

PERSONAL SOFTWARE™

Zork™

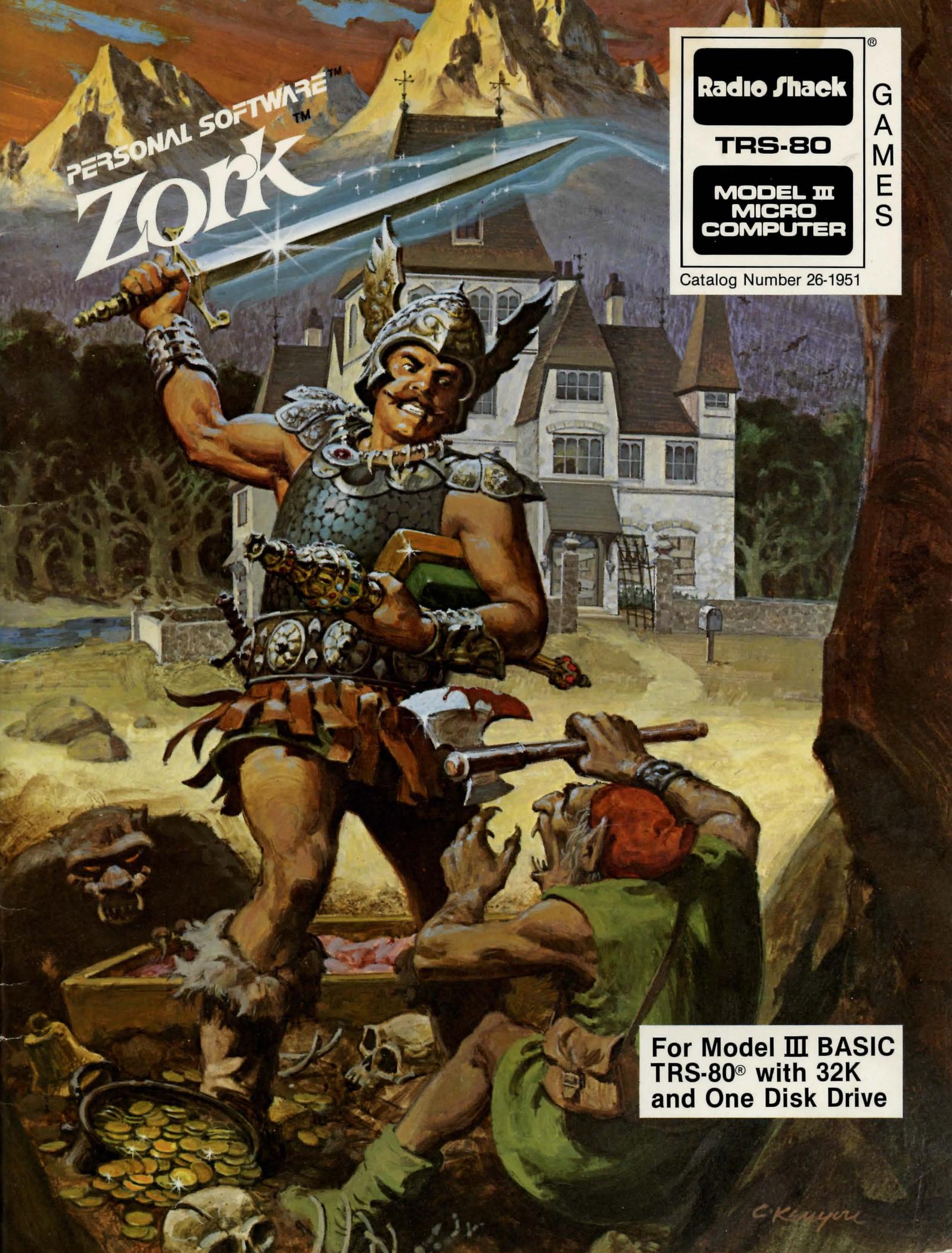
Radio Shack

TRS-80

**MODEL III
MICRO
COMPUTER**

G
A
M
E
S

Catalog Number 26-1951



**For Model III BASIC
TRS-80® with 32K
and One Disk Drive**

C. Kenyon

ZORK™
The Great Underground Empire

Program and Manual by
Infocom, Inc.

Radio Shack®

 A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

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Introduction

It may be an ordinary day or night in familiar surroundings, but sit down with 32K bytes of RAM in your TRS-80 and pop in a ZORK diskette. You are plunged into an exciting fantasy world where your survival depends only on your wits and courage. Mystery, monsters, and magic test your skill in an alternate universe of danger and opportunity. You may never want to leave!

ZORK turns your TRS-80 computer into a dynamic fantasy game in which you participate. You direct the action, you discover the secrets, you fight the battles, you solve the mysteries, and you claim the treasure. You directly experience the story as it unfolds, as it involves you and your computer in vividly described, compelling, fantastic situations.

IMPORTANT NOTICE: Before using ZORK, make a BACKUP copy. Follow the instructions on page 2 for Backing Up ZORK.

What You Need

The ZORK diskette contains the complete game. To play ZORK, you need the following:

Model I:

- TRS-80 16K Level II keyboard.
- TRS-80 16K Expