which increases your score?
 - You must fight the figure.
 - Have you ever looked at him or looked under it's hood?
 - When badly injured, the figure is defenseless.
 - Does killing the figure leave you feeling satisfied?
 - While the figure is badly injured, try taking it's hood.
2. **Why do I see myself?**
- Very good question.
 - This is actually a hint.





3. How do I freeze the quicksand?

-  A blast of super cold air might do the trick, but The Great Underground Empire is far from the polar regions.
-  The quicksand can't be crossed. It is one of the many borders which keep the Underground Empire small enough to fit on a diskette.


4. How do I get to the ship?

-  Congratulations. Seeing the ship is rather rare.
-  Have you tried walking on water?
-  This is a Viking sailor.
-  You've been waiting three games for this!
-  Something happens here!
-  Type: HELLO SAILOR



5. How do I open the chest?

-  You can't open it.
-  The man at the cliff has the only key.
-  You'll have to wait for him to open it.
-  Wait on the ledge for him to appear, then follow his directions.

6. Can the man at the cliff be trusted?



-  He certainly seems like a practical joker.

- But he has the only key to the chest.
 - You'll have to be patient and take a chance.
7. **What is in the tree house?**
- This could be the man's living quarters.
 - The inflatable raft in the back room might be useful elsewhere.
 - It is amazing that anyone has gotten this far when there is no tree house.
8. **I have the treasure; how do I mend the staff?**
- It cannot be fixed.
 - Have you tried protecting the staff (for example, throwing it off the cliff) before taking the treasure?
 - You'll have to decide which you prefer, the treasure or the staff.
9. **I have the staff; how do I get the treasure?**
- You might try killing the man before he walks away with it.
 - You'll have to decide which you prefer, the treasure or the staff.
10. **What is the significance of Smokey the Bear?**
- "Only people prevent forest fires."
 - I bet you thought this was one of the nonsense questions. Try burning the trees.
11. **What is in the vial?**
- "It feels like there is something inside, but you can't see anything even though the vial is transparent."
 - Have you tried drinking it?




-  Look in the mirror immediately after drinking it.
-  The invisible liquid is an invisibility potion. It will last only two moves and will not be effective against the more powerful denizens of the Great Underground Empire.

The Royal Museum


1. When are museum personnel on duty?

-  Intrepid adventurers do not fear mere warning notes.
-  They all died years ago. You'll have to risk it on your own.


2. Is there anything I can do when I'm trapped in the small square room with marble and sandstone walls?



-  There is a way out.
-  Sandstone is a very light rock.
-  Try pushing one of the sandstone walls.

3. Where do I find the dynamite?






-  What a concept.

4. What is the slot for?


-  Have you tried putting anything in it?

-  Try the lore book.
-  This is one (although not the best) way out of the puzzle.


5. **I'm lost in the puzzle. How do I get out?**



-  There are ways out.
-  Try mapping (movable pieces to represent walls may help). Push as few walls as possible.
-  You might make use of the slot (not recommended).
-  Walls can only be pushed, never pulled.
-  Starting from the Royal Puzzle entrance, the following moves will solve the puzzle (note: innumerable other sequences will reach the same result): D. PUSH EAST WALL. S. S. SE. PUSH SOUTH WALL. N. NE. PUSH SOUTH WALL. TAKE BOOK. PUSH SOUTH WALL. E. NE. PUSH WEST WALL. SW. NW. NE. PUSH SOUTH WALL. SW. PUSH EAST WALL. NE. PUSH SOUTH WALL. NW. N. N. N. PUSH EAST WALL. SW. S. SE. NE. N. PUSH WEST WALL. NW. PUSH SOUTH WALL. AGAIN. W. NW. NW. PUSH SOUTH WALL. SE. SE. SE. NE. PUSH WEST WALL. AGAIN. SW. PUSH NORTH WALL. AGAIN. AGAIN. NW. UP. YELL.

6. **What was the "snap" I heard?**




-  You ran into something with the wall. Movable objects are transported to the slide room when hit by the wall.

7. **What does the gray machine do?**



-  This is a pressurizer.

-  It is like the machine used in ZORK I to make diamonds.
-  Unfortunately, it is not a working model.


8. What does pushing the button on the gold machine do?

-  Nothing, if you aren't sitting on the seat when you push it.
-  Nothing, if you haven't changed the setting of the dial before pushing the button.
-  This is a time machine. Pushing the button transports the person sitting in the chair (but not the machine) to the same spot in the year indicated on the dial (where you may find the time machine in the same position). The effect is not permanent—in 40 moves you will snap back. The present year is 948.




9. What does the black machine do?

-  This is a room spinner.
-  Presumably it is a model of the machine which spins the carousel room in ZORK II. Fortunately it is not a working model.






10. How can I read the plaque in the Technology Museum?

-  It has faded with age and can no longer be read.




11. How do I unlock the cage?

-  That cage will protect the royal jewels until the end of time.
-  It is, however, possible to get your hands on the jewels.
-  You should learn the use of each machine in the Technology Museum.


12. How do I take the royal jewels?

-  The cage is impregnable, but you can't let small details like that stop you. Read the hints to unlocking the cage.
-  By now you know that the gold machine is a time machine which can be used to go to the jewel room before the cage is installed. (Push the machine to the jewel room in the present and go back to the year 776.)
-  Unfortunately, you can't carry anything with you through time.
-  You must find a very good hiding place. Lord Dimwit Flathead's men will no doubt launch an extensive search for the missing jewels. They must remain hidden for nearly 200 years.
-  You might check the machines for a good place (wait for the guards to leave).

13. Have you looked under the seat in the time machine?





-  Excessive greed in an adventurer of your status is unbecoming.
-  Only the ring can be successfully hidden.
-  If you succeed in getting the ring, Flathead has the other jewels moved. If you botch the burglary, two things can happen: 1) they realize the time machine works and remove it, or 2) they find the jewels displaced and simply put them back (but a different plaque is installed).

14. What do I do about the robot?






-  Congratulations! It is a very rare treat to see the robot. Just try again.

Beyond the Secret Door


1. What does the red button do?

-  Pushing the button alone is not notably helpful.
-  Pushing the button is helpful if another action precedes it.
-  Haven't you been curious about the red beam of light?
-  Block the beam with an object, then push the button. You will find that the mirror is a doorway.



2. What do I do about the red beam of light?

-  You can jump over it, but it won't do you much good.
-  Trying to take it is similarly useless.
-  Does the fact that it is only an inch above the floor suggest anything?
-  Have you tried blocking it with your hand?
-  Try blocking it with an object. You will now find that the button is useful.

3. What is the wet suit for?

-  What wet suit?

4. Is the mirror important?

-  Presumably you have already tried touching it, looking into it, pushing it, breaking it...
-  It is important, but you will have no direct interaction with it.

5. **How do I break the panel?**

- The panel is not that easily destroyed.
- You don't.

The Rectangular Box

1. **What is the significance of the different colored walls?**

- By making them different colors, you can refer to them separately.
- Pushing on the red or yellow walls can cause the box to rotate on the central pivot pole in the clockwise direction. Pushing the black or white walls can cause the box to rotate counterclockwise.

2. **What is the significance of the pine wall?**

- If nothing is blocking it on the other side, pushing on it will cause it to swing out so that you can leave the box.

3. **What is the significance of the mahogany wall?**

- If the box is aligned properly, pushing it will cause the entire box to move.

4. **What is the long pole for?**

- The long pole is at the center of the box and extends from ceiling to floor.
- It is a pivot around which the box can be turned.

5. What is the short pole for?



Doesn't the hand grip suggest anything?



The pole has been dropped into a hole in the stone floor.



Try raising the short pole.



The short pole anchors the box in position and can be used to steady it when it is moved.

6. What is the T-bar for?



It has an arrow carved on it.

7. What is the significance of the direction the arrow is pointing?



That is the direction the mahogany wall faces.

8. Is the wobble significant?



It can be avoided.



If you drop the short pole into the channel, it will steady the movement of the box.

9. How can I undress the stone?



Pervert.



Look up dressed (as it applies to stone) in the dictionary.

10. Why am I being killed while inside the box?



Once you rotate the box from its original position, you may want to leave it to scout the area beyond.








Learn all you can about the Guardians of Zork.




If the Guardians notice the box due to a broken mirror, open door or a wobble, they will kill you.

The Guardians of Zork

1. How can I pass the Guardians of Zork?

-  The Guardians strike anything which they see between them.
-  The Guardians are described as “identical” and “perfectly symmetrical.” If you walk in front of them or throw something in front of them, they will destroy “in perfect unison.”
-  Do you think a Guardian could distinguish between the sight of the other and the sight of himself in a mirror?
-  You can travel past them inside the mirror box. (It’s all done with mirrors.)
-  An alternate solution is to walk by while invisible.



2. How is the scuba tank attached to the wet suit?

-  What scuba and wet suit?


3. I seem to have gotten past the Guardians, but I’m still being killed. What should I do?









Rotate the structure so that the door doesn’t open into their field of view.

4. How do I open the large wooden door with the barred panel?

-  You can’t open it.
-  Have you tried knocking?



5. What must I do to satisfy the old man at the large door?

-  “He looks you over with his keen, piercing gaze, then speaks gravely...”



-  This is the Dungeon Master.
-  He is looking for something. What you think might be valuable may have nothing to do with it.
-  Most of the puzzles in the game are tests by the Dungeon Master to see whether you are ready.
-  You have met him before when you have died.
-  Does nothing about his description strike you as odd?
-  “He is dressed simply in a hood and cloak, wearing a few simple jewels, carrying something under one arm and leaning on a wooden staff. A single key, as if to a massive prison cell, hangs from his belt.”
-  You can acquire his entire costume by solving the problems in the game.
-  Your goal is to become the Dungeon Master. You will need the hood and cloak, the amulet and ring, the key, the wooden staff and the lore book.

The Dungeon






1. Why won't the Dungeon Master follow me?

-  Have you asked him to?
-  Type: DUNGEON MASTER, FOLLOW ME.






2. What should be thrown in the flaming pit?

-  The end had come, and this was it;
He dropped her in the flaming pit
— Edward Gorey
-  Anything dropped into the pit is lost forever.



3. **What are the sundial and button for?**

-  You can set the dial to any of the eight numbers.
-  Try spinning or setting it and then pushing the button. Did anything change?
-  You might try putting something in the cell first.
-  Reading the lore book now might help.
-  This is a magic dungeon (no doubt a product of Frobozzco). There are eight cells. Pushing the button caused the cell selected to appear and the cell which was there to go back to its usual spot.

4. **How do I unlock the bronze door?**


-  Have you tried the key?
-  This is the first lock it has fit. Why do you think it won't turn?
-  You must learn more about how this dungeon works.
-  It will unlock only if you are in cell 4 and in the cell's normal location.
-  While in cell 4 type: DUNGEON MASTER, TURN THE DIAL TO 8 THEN PRESS THE BUTTON. The bronze door will now be unlockable with the key.

5. **How do I get out of the cell?**


-  Can't you open the door?
-  If the dial has been set to a new number and you have had the Dungeon Master push the button while you were in the cell, I'm afraid there is no way back.


General Questions


1. What is my goal? What am I supposed to be doing?

 When you come to the entrance to the dungeon and meet the Dungeon Master, your purpose may become clearer.


2. How does the scoring in this game work?


 The scoring is a hint as to what is important.

 The points are not “earned” by solving puzzles or accruing items. You receive a point when you start on a path where you have a potential for progress in the game.


 It is possible to have all 7 points without correctly solving any of the puzzles.

3. How do I relight the burned out torch?


 I see no matches here.


 There is no way to relight the torch. You'll have to find a way to avoid getting it wet.



4. How can the lamp be repaired?

 If it has gotten wet or the battery has run out, the lamp is out for good. It is always best to conserve resources. You can prolong the life of the lamp by keeping it dry and turning it off whenever alternate light sources are available.

5. Where do I use the timber?

 It is as useful here as it was in ZORK I.

 In other words, it isn't useful at all.

6. **What do I do with the grue repellent?**
 Read the label.
7. **Where can I find the amulet?**
 Have you tried diving to the bottom of the lake?

How Points Are Earned

(use only as a last resort)

You earn one point when you:

- ...encounter the Hooded One;
- ...attack the Hooded One;
- ...reach the cliff ledge;
- ...jump in the lake;
- ...touch the viewing table;
- ...push the button on the time machine while the dial is set to 776;
- ...push a sandstone wall in the Royal Puzzle.

But...you can have all seven points and still be far from completing the game.

For Your Amusement

(after you finish the game)

Have you ever:

- ...said hello to the man at the cliff?
- ...tried to throw anything from the cliff at the man?
- ...been eaten by the roc or swallowed by the fish in the lake?
- ...tried to eat the algae?
- ...tried repeatedly to examine the key?
- ...tried saying "Hello Sailor" before the Viking boat arrives or after it leaves?
- ...been at the aqueduct view, on the aqueduct, at the great door, or visiting one of the other Zorks when the earthquake took place?
- ...seen a robot tidying the Royal Museum (no doubt closing doors it finds open)?
- ...walked into the grue convention in the dark rooms?
- ...gone to the Museum Entrance of Jewel Room in 777?
- ...listened to the guards or the dedication through the door?
- ...looked into the mirror or knocked on the dungeon door while invisible?
- ...tried to walk through the swamp or quicksand?
- ...burned the staff, book, tree, grue repellent can...

BEYOND ZORK

Grubbo-by-the-Sea

1. **Why can't I talk to the old sailor?**



Perhaps he's a bit hard of hearing.



YELL AT THE SAILOR.



Oh, well. You don't need to talk to him anyway.

2. **What's the significance of the sailor's painting?**



You'll find out, if you live long enough.

3. **How do I get the driftwood out of the water?**



Easy. Just **GET THE DRIFTWOOD OUT OF THE WATER.**

4. **What's a shillelagh?**



EXAMINE THE SHILLELAGH.







"Shillelagh" is an Irish word for a cudgel.






A cudgel is a club for bashing things.


5. **A leprechaun stole my shillelagh! How do I get it back?**

-  EXAMINE THE RAINBOW. It may hold a clue to the thief's whereabouts.
-  LOOK UNDER THE POT OF GOLD.
-  Rainbow? Pot of gold?
-  Remember the warning in the introduction! Don't let the presence or absence of questions influence your play, and don't assume that long answers are associated with important questions.




6. **What's the significance of the sign outside the tavern?**

-  Read the room description again, carefully.
-  Part of the sign is made of a real lantern.
-  TAKE THE LANTERN OFF THE HOOK. You'll be glad you did.


7. **How do I get into the tavern?**



-  Just GO INTO THE TAVERN. (Make sure you OPEN THE FRONT DOOR first.)

8. **One of the bandits threw a dagger at me! What should I do?**



-  Relax. They're just amusing themselves.
-  Besides, there may be something in it for you.
-  PULL THE DAGGER OUT OF THE WALL. It might come in handy later.

9. **Why won't the cook let me take the giant onion?**

-  Why should he? It's his onion. He may be willing to trade for it, though.



-  ASK THE COOK ABOUT THE GIANT ONION.
-  After you retrieve the wine bottle, GIVE THE BOTTLE TO THE COOK. Now you can 'ROLL THE ONION' in any direction you like.

10. **How do I get into the wine cellar?**





-  There's a door leading downward.
-  OPEN THE CELLAR DOOR. GO DOWN THE STAIRS.

The Wine Cellar


1. **The Lore and Legends of Quendor doesn't say anything about rat-ants!**

-  Take heart. The Rat-Ant's Cookbook says plenty about peasants.
-  Rat-ants, though small, can be quite deadly. Fight back!






2. **What do I do with the crinkly scroll?**

-  READ THE SCROLL. It may give you a clue.
-  If strange, flowing runes are inscribed across the top of the scroll, skip ahead to the next question.
-  The strange word on the scroll is its Word of Power.
-  To invoke a scroll's Magic, you must speak its Word of Power. For example, if the scroll's word is "Foo," type SAY "FOO" or just FOO.


3. I can't read the runes on a scroll! What's going on?

-  Your character's intelligence isn't high enough to read this scroll. You must either find a way to improve your character's intelligence, or RESTART the story with a smarter character.






4. I spoke the Word on the crinkly scroll. What happened?














-  The "refreshing pink aura" that surrounded you when you spoke the Word also surrounded your possessions.
-  EXAMINE the items you were holding when you read the scroll.
-  The crinkly scroll is a Scroll of Refreshment. If you're holding the rusty lantern when you read this scroll, the lantern now "looks good as new," and it lasts much longer. The rusty dagger is also renewed and sharpened by the scroll.
-  Other items can be affected by the Scroll of Refreshment.
-  Experiment!

5. My scroll disappeared! How do I get it back?




-  You don't. Ever. So forget it.

6. How do I see in the dark?



-  You need a source of light.
-  Remember the name of the tavern upstairs?
-  Remember that sign outside the tavern?
-  Remember the rusty lantern hanging on that sign outside the tavern?
-  You'll need that lantern to survive in the wine cellar. Next time, remember to read room descriptions^s carefully, and try to TAKE everything that isn't nailed down.

7. **I just found a wand (stick, rod, stave, cane or staff)! How do I use it?**
 Just point it at the thing you want to affect.
8. **How do I get the tiny crown from the discipline crab?**
 He's not likely to give it up without a fight.
 **ATTACK THE DISCIPLINE CRAB**
 If you win, he'll drop the crown.
9. **Can I do anything with the pile of seashells?**
 **SEARCH THE PILE.** There may be something interesting within.
10. **Why can't I climb the stack of crates?**
 Not very coordinated, are you?
 Coordination is related to dexterity.
 Your character's dexterity isn't high enough to climb the stack. You must either find a way to improve your character's dexterity or **RESTART** the story with a more dexterous character.
 Something in the cellar can help you increase your dexterity.
 Read *The Lore and Legends of Quendor*.
 One of the rooms in the wine cellar has moss on the walls.
 The "Moss of Mareilon" entry in *Lore and Legends* explains how you can use the moss to improve your dexterity.
 Be patient. It takes a few moves for the moss to take effect.









11. My lantern keeps going out. Where can I recharge it?

-  Bring it to the nearest hardware store. (Too bad there aren't any hardware stores in this part of Quendor.)
-  The crinkly scroll can serve the same purpose, though.
-  Refer to the questions about the crinkly scroll for more clues.


12. Help! A skeleton is strangling me!




-  The slightest defense is enough to defeat the skeleton.
-  KICK THE SKELETON. Preferably before he kills you.

13. How do I decipher the runes on the amulet?










-  Something about the runes makes them different from the swirls and flourishes.
-  It's their color.
-  Magick can't help you here, but perhaps Science can.
-  Specifically, the Science of Optics.
-  A color filter might help you distinguish the green runes from the red swirls and flourishes.
-  Something in the cellar can be used as a red color filter.
-  It's the bottle of wine.
-  LOOK AT THE AMULET THROUGH THE WINE BOTTLE. The red, transparent liquid will mask out the red swirls enough for you to read the green runes.


14. Of what use is the amulet?

-  It makes a nice necklace. PUT ON THE AMULET.


-  While wearing the amulet, speak the Word of Power inscribed upon it. (See the previous question on how to read the amulet.)
-  For even more fun, type STATUS before you speak the amulet's Word.
-  Be warned! The extra strength lasts only a few moves. Also, you can only invoke the amulet's Magick three times.

15. **How do I get back upstairs out of the cellar?**

-  If you had a key, maybe you could unlock the door. Unfortunately there are no keys to be found. Looks as if you'll have to break the door down.
-  You'd have to be pretty strong to break down that door.
-  It's unlikely that any character you would create would be strong enough to do the job.
-  Luckily, there's something magical in the wind cellar that can help.
-  PUT ON THE AMULET and speak the Word of Power inscribed upon it. (See previous two questions.)
-  This should boost your strength enough to BREAK DOWN THE CELLAR DOOR. (If your character's strength isn't high enough, you must either find a way to improve it, or RESTART the story with a stronger character.)
-  There are three other magical ways out of the cellar, but you might not yet have the magic items needed.
-  The Wand of Sayonara will also get you out. You want to teleport yourself, so POINT THE WAND OF SAYONARA AT MYSELF.
-  The scroll of Recall will transport you out, but only if you've said its Word of Power elsewhere. Speaking the Word of Power a second time will return you to where it was first spoken.


 The scroll of Gating (the palimpsest) will also save you. Just hold the palimpsest and speak its Word of Power.


16. I saved my game just before I entered the wine cellar. When I restored and went down again, the geography was different! What's going on?


 The wine cellar is one of several “regions” in the story which are randomly generated the first time you enter them. The geography isn't the only thing that varies; the names of magic items and the locations of treasures and monsters may also differ. Once you enter a region, its attributes remain constant for the remainder of the story.


The Lighthouse

1. What's the meaning of the inscription on the cliff wall?

 It's a riddle.


 A dictionary might help you find the answer.


 Forks have tines. “Ere” means “before.” The word “report” has many meanings.


 Don't read the next hint unless you're really stumped.





 Type the word LIGHTNING and watch what happens.

2. That giant slug is tough! Anything I can do to improve my odds?




 You don't need to defeat the slug to complete the story.

 Bloodthirsty, eh? Well, if fighting, Magick or running away doesn't work, there is an alternative.










 Chemical warfare.

-  Slugs are notoriously sensitive to a certain common substance.
-  That substance is salt.
-  There's a patch of brine at the Tidal Flats near the lighthouse.
-  Go to the Tidal Flats and **GET SOME SALT**. Then return to the lighthouse and **HURL THE SALT AT THE GIANT SLUG**.










3. **How do I get the dust bunny?**

-  Just **PICK UP THE DUST BUNNY**.
-  Prolific, aren't they?
-  You can't take any of the dust bunnies. But you'll have to get rid of them to complete the story.



4. **These dust bunnies are driving me nuts! What do I do?**

-  Read The Lore and Legends of Quendor.
-  There are no lemon-scented sprays to be found in this story.
-  There is an excellent source of static electricity, though.
-  It's in the tavern.
-  It's the bearskin rug lying on the floor.
-  See what happens when you **WALK ACROSS THE BEARSKIN RUG**.
-  Try touching something after you walk across the rug.
-  Bring the rug to the room with dust bunnies. **PUT DOWN THE RUG THEN WALK ACROSS IT. TOUCH A DUST BUNNY.**
-  Don't forget to **PICK UP THE RING**. You'll need it later.


5. Is there any way to get rid of the dornbeast?


-  You can fight the dornbeast, but you're not likely to survive. Only the most powerful Magick can destroy him. That dorn is tough...but not invulnerable.
-  Read The Lore and Legends of Quendor.
-  Have you studied the illustration of the dornbeast?
-  The dornbeast has 69 sensitive eyes.
-  There's an object in the game which can wreak havoc on sensitive eyes.
-  It's in the tavern.
-  It's the giant onion in the kitchen.
-  Roll the giant onion into the Lamphouse. CUT THE GIANT ONION WITH THE DAGGER (or any other sharp weapon). This will inconvenience the dornbeast long enough for you to GET THE SEA CHEST and scam! (Refer to a previous question if you can't take the giant onion.)
-  You don't need to kill the dornbeast, but if you want to get maximum experience in the story (for more endurance) you can repeatedly cut the onion and attack the dornbeast while he's disabled by the onion. Alternately, POINT THE WAND (or whatever) OF ANNIHILATION AT THE DORNBEAST.


6. Is there anything in the debris besides the chest?

-  SEARCH THE DEBRIS.
-  The sextant you find is valuable treasure.


7. How do I open the sea chest?


-  Easy. Just OPEN THE CHEST.


 Relax. Pay attention to everything the stallion tells you.


 And don't open that chest again!


8. **What on earth can I do with a vague outline?**


 Nothing...on earth.


 The old woman at the Magick Shoppe may be able to tell you.

 Have you brought the outline to another plane of existence?


 Have you examined the palimpsest?


 Have you discovered the palimpsest's Word of Power?

 While holding the vague outline, speak the Word of Power inscribed upon the palimpsest.

 Check your inventory. The outline has changed.


9. **What is a palimpsest?**

 A palimpsest is a writing surface (in this case, a scroll) which has been erased and reused.

 The palimpsest is the only scroll in the story which can be reused.

The Ethereal Plane of Atrii

1. **Where am I?**

 Read The Lore and Legends of Quendor. Look under the entry on Implementors.

2. An outline is blocking my path!

- Whack it with something!
- Ordinary weapons don't seem to work here.
- You need an extraordinary weapon.
- It was the vague outline.
- The outline isn't so vague on the Plane of Atrii.

3. What are these curtains doing here?

- Just hanging around.
- Do they remind you of any other locations in the story?
- Each of the stops (in Accardi, Mizniaport and Gurth) has a curtain.
- WALK THROUGH THE CURTAIN. Convenient, eh?

4. Is there anything I can do with the Implementors?

- Pay attention.
- Follow orders.
- Rejoice in your good fortune! Few indeed are those lucky enough to witness an Implementors' Lunch.

Accardi-by-the-Sea

1. Why aren't there any price tags in the weapon shop?

- This is an exclusive establishment. Patrons would probably be offended by such crass commercialism.
- Maybe the old woman behind the counter can help you.
- You can ASK THE OLD WOMAN ABOUT anything in the display case.

2. Which weapon should I buy?










- The best you can afford.
- The old woman doesn't haggle.
- Don't forget to ask the old woman about the scabbard.

3. I only have one zorkmid! Where can I find more?






- You won't find any zorkmids lying around. But those other things you've been picking up might be worth something.
- If you think an item may be valuable, SHOW IT TO THE OLD WOMAN to find out how much it's worth. You can then SELL THE ITEM to beef up your supply of zorkmids.
- You can also TRADE items you have for items in the display case.

4. How do I get into the Guild Hall?

- That warning nymph sure is a pest, eh?
- You can't get past the warning nymph without help.




-  Stick around for a few moves. Help is on the way.
-  The monkey grinder will squash the numph for you soon after he appears. Nothing can stop you now (except the monkey grinder).
-  You can fight the monkey grinder, but survival is unlikely. Wands and scrolls aren't much good against him, either.
-  Read The Lore and Legends of Quendor.
-  Did you notice the statistic regarding the literacy rate of monkey grinders?
-  There is an object in the story that could be dangerous to some one who can't read.
-  It's in the lighthouse.
-  Have you noticed the warning plaque on the sea chest?
-  GIVE THE SEA CHEST TO THE MONKEY GRINDER after he squashes the warning nymph.
Now you can WALK INTO THE GUILD HALL.

5. **What can I do with the hurdy-gurdy?**






-  EXAMINE THE HURDY-GURDY and its various parts before you experiment.
-  You can turn the crank to the left or right.
-  Try closing the hurdy-gurdy before turning the crank.
-  Try pointing the dial at different pictures before turning the crank.
-  Try putting things into the hurdy-gurdy before you close it and turn the crank.

The Moors






1. Help! An eldritch vapor is stealing my possessions!


-  The vapor won't steal anything that you wield or wear.
-  Whack it a few times with a good weapon. It'll go away.
-  Get rid of the vapor; look around. You'll find your stolen possessions in the moors, scattered but intact.

2. The pterodactyl won't let me near. Should I ignore him?


-  Not if you want to finish the story.
-  If you could heal the pterodactyl's wound, maybe he would trust you.
-  The Lore and Legends of Quendor mentions a cure for wounds.
-  You'll find what you need near the Hilltop where the story began.
-  PICK A WEED from the patch around the billboard at Edge of Storms. Use it to heal the pterodactyl.


3. How do I treat the pterodactyl? He still won't let me near!

-  Extracting the arrow is likely to be painful.
-  You must put the pterodactyl to sleep before you can treat him.
-  One way is to obtain a Wand of Anesthesia. This can be tricky, as the wand's location varies from game to game. If you find the wand, POINT IT AT THE PTERODACTYL for immediate results.
-  The other method involves the hurdy-gurdy.
-  One of the dial settings on the hurdy-gurdy produces an especially relaxing effect.


 Bring the hurdy-gurdy to the pterodactyl's room. POINT THE DIAL AT THE PICTURE OF AN EAR. CLOSE THE HURDY-GURDY. TURN THE CRANK TO THE RIGHT. The soothing music will lull the pterodactyl to sleep. GET THE ARROW (yuck). Now RUB THE WEED AGAINST THE WOUND. When the pterodactyl wakes up, you'll have a valuable new friend.


4. Why should I want a pterodactyl for a friend?


 He can do something you can't do.


 He can fly.


 GET ON THE PTERODACTYL. After you've cured him, of course.

 His skinny back obviously wasn't meant for riders.


 There's a device for supporting riders of skinny backs.


 You'll find one in Mizniaport, southwest of the moors.

 It's inside the stall.


 Once you've figured out how to get the saddle, bring it to the pterodactyl and put it on him. RIDE THE PTERODACTYL. Now soar all over the place by saying "FLY" (or giving him directions)!


5. The pterodactyl disappeared! Where did he go?


 He flew off when you left him alone.

 You can call him back with the whistle. I hope you took it with you.


6. Is the whistle useful?


 Definitely. Try blowing the whistle anywhere outdoors.


 Try blowing it when the pterodactyl isn't nearby.


 You can use the whistle to summon the pterodactyl up to three times. He won't appear if you're near a monster, or anyplace where it would be difficult or dangerous for him to land.


7. **The winds make navigating a real pain. Is there anything I can do?**


 It would be nice if you knew which way the wind was blowing.


 It would be even nicer if you could control the wind.

 Read The Lore and Legends of Quendor.

 Have you found a compass rose yet?


 There's a compass rose growing in the Fields of Frotzen. Refer to the Fields of Frotzen section of the booklet for clues.


 If you EXAMINE THE ROSE, you can see which direction the wind is blowing from.

 To change the wind direction, POINT THE STEM TO THE SOUTH (or towards whichever way you want the wind to blow from). Now you can fly anywhere.


The Castle

1. **What's the Magick password that will lower the drawbridge?**

 Ask the pelican.

 Insist.

 CUT OFF THE PELICAN'S HEAD. That'll teach him to listen!

 Password? Drawbridge? Pelican? This isn't Wishbringer.

2. Help! I keep getting caught by the Queen!

She's likely to catch anybody she sees.



If she couldn't see you, she might not catch you.



Find a place to hide.



HIDE BEHIND THE BUSH and keep quiet! She'll go away eventually.

3. Is the morgia bush good for anything?

You can hide in it. Ouch! (See previous question.)



Read The Lore and Legends of Quendor.



Morgia root increases your strength. Try it. You'll like it.

4. How do I get the jar?

The same way the Queen did.



Wait for the Queen to leave. GET OUT OF THE BUSH. OPEN THE STATUE.

5. How do I get out of the castle?


The same way you got there.



BLOW THE WHISTLE.


Mizniaport


1. **Haven't I seen this old woman somewhere before?**

 Perhaps, if you've visited another store previously.


 EXAMINE THE OLD WOMAN. How curious.


2. **How do I buy things in the boutique?**


 The same way you buy things everywhere else.


 Refer to the questions about the weapon shop for more help.

3. **Which armor should I buy?**


 The best you can afford.


 One item has an unusual description.

 EXAMINE THE CLOAK.


 If you can afford it, BUY THE CLOAK and bring it to the Magick Shoppe in Gurth City. ASK THE OLD WOMAN ABOUT THE CLOAK.



4. **Do I need the horseshoe?**

 Yes.






 PICK UP THE HORSESHOE. It'll come in handy later.

5. **How do I shoe the unicorn? I can't find any nails!**








 There are no nails to be found. Use the red-hot spikes instead.

-  There aren't any red-hot spikes, either.
-  You don't need to shoe the unicorn.

6. I can't reach the saddle!

-  There are two ways to get the saddle. Both require Magick.
-  One way is to obtain a Wand of Levitation. If you find the wand, **POINT IT AT THE SADDLE**. Then **PICK UP THE SADDLE**.
-  The other way is more violent (and fun).
-  It involves the amulet.
-  **PUT ON THE AMULET** and speak its Word of Power. Your increased strength will allow you to **BREAK DOWN THE STALL**. Then you can **GO INTO THE STALL** and **PICK UP THE SADDLE**.

7. That unicorn sure looks sad. Isn't there anything I can do for her?


-  She probably doesn't enjoy being cooped up like that.
-  There are three (count 'em, three!) ways to free the unicorn. All require the use of Magick.
-  The first two solutions are the same ones you can use to obtain the saddle. How boring. Refer to the previous questions for clues.
-  The third solution involves an object found in the lighthouse.
-  It's the sea chest.
-  Have you tried to **OPEN THE SEA CHEST**? (Don't do it more than once.)
-  The Lore and Legends of Quendor has something to say about unicorns.


 SHOW THE SEA CHEST TO THE UNICORN. Note her reaction.


 GIVE THE SEA CHEST TO THE UNICORN.


The Fields of Frotzen


1. How do I get past the lightning at Edge of Storms?

 Somebody above the clouds doesn't like you.


 The implementors dwell above the clouds. You should pay them a visit.


 You need to have read the palimpsest in order to continue.


 Listen to what the mild-mannered Implementor says when he offers you the goblet?


 You can go west from Edge of Storms (or east from Intersection) as long as you're holding the Implementor's goblet.


2. How do I catch the butterfly?

 You need a lure.


 Insects are attracted to sweet things.

 You'll find something sweet on the Ethereal Plane of Atrii.


 There's a sweet, sticky coating inside the goblet.


 Bring the goblet to the butterfly's vicinity and WAIT. It won't take her long to find the sweet coating.


3. Is there any way to get a scarecrow?


 No. You don't need to move any scarecrows to complete the story.


4. What do I do with the scarecrows?


 EXAMINE each one of them.


 One of the scarecrows is not like the others.


 Only one of the scarecrows seems to be doing its job.


 Something about the “good” scarecrow is fending off the corbies.


 The corbies see something about the “good” scarecrow that you don't.


 Read *The Lore and Legends of Quendor*.

 Your color vision is muted while you're in the Fields of Frotzen.


 There is an object in the story that enhances colors.


 It's the hurdy-gurdy.




 Bring the hurdy-gurdy to one of the scarecrows. **CLOSE THE HURDY-GURDY. POINT THE DIAL AT THE PICTURE OF AN EYE. TURN THE CRANK TO THE RIGHT.** You can now discern the color of the rags on each scarecrow.

 The corbies don't like the color of the “good” scarecrow. Use this information to your advantage.




5. How do I get by the corbies blocking off part of the fields?

 You can't fight your way through. There are too many.

 Have you noticed the scarecrows scattered around the fields?






-  Have you determined the significance of the scarecrows? If not, refer to the question about the scarecrows before going any further.
-  If you had something of the correct color, the corbies would let you by.
-  See the question about the farmhouse and the section about Froon.

6. Where'd this farmhouse come from?



-  Wait around outside until a storm starts brewing.
-  Maybe the answer is inside, safe from the storm.
-  GO INTO THE FARMHOUSE. WAIT. Happy landings.


Froon


1. How do I polish the giant boot?

-  With the giant rag...
-  that's in the the giant bag...
-  held by the giant hag.
-  ASK THE GIANT HAG FOR THE GIANT RAG IN THE GIANT BAG.
-  Rag? Hag? Bag? You don't need to polish the giant boot.


2. Nothing is happening here in Froon. What do I do?


-  LOOK UNDER THE HOUSE.
-  EXAMINE THE FLOWERS.


 That's not a flower! That's an inhabitant of Froon.


 Wait for the mayor to show up.


3. Does it matter which key I take?


 Only if you want to finish the story.

 Do any of the colors look familiar?

 The scarecrows in the Fields of Frotzen are dressed in the same colors as the three keys.


 Only one of the scarecrows fends off the corbies.

 The corbies stay away from it because they don't like that color.

 Take the key that corresponds to the color of the "good" scarecrow. Now you can fend off corbies, too!


Gurth

1. The street hawker dropped something!


 Oh, well. She's gone now.






 PICK UP THE FISH CAKE. Quickly!

2. This old woman looks awfully familiar.



 She may indeed, if you've visited another store previously.

3. Is there anything I need to buy in the Magick Shoppe?

 Many of the items are quite useful. One is essential.



-  Unfortunately, it's the most expensive item, the hourglass.
-  It's impossible to afford the hourglass unless you find something incredibly valuable to trade for it.
-  Such a treasure lies in the jungles of Miznia.
-  Take a ride on the Skyway and pay attention to the conductor.
-  You must retrieve the Crocodile's Tear. When you do, **SELL THE TEAR TO THE OLD WOMAN.** Now you can afford the hourglass.

4. **Can I do anything at the Shady Wall?**




-  You bet.
-  But only if you have a gray sphere. Refer to the appropriate question for details.


The Jungles of Miznia

1. **How do I get into the gondola?**


-  Just **GET INTO THE GONDOLA.**
-  It helps if you wait for the conductor to say "All aboard."


2. **Are the support towers good for anything?**


-  Of course. They hold up the gondola. They're also a convenient way to visit the jungle.
-  Read the room description as carefully as you pass one of the towers.
-  There's a maintenance platform near the top of each tower.

 **JUMP ONTO THE PLATFORM** as your gondola passes by one of the towers. Now you can **CLIMB DOWN A LADDER** and visit the jungle.


3. What can I do with the mossy rock?

 The question is, what will the mossy rock do with you?


 It's not really a mossy rock. It's a bloodworm!


 It's clobberin' time!


4. It's completely dark! What happened?

 Looks like you've fallen into the idol. Hope you brought your lantern.


5. Is there any light source besides the lantern?


 Yes. One magic item produces a very brief glow of light.


 It's the amulet.


 **PUT ON THE AMULET** and speak it's Word of Power. The glowing star will provide two moves' worth of illumination.

6. Is there anything to do inside the idol?

 Reread the room description.

 Read The Lore and Legends of Quendor.

 The moss on the walls should look familiar.

 It's Moss of Mareilon. Use it to boost your dexterity. It can't hurt.

7. **Why can't I see the secret door in the idol?**

- It's an awfully good secret.
- So secret that it doesn't even exist.
- Sorry. There is no secret door.





8. **How do I get back outside of the idol?**

- There are no less than four ways to escape from the idol. All of them involve Magick.
- One of the ways involves a wand.
- The Wand of Eversion will do the trick.
- "Eversion" means "inside out."
- POINT THE WAND OF EVERSION AT THE IDOL. You're free!
- The other three ways are the same as getting out of the cellar. Just read the last three clues pertaining to escaping from the Cellar.







9. **I can see the Crocodile's Tear, but I can't reach it without falling into the idol!**

This is driving me crazy!





- The idol's maw is like a seesaw.
- You need something heavier than you to hold down the bottom end.
- One of your jungle friends may be able to help.
- How about the mother hungus?
- You have to get the mother hungus to follow you.
- Read The Lore and Legends of Quendor.

-  If you threaten the baby hungus, his mother will chase you through the jungle!
-  The hungus is slow. Give her time to catch up. If you're wearing the cloak, take it off... it makes it harder for her to follow you.
-  Lead the mother hungus to the idol. **GET INTO THE MAW.** The mother will climb up onto the bottom edge. Now you can climb up and **GET THE JEWEL.**
-  Sort of.

10. I lost the jewel! How do I get it back?

-  A great big bottle of laxative might work.
-  Unfortunately, there's no laxative to be found. Try something else.
-  There's a wand that can help.
-  It's the Wand of Eversion.
-  "Eversion" means "inside out."
-  **POINT THE WAND OF EVERSION AT THE MOTHER HUNGUS.**

11. Poor widdle baby hungus! Is there any way to rescue him?

-  Yes. (Sniff.)
-  To rescue the baby, you must obtain a Wand of Levitation. This can be tricky, as the wand's location varies from game to game.
-  When you find the wand, **POINT IT AT THE BABY HUNGUS.**
-  But don't free the baby before you get the Crocodile's Tear! Otherwise, you won't be able to complete the story.

12. What can I do at the waterfall?

Nothing. It's just scenery.

Thriff

1. How do I stop the hunter from finding the minx?

He might not find her if he didn't know where to look.

He's following her footprints in the snow.

Quick! RUB OUT THE FOOTPRINTS before the hunter arrives.

2. Where do I find chocolate truffles?

Read The Lore and Legends of Quendor.

They're not easy to find without help.

One of the creatures in Lore and Legends can help you.

Bring the minx to an oak tree and put her down. WAIT.








PICK UP THE CHOCOLATE TRUFFLE before she eats it herself!

And don't leave the truffle anywhere she can get her paws on it.


3. Those truffles don't last very long, do they?

Nope. The Lore and Legends of Quendor says so.




There is a way to keep truffles fresh.

-  The clock setting on the hurdy-gurdy will renew the truffles when you turn the crank to the left (if the truffle is inside).
-  However, they'll start decaying again right away.
-  There's a way to keep them eternally fresh.
-  Don't continue unless you've visited the forest north of Gurth.
-  Have you answered the riddle on the boulder?
-  Remember what the hollow voice says when you answer the riddle.
-  **DROP THE CHOCOLATE TRUFFLE INTO THE POOL. Or, WALK INTO THE POOL** while holding a truffle. It will now remain fresh forever.



4. Can I do anything at the Rock Wall?




-  Definitely. But only if you have a gray sphere. Refer to the appropriate question for details.

5. Is there anything I can do in the Chapel?



-  Be quiet and pay attention.
-  **SIT DOWN ON THE PEW.** Cardinal Toolbox is rather long-winded.
-  **LOOK UNDER THE PEW.** Surprise!

6. How do I get the reliquary?





-  You have to earn it.
-  Listen to the Cardinal's sermon. There may be an opportunity here.

-  If you save Thriff from the Christmas tree monsters, “anything you ask will be your reward.”
-  Including the reliquary.
-  After you thwart the Christmas tree monsters, find the Cardinal. **ASK THE CARDINAL FOR THE RELIQUARY.**





7. What is the glyph in the snowy clearing?




-  Listen to Cardinal Toolbox in the chapel.
-  It's a Glyph of Warding, left by Orkan. It prevents the Christmas tree monsters from entering the village.

8. The Christmas tree monsters won't let me past!



-  They wouldn't be very good monsters if they did, would they?
-  The Lore and Legends of Quendor is full of useful facts.
-  You need a caterpillar. (See next question.)
-  Once you've got a caterpillar, show it to the Christmas tree monsters. Then you'll be able to get by them.

9. Where do I find a caterpillar?


-  Where do caterpillars come from?
-  Most precisely, what comes from caterpillars?
-  Butterflies!
-  You need to first get the butterfly from the Fields of Frotzen.

-  Now you need to turn back the clock on the butterfly.
-  The clock on the hurdy-gurdy that is.
-  PUT THE GOBLET (along with the butterfly) IN THE GURDY. CLOSE THE GURDY. TURN THE DIAL TO THE CLOCK. TURN THE CRANK TO THE LEFT. OPEN THE GURDY. Abracadabra... Poof! A caterpillar.





10. Is the leaflet useful for anything?

-  READ THE LEAFLET.
-  OPEN THE PARCEL.


11. What do I do with the little black book?

-  READ IT. Some of the information in it will prove useful.








12. How did that dome get on top of the mountain?

-  Somebody who knows a lot about Magick left it there.
-  Read the little black book in the Laboratory.
-  Did you LOOK UNDER THE DOME yet?
-  Orkan cast a yonked girgol spell on the lava to keep it from erupting.





13. How do I stop the glyph from melting with the snow?

-  You can't. You must find some other way to thwart the Christmas tree monsters.





14. How do I thwart the Christmas tree monsters?


-  That Glyph of Warding seems to work just fine. But it's going to melt sooner or later. You must inscribe a more permanent Glyph.
-  LOOK UNDER THE DOME at the Mountain Peak.
-  You need to free that lava from Orkan's spell.
-  There is a Magick item that neutralizes Magick.
-  It's the Dispel Wand.
-  POINT THE DISPEL WAND AT THE DOME.
-  Run! The lava will bury you if you don't get out of its path!


15. I buried the Christmas trees, but they still trampled the village!

-  Obviously you didn't destroy all of the trees.
-  The trees aren't the only things you destroyed in the snowy Clearing.
-  You also melted the Glyph of Warding.
-  You need to inscribe another glyph before the lava cools and the surviving trees trample the village.


16. I can't return to the clearing! It's too hot!


-  If you wait for the lava to cool, then it's too late. You need Magick help to survive that heat.
-  There is a Magick item that will help you resist heat.
-  It's found on the third level of the lighthouse.
-  It's the dust bunny.


 When you defeat the dust bunnies, they coalesce into a ring. Take that ring to the Magick Shoppe and **SHOW IT TO THE OLD WOMAN.**

 **PUT ON THE RING.** Now you can walk onto the hot lava safely.


17. I made it to the Lava Flow! Now what?


 The lava underfoot is still soft.


 It's an ideal drawing medium.


 **INSCRIBE A GLYPH ON THE GROUND.** When the lava cools, you'll have a Glyph of Warding permanently etched into the rock.

18. What tool do I need to inscribe a glyph?


 Read the black book from the Laboratory.


 Did you look inside the mailbox outside the Laboratory?


 Did you read the leaflet and open the parcel?

 You need the burin to inscribe a glyph. (As in Spellbreaker.)


19. Where can I study glyphs? I don't know which one to inscribe!






 There's one you can study in the Snowy Clearing.

 There's another one in the little black book.















 Just examining either one is enough.



20. Is the thing in the reliquary useful?

 Not by itself. Does it remind you of something you found somewhere else?

-  Something in the Laboratory on the workbench?
-  The black hemisphere. EXAMINE THE BLACK HEMISPHERE.
-  EXAMINE THE WHITE HEMISPHERE.
-  The peg and the hole go together.
-  PUT THE PEG INTO THE HOLE.




21. What can I do with the gray sphere?

-  EXAMINE THE GRAY SPHERE.
-  PEER INTO THE GRAY SPHERE.
-  You need something to make the swirls more intelligible.
-  You need more intelligence.
-  Unless you started with a super-intelligent character, you must find ways to boost your intelligence.
-  A fish cake will help, but it's probably not enough.
-  The Enlightenment potion will help, but it's probably not enough.
-  There's one more thing you can do that will boost your intelligence.
-  Did you ever listen to the bandits in the Rusty Lantern?
-  You need to obtain the item that they are talking about.
-  It's a helmet. Stop reading these hints until you get it.
-  PUT ON THE HELMET. Your intelligence goes up!
-  If you've done all three things to boost your intelligence, you can PEER INTO THE GRAY SPHERE.
-  One of the visions holds an important clue.









-  While standing at either the Shady Wall (southwest of Gurth) or the Rock Wall (northwest of Thriff), repeat the Word of Power uttered by the warlock you saw in the vision.
-  PUSH THE OUTLINE, like the warlock did.

The Forest

1. What does the inscription on the boulder mean?





-  It's a riddle.
-  Don't read the next hint unless you're really stumped.
-  Type the word YOUTH and watch what happens.

2. How do I get across the bridge?



-  You can't. Ever. Really. You cannot reach the far side of the bridge by walking across.
-  There is a way to get off the bridge. Five ways, in fact. Four involve Magick.
-  The non-Magick way involves the item you found on the bridge.
-  It's the umbrella.
-  GET THE UMBRELLA THEN OPEN IT. JUMP.
-  Three more ways are the same as those for getting out of the cellar. Just read the last three clues pertaining to escaping from the Cellar.
-  The pterodactyl may also be able to help you if you've helped him.
-  BLOW THE WHISTLE. If you've saddled the pterodactyl and have not used up your three summons, CLIMB ON THE PTERODACTYL and FLY.

The Ruins








1. Help! I can't kill the undead warrior!

-  Of course not. He's not really alive.
-  If weapons don't work, perhaps Magick will.
-  There is a Magick item that can deal with undead creatures.
-  **THROW THE VIAL OF HOLY WATER AT THE UNDEAD WARRIOR.**


2. Are the weeds at the Glare good for anything?


-  Read The Lore and Legends of Quendor.
-  It's spenseweed.


3. What is the significance of the arch in the Plaza?

-  **EXAMINE THE ARCH.**
-  There's something with a similar shape elsewhere in the story.
-  It's in the Magick Shoppe in the display case.
-  **ASK THE OLD WOMAN ABOUT THE HOURGLASS.**
-  Try experimenting with the hourglass near the arch.
-  Under the arch.
-  **STAND UNDER THE ARCH. TURN OVER THE HOURGLASS.**


4. How do I get the helmet out of the trench?


-  Just **REACH INTO THE TRENCH.**


 Sorry, there's no way you can move the stallion to get the helmet.


 Looks as if you'll have to come back later. Much later.


5. I don't know exactly where (when?) to dig!


 You need to mark the location of the trench.


 Some creatures are prized for their ability to dig up things.


 Read *The Lore and Legends of Quendor*.

 Minxes aren't known for digging up helmets.

 They are able to dig up truffles, though.


 Unfortunately, chocolate truffles don't last very long. Refer to the question about truffles to find out how to make them last.


 The minx can't dig if the ground is too hard.







 Take a truffle to the Pool of Eternal Youth. **PUT THE TRUFFLE IN THE POOL.** Now take the truffle back in time to the Battleground. **DROP THE TRUFFLE INTO THE TRENCH.** Now go forward in time with the minx to Desolation. The minx will do the rest.

Underground







1. How do I see underground? It's dark.

 You need a source of light. The lantern, perhaps? Perhaps not.





 If you've been to the castle, reflect on the problem for a while. If not, you need to get there before continuing.

-  Experiment with the jar. And with the mirrors.
-  Reread the description for the Rock Wall Room carefully.
-  Blow a bubble mirror just inside the Rock Wall.
-  The mirrors rotate, as if they were on pivots.
-  From the secret doorway at Rock Wall: GO INSIDE. OPEN THE JAR. TAKE THE CIRCLET. BLOW A BUBBLE. TURN THE MIRROR TO THE SOUTH.
-  Using a series of mirrors, you can reflect sunlight into any one of the Underground passageways.



2. Is there any way to stop the lucksuckers?

-  Read The Lore and Legends of Quendor.
-  HIT THE LUCKSUCKER with the best weapons you've got.
-  Lucksuckers aren't affected by ordinary weapons.
-  Good luck charms can forestall their attack.
-  Try showing one of your good luck charms to a lucksucker.
-  Throw a good luck charm at a lucksucker.






3. How do I deal with the lurking presences in the dark?

-  You can't see them to fight them without Magick.
-  Wearing the helmet will enable you to attack them normally.
-  The grues are the toughest monsters in the game. You need to be well prepared to fight them.
-  Protected plate mail and a honed elvish sword are the best weapons against the grues.







4. What is the shadow in the corner?

-  It is unwise to speak of such things.
-  It's an ur-grue. Consult The Lore and Legends of Quendor for all the terrifying details.






5. How do I deal with the shadow?

-  Very carefully.
-  The Lore and Legends of Quendor may shed some light on the matter.
-  You need to shed some light on the shadow.
-  Sunlight.
-  Arrange some mirrors so that a beam of sunlight illuminates the Treasure Chamber. BLOW A BUBBLE in the Chamber. TURN THE MIRROR TO THE EAST. I don't want to strangle baby grues!

6. How do I survive the ur-grue's attack?

-  Uh-oh. Looks as if all your compassion was sucked away. Nobody with an ounce of compassion could strangle a baby...not even a baby grue.
-  You didn't accumulate enough compassion during the course of the story to survive the ur-grue's attack.
-  There are three ways to gain compassion.
-  Rescuing the minx. (Which you've probably already done.)
-  Releasing the unicorn also gains compassion.
-  The third way to gain compassion is to rescue the baby hungus by using levitation wand.

7. Look at all that plunder! How do I bring it home?

-  Don't you want to gloat over it first?
-  Don't you want to SEARCH IT?
-  Oh, my. What have we here?
-  PICK UP THE COCONUT. And don't let it go!
-  Congratulations.

That Which Can be Named

Weapons Dagger, Shillelagh, Spade, Battle-axe, Longsword, Vague Outline/Phase Blade
Animals Pterodactyl, Minx, Butterfly/Caterpillar

Variable Magic Items Lists

Wands Anesthesia, Annihilation, Dispel, Eversion, Levitation, Sayonara
Scrolls Fireworks, Gating, Honing, Mischief, Protection, Refreshment
Potions Death, Enlightenment, Forgetfulness, Healing, Might

TREASURES: Their Values and Locations

(Note: Magick items can also be resold for zorkmids)

Treasure	Value	Where Found
Silver Ornament	2	Christmas Trees
Truffles (3)	5	Under Oak Trees
Gold Doubloon	10	Crab's Nest
Tiny Crown	20	On the Crab
Bubble Gum Card	30	2nd Floor Lighthouse
Sextant	30	Lamphouse
Ivory Tusk	40	Jungle
Diamond	50	Snow Wight
Crocodile's Tear	1000	Idol

For Your Amusement

Have you tried:

- ...asking the old woman (each one) about almost anything?
- ...asking the cook about himself?
- ...pointing the Sayonara wand at the snow wight?
- ...insulting the cruel puppet?
- ...pointing the Levitation wand at the reliquary?
- ...touching people after crossing the bear rug?
- ...the umbrella while flying on the pterodactyl?
- ...opening the umbrella indoors?
- ...eating a truffle in front of the minx?
- ...selling a truffle to the old woman?
- ...tasting the sticky coating in the goblet?
- ...opening the chest a second time?
- ...turning the crank on the hurdy-gurdy (12 possibilities) near the old woman?
- ...drinking the potion of forgetfulness? death?

ZORK ZERO

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General Description

ZORK ZERO is a text adventure with some graphic additions. Since there is only one small maze in the entire Zork Zero game, I will give detailed directions for reaching a place only when they are absolutely necessary. I will only refer you to the parchment, calendar, and blueprint that come with the game for information needed from them. I do recommend saving your game frequently.

Prologue

You start as a waiter in the banquet hall. Follow the orders you receive to go to the Scullery, the Kitchen, and back to the Banquet Hall. A few moves later Megaboz will appear. Dive under the table, and after the panic, be sure to stand up and take the piece of parchment. Everything will fade after the king dies, and the real game will start 94 years later.

First Explorations

You start in the great hall. Take the parchment and the calendar. Read the parchment supplied with the game and you discover that you need 24 items (2 for each of the 12 Flatheads) and a magic word to complete the game.

Each time you get one of these items, your score will go up by 12 points. South of the hall are the audience chamber and the throne room, where you will find a SCEPTER, the first of the 24 items you need. You can also read the proclamation in the Entrance Hall, which is north of your starting place.

West of the hall is a garden with a flamingo that you will need later and a locked door to the west wing. Northwest of the hall you will find a parlor with a fish tank containing a lobster (needed later), and west of the Parlor, the Torch Room. You can take the torches for amusement, but they will burn out soon and are not really needed.

East of the Great Hall is a Courtyard leading to the locked East Wing. North of the Courtyard is the Banquet Hall, which is a good place to leave most objects while they are not needed.

Upstairs and South from the great hall in the Gallery is a rebus which is covered by six flattened animals. Go South into the closet, and press the button there; one of the animals will be removed from the rebus. You will encounter five more such buttons, each of which will remove an animal when pressed. Take the bag of food from the Closet.

General Hints

Every time you obtain one of the 24 needed items, your score will increase by 12 points. There is a character called the Jester, who will both help and annoy you. He will give you a funny paper and a slate, both of which contain important information that may vary from game to game. When he sticks a clown nose on your face, you must remove it before you suffocate. When he turns you into an alligator, you will drop all your possessions and be unable to pick up anything until you turn back a few moves later. When the bedbug appears, sleep, yawn, lie down or sing a lullaby to get rid of it.

The Secret Wing

Read the calendar, especially the FUN FAX for Suspendur. Follow the suggestion to get into the secret wing. Take the candle from the secret passage; it seems to be a magic candle that will stay lit. Go south; at the Tee go west to the Solar. There is a key here for the East Wing. To take the key you must solve the Jester's riddle: The answer is "Y."

West of the Solar is Dimwit's Room and a closet containing a magic glove and a magic cloak. Take them and wear the glove. You will need the cloak later. There is a fly in the Parapet above the Solar, but you will not be able to get it now.

Follow the east branch of the Tee to the Bottom of Stair. Go South into the dungeon and down the hole. Take and wear the SEAMAN'S CAP (second of the 24 items); wait a few turns if necessary. The Jester will appear and ask you a riddle: If he is identical to his brother, but is not a twin, then what is he? Answer triplet (or quadruplet or quintuplet) and you will escape from the Oubliette.

Go to the Torture chamber southwest of the dungeon and open all the torture devices until you find and take the METRONOME (item 3).

Exploring the Outdoors

Go to the Entrance Hall and ring the bell. The Jester will ask you a riddle. If you give the answer "time," the Portcullis will open. Go north to the Inner Bailey and take the worm (needed later). Continue northwest to the Causeway and Barbican. Go up and turn the wheel to open the bridge. Continue northwest to the Drawbridge and the Outer Bailey. The Perimeter Wall northwest of the Bailey cannot be passed until the end of the game.

Go southwest from the Bailey to the Garrison and open the locker. Take the key, which opens the West wing. Go northeast and follow the northeast path to the Shady Park. You can explore the church to the South, but it is not essential to the game. In the URS Office North of the park, answer "bookkeeper" to the riddle and take the Zorkmid Coin. Go back to the park and East to the Village Center. The courtroom to the North is not essential to the game.

Go south from the Village Center to the Post Office. Take the package and open it. The magic homing pigeon works as follows: Anyone who takes it will be transported to the location of the perch. Go north to the Center and east to the FrobozzCo Lobby. Climb to the office of Frank Lloyd Flathead (see the calendar for its location) and take the T-SQUARE (item 4). Then walk down to the basement.

Press the button in the basement and continue South to Philharmonic Hall. Stand on the conductor's stand and you will be transported to the basement. Get off and take the VIOLIN (item 5). Get back on the stand to re-enter the hall.

The areas to the south and east are not essential to the game. Return to the Lobby and continue east and north to the Magic Shop, where you can take the Ring of Ineptitude. Go back to the castle.

East Wing

Make sure you have the iron key and the candle and go to the Courtyard. Unlock and open the door. North of the East Wing is the Library. Touch the armor 3 times to get the LANCE (item 6). Read the encyclopedia about various things. In particular, read the entry about the Jester, as you will need his name. South of the East Wing is a Chapel. Open the trap door, which is a short cut to the Crypt.

East of the East Wing are the Guest Rooms. Take the wand; it can animate or freeze objects for 16 turns. Go east again to the Servant's Quarters and up to the Jester's Quarters. Open the large door and go North twice to the Pyramid room. Take and wear the goggles. They will enable you to look into objects. Return to the Jester's Quarters.

Open the small door and you will be confronted by the Tower Of Bozbar (more commonly known as the Tower of Hanoi). [Ed's note: Save your game before starting this puzzle!] The recursive procedure to solve this puzzle is as follows: To move N weights from one peg to another, move N-1 weights to the remaining peg, move the Nth weight to the target peg and move the N-1 weights to the target peg. The large door in the Jester's Quarters will open only when all weights are on one of the pegs; it will lead to 1 of 3 different rooms, each of which contains an object you need.

You already have the goggles from the center peg. Move the weights to the right peg (it will take 63 moves) and obtain the MANUSCRIPT (item 7). Move the weights to the left peg and obtain the cup with the magic potion. Return to the main part of the Castle.

West Wing

Make sure you have the candle, the wand and the steel key and are wearing the goggles. Go down from the Kitchen and take the Walnut. Then go into the parlor and point the wand at the Lobster; it will turn into a nutcracker. Go south and southwest. Unlock and open the door, then enter the West Wing. Try to go West from the West Wing and the Jester will ask you to show him something that nobody has ever seen before and nobody will ever see again. Open the walnut with the nutcracker and show it to the Jester. Then eat it. This will allow you to go further West later on.

North of the West Wing is the Peg Room. Play Peggleboz. (If you are unable to win, one solution is QG SQ HR UL IK TI EJ OG AE FN MO LJ PF FC BD DK QG EJ OG.) Go north to the Gaming Room. The Jester will play a shell game. Since you are wearing the goggles, you will see exactly where the ZORKMID BILL (item 8) is. Point there and you will get it. Stow all your items and pick up the DUMBBELL (item 9) in the gym south of the West Wing. Return to the main part of the Castle and stow the dumbbell.

Underground

Make sure you have the candle, the coin, the pigeon, the perch and the cloak and are wearing the glove. (Note: You may have to try more than once to pick up the pigeon.) Go down from the Great Hall to the Lower Hall and down again to the Lowest Hall.

To the South is a closed vault door. Examine the door, then examine the dial; turn it to any number. Because of the dexterity the glove gives you, you will automatically crack the safe. Open the door and go south; take the STOCK CERTIFICATE (item 10). Also go north from the Lowest hall and take the magic passages. Read the notice that flies out when you take them.

From the Lower hall go southwest to the Great Underground Highway, south to the Exit and west to the Field Office. The blueprint there is supplied with the game. The memo indicates that a hard-hat was left in one of the lots. Go west to lot 47.

The closest you can get to the hat is a Knight's (as in chess) move away. Go there; you will need to install the magic passages to do so. You do not need the hammer you will find along the way. When you arrive, drop the perch and wear the cloak. You will be transported to the Plain (an area constructed like a chessboard). Explore the area until you find one of the knights. Drop the pigeon; the knight will pick it up and be transported.

Take off the cloak to return from the plain. The knight will be with you, holding the pigeon and the perch. Take the pigeon from him and tell him to go to the hard-hat location: "SOLDIER, x THEN xx." Drop the pigeon and take it to join him. He will be wearing the hard-hat. Tell him to reverse his move and repeat the process with the pigeon. Take all to get the hat and the perch and work your way out of the construction zone.

From the Exit go south to the Crossroad and south again to the Toll Booth. Read the sign and put the coin in the basket. Ditch the cloak and other unneeded items here, or your hands will be too full. Follow the south path all the way to the Orb Room and take the orbs. Return to the Crossroads and go east to the Cave-In. The Jester will ask you for his middle name, which you found in the encyclopedia. Answer correctly and take the anti-pit bomb.

Return to the Lower Hall; go down twice to the Pits. Throw the bomb at the pits and you will be able to take the LANTERN (item 11). Go back up to the lower hall and north to the Laboratory and take the SCREWDRIVER (item 12). Return to the castle to stow your loot.

Port Fozzle

Make sure you are carrying the candle and *NOT* carrying the pigeon. Go back to the Crossroads and take the west path. When you reach the Fork, continue west all the way to the Wharf and west to the Casino. The Jester will ask you to play Double Fanucci. Sit down and begin playing. If you read the calendar about Babe Flathead, you will be able to eventually win and take the broom.

Stand up and go south, east and north to reach the Inquisition. Take the box that is there, and a number, and read the rules. When your number comes up, enter "EXECUTIONER, BEHEAD ME," which is paradoxical to the posted rules. You will be put back into the Fishing Village. Go south twice and southeast to the Warning Room. It is a good idea to save your game at this point. Read the sign and go northeast to the Room of Three Doors. Read the doors. Two of them have statements that would both be true if the door led to Wishyfoo territory. Open the remaining door and take the shovel. Go down and you will be at the fork.

Return to the castle. In the Secret Wing go to the Cell, which is southeast from the Dungeon. Sweep the cobwebs and you will find a GLASS FLASK (item 13). Go north from the Bottom of Stair and north again into the crypt. By now you should have received the funny paper. Look under the indicated slab and a hole to the Oracle will appear. You should also have received the slate. Work your way outdoors to the outer Bailey, stand at the stump (remember the slate is old and the tree was living at the time), follow the directions and dig with the shovel. Open the chest and take the GAUDY CROWN (item 14). Return to the castle and stow everything.

The Lake and the Desert Areas

Be sure to have the squid repellent, pigeon, perch and candle and to wear the seaman's cap. Enter the Lower Level; go southeast to the Royal Zoo and east to the West Shore of the Lake. Enter the dock; then enter the boat and examine the controls. Press the white button (while wearing the cap) and the yacht will go to the middle of the lake.

Go down to the Hold and examine the Bathysphere. Drop the squid repellent, open the Bathysphere, enter it, close the door and examine the controls. Turn on the lights, put your hand in the hole, grab the squid repellent and push the lever down. Wait until you reach the bottom. Release the repellent, grab the ruby, which is on the bottom and push the lever up. When you reach the top, remove your hand from the hole, open the door, get out and take the ruby.

Go up and press the green button to go to the South shore. Leave the yacht, leave the dock and go west to the stream. When you try to go west, the Jester will ask you a riddle. Answer "music" and you will receive a DIPLOMA (item 15). Go back east, south to the Edge of Desert, east to the Great Underground Savannah, (you will get the fly later), and northeast to the Great Underground Woods. Leave the fox for now and continue north to the Base of Mountain. Go east up the mountain and take the amulet.

Push the boulder and you will be able to continue north to the Grotto. Press the button (3) and continue northeast to the Shrine. The elixir here is toxic (as you will discover if you use the straw from the kitchen to drink it) but what you have to do is merely touch it. Leave most of your possessions here; you need to keep the pigeon and the candle but be sure to leave the perch. Go to the Grotto and go down. You will fall into the Lowest Hall with some gravel. Take the gravel, the candle and the pigeon to get back. Put the gravel in the bowl and repeat this two more times (so that there are 3 helpings of gravel in the bowl). You can now touch the elixir. This will enable you to take the flies. Take your possessions and wear the cap and the amulet.

Return to the base of the mountain and go north to the Stable, where you can take the SADDLE (item 16) and the rooster. On your way back to the docks take the fox and the fly. Get onto the yacht, press the yellow button to go back, make your way to the Castle and stow your possessions. On your way back, pick up the toboggan from the Kennels (west of the Royal Zoo). DO NOT leave the rooster alone with either the fox or the worm!

Fenshire

Take ONLY the fox, rooster and worm with you. Go to the West Hall and continue west to the Dirigible Hanger. Enter the dirigible and press the right button. Wait until you arrive in Fenshire. Leave the dirigible, go south to the Deserted Castle, east to the Ruined Hall and north to the Marsh.

Give the fox, rooster and worm to the Jester, who will now have all the ingredients for Borpbelly Stew (although, he'll insist on going North to the Nice Lunch Spot). You now face the old puzzle (more commonly given as fox, goose and corn). You can carry only one item and cannot leave the rooster with either the fox or the worm. The solution? Carry the rooster north. Drop it, return and take the fox north. Take the rooster and drop the fox. Go south, take the worm and drop the rooster. Go north, drop the worm and return to take the rooster North.

The Jester will make the stew and you will end up in the Fenshire Hangar with a hexagonal block. Press the left button to return to the Castle; you will have to go to Fenshire again later.

Oracle and Glacier Area

Wear the amulet and take the ruby, candle, toboggan, pigeon, perch and all 4 orbs. Go to the Crypt and down to the Oracle. Drop the perch and put the ruby in the depression to activate the Oracle. If you examine the amulet, anywhere from none to all 4 of the eyes may be open. Every few turns the Oracle will blink and the number of open eyes will increase by 1 (or cycle from 4 to 0). Enter the Oracle at a time when one eye is open; you will be transported to the Glacier.

Drop the toboggan and ride it; you will slide down to Mirror Lake. Look at all 4 orbs in the mirror. One of them will show a sleeping maiden. Discard the 3 that do not, throwing the *last* one east. The reaction will put you on the west side of the lake. Enter the Chalet and take the SCALE MODEL (item 17). Drop and take the pigeon to return to the Oracle.

Crag Area

Leave the perch at the Oracle, continue wearing the amulet and equip yourself with the pigeon, the proper orb, candle, hexagonal block and wand. Go down to the Royal Zoo and drop the pigeon. **SAVE YOUR GAME AT THIS POINT.** You may have to wait a few turns here to get the timing right. You have only 16 turns before the rope reverts into a snake.

Point the wand at the snake, which will turn into a rope. Open the cage and take the rope and the pigeon to get back to the Oracle. Enter the Oracle when no eyes are open. You will be transported to the Crag. Go down to the Upper Ledge and tie the rope to the Spire. Go down to the Lower Ledge and take the EASEL (item 18) and the LANDSCAPE (item 19). Drop and take the pigeon to get back. Return to the Crag as before and press the button (4). Go northeast (or southeast) to the Natural Arch and down to the Enchanted Cave. Put the orb on the altar and take the flower. Return to the Crag and go southwest to the Hollow. Put the block in the hole and go south to the Iron Mine. Take the sapphire and return to the Oracle via the pigeon drop.

Return to Fenshire; then go south from the Ruined Hall to the Hothouse and play Snarfem (Nim). If you do not know how to play look at the flowers. The ones on the left show the pile number; those on the right show how many to take. After you win, take the fan. In the Ruined Hall, put the flower in the vase, go east and take the ladder. Return to the castle.

Antharia I

Make sure you are wearing the hard-hat and the amulet and have the candle, pigeon and lantern. Enter the Oracle when all 4 eyes are open; you will be transported to the Mine Entrance. Go east to the Rubble Room, north to the Heart of Mine and north to the Crawl. Press the button there (5). Go northwest and take the QUILL PEN (item 21).

Leave the mine; go west to the Coast Road and then southwest to Flathead Stadium. You will be unable to take the club. Go southeast to the Edge of Bog and east to the Cliff Bottom. Turn on the lantern; go up to the Precipice and east to the Aerie. A bird will take one of your light sources. Continue southeast to the Icky Cave. Summon the witches (see the Ottobur page in the calendar to learn how). Say hello to one of the witches. They'll ask for 6 gloops of water from the Great Underground Oasis and will give you a 9-gloop vial.

Leave the Cave. Search the nest and take the tie. Your light sources will be at the Cliff Bottom. Turn off the lantern and return to the castle via the pigeon drop.

Fublio Valley

Make sure you are wearing the amulet and carrying the candle, pigeon and ladder. Enter the Oracle when 3 eyes are open to reach the Foot of Statue. Go southwest to the view, south to Outside Hut and west to Megaboz's Hut. Read the poem. Leave the ladder and climb it. Open the trap door and go up to the Attic. Press the button — the last of the six buttons in the game. You will come back later to open the trunk. Return to the view (leaving the ladder behind). Go southeast to the Cairn and east to Outside Shack. Read the sign and then go northeast into Gumboz's Shack. Take the 4-gloop vial. Gumboz will cast a hunger spell on you. Return to the Castle by the pigeon drop.

Booths

Take the bag of food and the wand (as well as the candle you are carrying) and go to the Formal Garden. Point the wand at the Flamingo; it will become a lawn ornament. Go east to the Great Hall, down and north, twice, to reach the Testing Room. Put the Flamingo into one of the booths and enter the other. Open the bag and wait until the ornament becomes a Flamingo again. Press the button and YOU will become a flamingo! Eat the food to remove the hunger spell.

Oasis

Make sure you are carrying both vials, the candle and are wearing the cap. Take the yacht to the green dock. Go south, go west and ride the camel. Before the camel will enter the desert, he must drink water at the Stream. From the Edge of Desert, go south, southwest, southeast twice and northeast to the Great Underground Oasis. Dismount. You can get 6 gloops as follows: Fill the 9-gloop vial and fill the 4-gloop vial from it twice. This will leave 1 gloop in the large vial, which you can transfer to the small one. Fill the large vial and fill the 4-gloop vial from it. Six gloops will remain in the 9-gloop vial.

Fungus

Return with the vial to the witches. When you give them the vial, they discover that they need some brogmoid earwax. Take the cup of potion and go all the way down from the Great Hall to the Pits; continue following the path down to the ear of the brogmoid. Drink the potion and listen. The fungi will be seeking a long-lost cousin (the name will vary from game to game). Return to the Castle.

Magic Word and Earwax

By now the entire rebus will be visible. The solution is (note that it is a mirror image): TIRED PINE, IRON MINE, WORE, MAGIC STORE. These combine with the poem in Megaboz's hut. Take the Ring of Ineptitude and the sapphire (plus candle, amulet, potion, pigeon). Return to the Fublio valley; follow the path west from the View all the way to On Top of the World. Drink more potion and call for the cousin by name. Take the small fungus that appears. Work your way back down to the View. Go southeast, south and down to the Quarry (in the shadow of a tired pine). Wear the Ring of Ineptitude (you will drop all you are holding) and take the sapphire. Remove the ring. You can now go to the Attic and unlock the trunk. Open the trunk and take the notebook and the fly. Read the

notebook to get the magic word. Gather your items and return to the castle. Work your way to the ear again and drop the fungus. You are now able to go further IN and take the earwax. Finally, give the wax to the Antharian witches and grab the CLUB (item 23) at the Stadium.

Delta and Endgame

Before going to the Delta, go to the Parapet above the Solar in the secret wing and take the fly. Enter the Oracle when 2 eyes are open to reach the delta. This is the only maze in the game. One solution is as follows:

Go southwest twice and then northwest to reach the toad. Try to take the SPYGLASS (item 24). You will have to ask the toad for it. Furthermore, you will have to call him by name. Look up his name in the calendar article on John Paul Flathead. The toad will ask for the 4 flies, of which you have 3. Go north, then northeast twice to the River's End. Take the fly and go southwest, northwest and southwest back to the toad. Give him the flies and ask for the spyglass. Take it and return to the Castle. You should now have all 24 items and the magic word. Do as instructed on the parchment. Now you can go past the Perimeter Wall (northwest of the Outer Bailey) and watch the Castle turn into the small white house with a mailbox: The starting point of Zork I!

PLANETFALL

Chapter One: *Aboard the Feinstejn*

1. How do I get past Blather?

- ★ There's no way to get beyond Deck Eight or the Reactor Lobby.
- ★ Really! There's no way!

2. How can I get Blather to stop giving me demerits?

- ★ Scrub harder?
- ★ I wouldn't worry too much; demerits aren't that important.

3. What do I do about Lieutenant Measle?

- ★ All he wants is some information for your records.
- ★ Ahem. Lieutenant Measle???

4. What should I do with the Ambassador?

- ★ Enjoy his company. He's just there to liven up the game opening.

5. How can I get the translator from the Ambassador?

- ★ You can't.

6. How can I get the celery from the Ambassador?

- ★ The Ambassador doesn't have any map!

7. What should I do in the Galley?

- ★ Try eating the stew.
- ★ Did you find the handbook for programming auto-pilots?
- ★ How did you get to a non-existent place?

8. How do I get out of the Brig?

- ★ The best way to get out is to never get thrown in.
- ★ If you don't upset Blather by leaving your post, you'll never get thrown in the Brig.
- ★ Once you're in the Brig, there's no way out.

9. The Feinstein keeps blowing up! How can I prevent it?

- ★ It might be a malfunction in the Hyperspatial Jump Machinery Room.
- ★ Of course, since you can't enter that room, you'll never know.
- ★ There's no way to prevent it and you won't find out until later what caused it. Best thing to do is try to survive the shipwreck.

10. Is there any way to open the escape pod bulkhead?

- ★ It opens automatically during any emergency.
- ★ For example, when the Feinstein begins exploding.

Chapter Two: *The Pod Trip*

1. How do I control the pod?

- ★ The controls are entirely automated.
- ★ Sit back and relax. Let the auto-pilot do the driving.

2. I keep getting killed during the pod trip. Help!

- ★ Are you standing?
- ★ The adjective associated with the web is notable.
- ★ Get in the safety web and don't stand until you've landed.

3. Is there any way to keep the pod from falling into the water?

- ★ No.

4. Should I take the emergency provisions that appear?

- ★ It's always a good idea in adventure games to take anything that you can carry.

5. How do I leave the pod once it has landed?

- * Have you tried opening the door?
- * You can't reach the door while you're still in the web.
- * Once the door is open, either UP or OUT works.
- * Needless to say, don't dally too long.

6. I keep drowning underwater. How can I avoid this?

- * The water is a dangerous place. Leave it immediately.
- * There is light filtering down from above.
- * Say UP.

Chapter Three: *The Dormitory Area*

1. What is the significance of the Balcony?

- * The plaque is the only thing of interest there.

2. What is the significance of the ruined castle?

- * Not much.

3. What is the significance of the four dorms?

- * They are all identical.
- * They make good places to sleep.

4. **What is the significance of the sanitary facilities?**
 - * You won't need to use them. The game isn't THAT realistic.
 - * They are of no importance.

5. **How do I open the padlock?**
 - * You'll need a key.
 - * Have you seen a "glint of light" anywhere while exploring?
 - * It's in the crevice in Admin Corridor South.
 - * You can't reach it with your hands. You'll need something else.
 - * The curved metal bar.
 - * It's a magnet. Try holding it over the key.

6. **How do I open the tin can?**
 - * Don't read the next hint until you've found the can opener.
 - * There is no can opener. You must be cheating.
 - * There is no way to open the can.

7. **How do I open the door at the south end of the Mess Hall?**
 - * The slot next to the door is important.
 - * You'll need the kitchen access card.
 - * It's located beyond the rift.
 - * It's in the desk in the Small Office. Slide it through the slot.

8. What is the ladder for?

- * It is needed to get past a major obstacle.
- * You've probably seen the obstacle.
- * The rift.

9. How can I get food from the dispenser in the kitchen?

- * Have you tried pushing the button?
- * You'll need something to catch the liquid.
- * The octagonal shape of the niche is important.
- * Open the canteen and put it in the niche.

Chapter Four: *The Admin/Mech Area*

1. Is there any significance to the Physical Plant?

- * No. Every large complex of buildings needs one.

2. Is there any significance to the crack in the corridor floor?

- * Yes.
- * If there any significance to the deactivated robot?
- * Yes, indeed!
- * Turn it on.

3. How do I operate the reactor elevator?

- * The slot in the elevator is important.
- * You'll need the reactor elevator access pass.
- * Don't read further until you've been on the helicopter trip.
- * Cheating again, eh? There's no way to operate that elevator.

4. How do I fix the reactors?

- * Have you opened the repair panel?
- * Some of the megafuses seem to be burned out.
- * Try replacing the maegafuses with the good ones from the box in Storage East.
- * Oh, come now. You haven't been to the reactors, have you?

5. How do I cross the rift?

- * Jumping is a bad idea.
- * You'll need an item which you may not have seen yet.
- * It's behind the padlocked door.
- * Extend the ladder and put it across the rift.

6. How can I see in the darkened area?

- * You'll need a light source.

7. **What is the chemical dispenser for?**
 - * Have you tried pushing any of the buttons on it?
 - * The flask can be used to hold the chemical fluid.
 - * The first seven buttons are obviously coolants and catalysts.
 - * The two white buttons produce an acid and a base.
 - * You'll need the coolants and catalysts for the Comm Room problem.

8. **What do I do with the acid and base?**
 - * Batteries are made out of acids and bases.
 - * Have you run into any dangerous creatures? You might be able to use the acid or base as a weapon.
 - * Actually, these two chemicals are totally useless.

9. **How do I reassemble the disassembled robots?**
 - * A repair robot might be of help.
 - * Don't go on until you've repaired Achilles.
 - * There's no way to reassemble those robots.

10. **What is the significance of the Plan Room and the Systems Monitors?**
 - * There's nothing for you to do in these rooms, but you might pick up some useful information there.

11. **Is there any way to take the hose?**
 - * What hose?

Chapter Five: *The Elevators and Tower Area*

1. **How do I open the doors in the Elevator Lobby?**

- * Try pushing the red and blue buttons.
- * Then wait a little while.

2. **How do I operate the upper and lower elevators?**

- * The slot on the control panels is important.
- * You'll need to find the respective access passes.
- * When you find them, slide them through the slot; they'll say PUSH UP BUTTON or PUSH DOWN BUTTON.
- * The upper elevator access card is located beyond the rift.
- * It's in the desk in the Small Office.
- * Floyd has the lower elevator access card.
- * He may give it to you when you use another access card in his presence. Alternately, you can turn him off and search him.

3. **What is the significance of the Helipad?**

- * I suppose it is where helicopters would land and take off.

4. **How do I enter the Helicopter?**

- * Try ENTER THE HELICOPTER.

5. **What is the significance of the Observation Deck?**
 - ★ Nice view of another complex of buildings on a nearby island.
6. **Should I do anything with the birds?**
 - ★ Try feeding them.
 - ★ Birds like insects.
 - ★ What birds? What insects?
7. **What is the significance of the communications receive console?**
 - ★ Try pressing the button on it.
 - ★ Apparently, it received a transmission from the Feinstein just before the shop blew up.
8. **What is the significance of the communications send console?**
 - ★ Read the screen. The message is very interesting.
 - ★ The message isn't being sent, however.
 - ★ You can repair the communication system using the chemical dispenser in the Machine Shop.
 - ★ The colored light on the enunciator panel refers to one of the colored buttons on the dispenser.
 - ★ Keep pouring the proper chemical fluid into the hole on the console until it is fixed. It will take anywhere from three to five trips.

Chapter Six: *The Helicopter Trip*

1. **Where do I find the helicopter?**

- * You need to use the upper elevator to get to it.

2. **Where do I find the key to the helicopter control panel cover?**

- * Try reading the green spool using the micro-film reader.
- * According to the spool, the key would be in Transportation Supply.

3. **Where do I find the helicopter access card?**

- * Try reading the green spool using the micro-film reader.
- * According to the spool, the card would be in Transportation Supply.

4. **How do I use the helicopter?**

- * Unless you have the helicopter control panel key and the helicopter access card, don't read any further.
- * Use the key to open the control panel cover.
- * Use the access card to activate the controls.
- * Just tell your intended destination to the voice-controlled auto-pilot, then sit back and enjoy the trip.
- * I wish I knew how you managed to get this far, considering the key and card don't exist.

5. What destination should I select?

- * Where would you expect to find people?
- * A large city, perhaps?
- * Try the capital city of Resida, Pilandoor.
- * Don't you feel pretty silly, considering there's no way to even get the helicopter off the ground?

Chapter Seven: *The Shuttle Trip*

1. Where do I find the shuttle?

- * You need to use the lower elevator to get to it.

2. How do I operate the shuttle?

- * You'll need the shuttle access card. By now you should know how to use these cards.
- * You can't operate the shuttle after 6000.
- * Hopefully, you can figure out that you want to be in the control cabin facing the set of tracks, not the one facing the blank wall.

3. How do I use the shuttle controls?

- * First, activate the controls (see previous question).
- * Pushing the lever up into the "+" position causes the shuttle to accelerate. Pulling the lever down into the "-" position causes the shuttle to decelerate.

- ★ When the lever is in the central position, the shuttle will continue to move at its current velocity.
- ★ The digital display tells the current velocity of the shuttle.

4. **I keep crashing when I arrive at the other station.**

- ★ You're going too fast. Decelerate sooner.
- ★ If you're going faster than 0 when you get to the far station, you'll be killed.
- ★ If you're going between 5 and 20 you will survive, but the shuttle will be damaged.

Chapter Eight: *The Systems and Library Area*

1. **What is the medicine in the Infirmary?**

- ★ Read the label.

2. **How can I get through the small door in the Repair Room?**

- ★ It's too small for you to get through.
- ★ It's "robot-sized."
- ★ Ask Floyd to go through the doorway.

3. **How can I get the cabinets in the Repair Room open?**

- ★ You'll have to repair Achilles first.

4. How can I repair Achilles?

- ★ Waldo won't be of any help (unless you're playing SUSPENDED).
- ★ Try using the micro-film reader to read the brown spool.
- ★ The brown spool is in the Radiation Lab.
- ★ Unfortunately, there's no way to get the brown spool to the micro-film reader.
- ★ There is also no way to repair Achilles.

5. Is there a good fromitz board anywhere?

- ★ Yes.
- ★ Have you been beyond the small door in the Repair Room?
- ★ You'll have to ask Floyd to eat the good fromitz board.

6. Is there a good bedistor anywhere?

- ★ Yes.
- ★ It's in Storage East, just off Mech Corridor North. You're not doing a very good job of exploring and mapping if you missed it.

7. What is the significance of Planetary Defense?

- ★ The library might tell you something.
- ★ Apparently, it is an automatic meteor defense. Perhaps this solar system has a high meteor density.
- ★ The system's discrimination circuit seems to have failed. This is probably why the Feinsteins were destroyed. You'd better repair it.

- * Open the access panel.
 - * Figure out which board is malfunctioning and remove it.
 - * It's the second board. Take it and put the good fromitz board in the resulting empty socket.
- 8. What is the significance of Course Control?**
- * The library might tell you something about it.
 - * Apparently, the entire planet was moved into more favorable but less stable orbit. This system ensures that the planet stays in the proper orbit.
 - * The course control system seems to be malfunctioning. If the planet was approaching its sun, it would explain the melting ice caps and water level rise.
 - * You'd better repair this system.
 - * Try opening the cube and removing the fused bedistor.
 - * You'll need a tool.
 - * Use the pliers from the Tool Room to remove the fused bedistor.
 - * Put the good bedistor into the cube.
- 9. What is the significance of this second Physical Plant?**
- * The most significant thing seems to be its size. It is larger than its counterpart in the Kalamontee Complex, even though the Lawanda Complex is slightly smaller.
 - * Perhaps there is a large section of the Lawanda Complex that you haven't seen yet...
 - * ...such as the cryo-chambers, buried deep underground.

10. How do I use the computer terminal in the library?

- * Firstly, turn it on.
- * To select an item in the menu, use the TYPE command. For example, to select item 2, type TYPE 2.
- * Typing TYPE 0 returns you to the next highest menu level (except, of course, if you are at the Main Menu, which is the highest level).

11. How do I use the micro-film reader?

- * It must be turned on.
- * The colored spools are spools of micro-film.
- * Put one in the opening in the reader.

12. How do I summon the librarian?

- * You can't.
- * Really!

Chapter Nine: *The ProjCon and Lab Area*

1. What is the significance of the ProjCon Office?

- * The library might be of some help.
- * It was the main office for the Project.

2. Is the logo important?

- ★ It also appears on the lab uniform.
- ★ It's yet another little hint about what's going on.

3. Is the mural important?

- ★ Examination reveals that there might be an area behind it.
- ★ But don't worry about it now.
- ★ When the time comes, you'll know it.

4. Who is Burstini Bonz?

- ★ Wasn't he the great Respectivist artist who became famous for painting awesomely phenomenal murals during the 89th century?

5. What is the laboratory area for?

- ★ The library might have some information on that.
- ★ It is the laboratory built to find a cure for the Disease.

6. Is it safe to enter the Bio-Lab?

- ★ Try it.
- ★ Nope, I guess it wasn't. Hope you did a SAVE first.

7. **Is it safe to enter the Radiation-Lab?**
 - * Try it.
 - * Nope, I guess it wasn't. Hope you did a SAVE first.
8. **Where is the radiation suit?**
 - * It might be down near the Reactors.
 - * Find a light source, then use the Reactor Access Stairs.
 - * There's a lamp in the Radiation Lab.
 - * Going in circles? There's no radiation suit anywhere.
9. **What is the card on the floor of the Bio-Lab?**
 - * Floyd will tell you when he sees it.
 - * It's for the Miniaturization Booth.
10. **How can I get the card from the Bio-Lab?**
 - * You'll die trying.
 - * Floyd's a robot. He might be tougher.
 - * He'll volunteer to get the card if he has a good enough reason.
 - * Do you know what the card is and what you would use it for?
 - * The Miniaturization Booth is for repairing the Computer.
 - * Show Floyd the computer printout, or let him see the warning light in the Computer Room.
 - * Then take him into Bio-Lock East and do what he says.

Chapter Ten: *The Computer...and Beyond*

1. What does the computer do?

- * The library might have something on it.
- * It runs the automated Project...
- * ...which is trying to find a cure for the Disease.

2. What is the significance of the printout?

- * It appears that the Project was incredibly close to a successful conclusion.
- * Then the computer broke down.
- * If you've been in the Repair Room, you'll know that summoning the repair robot didn't help.
- * You'll have to fix the computer yourself.
- * Use the Miniaturization Booth.

3. How does the Miniaturization Booth work?

- * You'll need the proper access card, of course.
- * It's in the Bio-Lab.
- * Once you've activated the booth, type the damaged sector number.
- * Have you read the printout?
- * The damaged sector is 384. Type TYPE 384.
- * You will then be miniaturized and teleported into the damaged sector, where you can attempt to effect repairs.

4. I've gotten rotation 384. What do I do now?

- ★ Explore around.
- ★ Have you seen and examined the relay?
- ★ You'll have to figure out a way to remove the speck.
- ★ The laser.
- ★ You must destroy the speck without harming the relay.
- ★ The dial must be set to "1" so that the beam will pass harmlessly through the red translucent exterior of the relay.
- ★ You'll have to shoot the speck a number of times to destroy it.

5. Is there any way to communicate with the giant spider?

- ★ Yes.
- ★ Play STARCROSS.

6. How do I get past the giant microbe?

- ★ Try shooting it with the laser.
- ★ That won't have any effect while the laser is set to "1," of course.
- ★ If you don't keep shooting the microbe, it will get close enough to eat you.
- ★ Repeated shootings of the microbe merely hold it at bay; sooner or later you're killed when sector 384 comes to life.
- ★ Has the microbe become interested in anything besides you?

- * The microbe is attracted to the warmth of the laser.
 - * When the laser gets warm enough, throw it over the edge of the strip, into the void below. The microbe will leap after it.
- 7. How do I get back from the Strip area?**
- * Go to Station 384.
- 8. How do I get out of the Lab Office?**
- * Opening the door right off isn't a healthy idea.
 - * There are some buttons on the wall...
 - * To get a clue, search the desk.
 - * Have you opened the desk?
 - * Put on the gas mask, then press the red button.
 - * Then move fast. You don't have a millichron to spare.
- 9. Omigod!!! The mutants are loose and they're after me!!! How do I get rid of them?**
- * You can't kill them.
 - * There's only one way to lose them.
 - * You're very close to the end of the game.
 - * Did you hear an announcement?
 - * Remember the mural?
 - * Go to the ProjCon Office.
 - * Go south into the elevator and push the button.

Chapter Eleven: *General Questions*

- 1. What do I do with my ID card?**
 - ★ It's useless.
- 2. What happened to everything I was carrying when I fell asleep?**
 - ★ Do you normally go to sleep holding things?
 - ★ You dropped them while you were sleeping.
 - ★ Check the floor of the room where you slept.
- 3. How do I read that crazy native language?**
 - ★ It's actually a phonetic version of English.
 - ★ "X" is used in place of "Th" and "C" is used in place of "CH."
 - ★ Double vowels signify the long vowel sound; single vowels indicate the short vowel sound.
- 4. I keep starving to death. What can I eat?**
 - ★ Didn't you take the survival kit from the safety pod?
 - ★ Of course, that doesn't last long.
 - ★ There's a can of spam and eggs in Storage West.
 - ★ Unfortunately, there's no way to open it.
 - ★ You'll have to get into the Kitchen.
 - ★ It's just south of the Mess Hall.

5. Where can I sleep?

- * “Civilized people usually sleep in beds.”
- * If you sleep elsewhere, you might be devoured. (By grues?)
- * There are beds in the four dorms and the Infirmary.
- * Of course, the bed in the Infirmary is a bad idea for other reasons.

6. Where can I find a light source?

- * Have you tried burning the towel?
- * Okay, that didn't work. There *IS* a lantern somewhere.
- * It's in the Radiation Lab.
- * You can't enter the Radiation Lab and survive without a radiation suit.
- * There is no radiation suit.
- * There is no way to get a light source into the dark rooms.

7. What is a grue?

- * Ask the game.

8. How can I use the teleportation booths?

- * You'll have to find the teleportation access card first.
- * It's in the lab area, which you may not have been to yet.
- * It's in the pocket of the lab uniform.
- * Slide the card thru the slot, then press the button corresponding to the booth you want to teleport to.

- 9. How does the laser work?**
- ★ You must be holding it to fire it.
 - ★ It has six settings. Each setting produces a different colored beam.
 - ★ When you find it, the battery in it won't last very long.
 - ★ You'll need a fresh battery.
 - ★ Open the laser, remove the old battery and put the new battery in.
- 10. Where do I find a new laser battery?**
- ★ Have you tried making one?
 - ★ Some batteries are made by mixing acids and bases.
 - ★ However, there's no way to make your own battery. There is a fresh battery lying around somewhere.
 - ★ It's in Lab Storage.
- 11. What are megafuses for?**
- ★ They're electrical components.
 - ★ They're usually used for repairing Reactor systems.
- 12. What are fromitz boards for?**
- ★ They're electrical components.
 - ★ They're usually used for repairing Planetary Defense systems.

13. What are bedistors for?

- * They're electrical components.
- * They're usually used for repairing Course Control systems.

14. I seem to be getting sicker and sicker. Why? What can I do?

- * You'll find out when you get to the Library.
- * You have contracted the Disease. It is fatal.
- * The medicine in the Infirmary might help a bit.
- * But your only long-term hope is to help bring the Project to its ultimate goal.

15. I finished the game with less than 80 points. What am I missing?

- * You didn't repair all the broken systems.
- * Consult the Systems Monitors.
- * You must repair the Communication System, the Planetary Defense System and the Course Control System in order to get the optimum ending.

16. How can I talk to Floyd?

- * He has to be on, of course.
- * Talk to him the same way you would talk to any other character in the game: FLOYD, EAT MY CAKE (for example).

How To Get All 80 Points

(use as a last resort)

- | | |
|--|--|
| 3 points... entering the Escape Pod. | 1 point... taking the shuttle access card. |
| 3 points... entering the Crag. | 1 point... taking the upper elevator access card. |
| 2 points... turning Floyd on for the first time. | 1 point... taking the lower elevator access card. |
| 2 points... fixing the laser for the first time. | 1 point... taking the miniaturization access card. |
| 4 points... entering Storage West. | 2 points... Floyd's death. |
| 4 points... entering Admin Corridor North. | 6 points... fixing the planetary defense system. |
| 4 points... entering the Kitchen. | 6 points... fixing the course control system. |
| 4 points... entering the Tower Core. | 4 points... entering the Strip Near Station. |
| 4 points... entering the Kalamontee Platform | 4 points... entering the Auxiliary Booth. |
| 4 points... entering the Lawanda Platform. | 8 points... fixing the computer. |
| 1 point... taking the kitchen access card. | 5 points... entering the Cryo-Elevator. |

For Your Amusement

(after you finish the game)

Have you tried:

- ...reading the graffiti in the Brig?
- ...attacking, talking to or throwing something at Blather?
- ...attacking or talking to the ambassador?
- ...touching, eating, smelling or looking at the slime?
- ...scrubbing the slime?
- ...eating the celery?
- ...examining the games and tapes in the Rec Area?
- ...looking under the table in the Mess Hall?
- ...kicking, attacking, rubbing or kissing Floyd?
- ...throwing acid at the mutants?
- ...reading your chronometer?
- ...taking off your chronometer or pouring acid on it?
- ...getting into bed in the Infirmary?
- ...scrubbing yourself?
- ...reading the towel?
- ...removing your uniform while Blather or Floyd were present?
- ...destroying the mural?
- ...“stealing” the lower elevator card from Floyd and then showing it to him?
- ...giving Floyd the Lazarus breast plate?
- ...saying ZORK?

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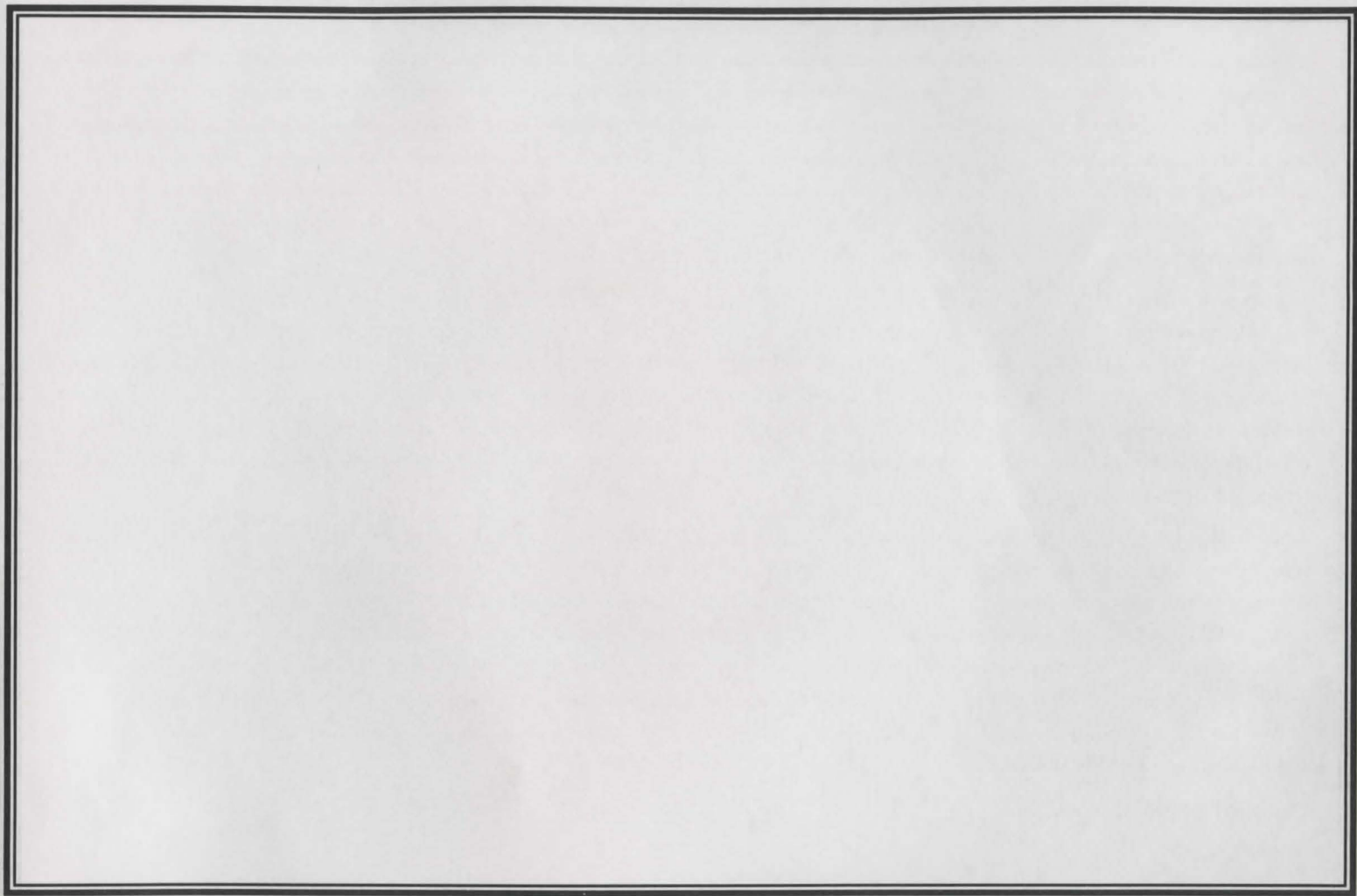
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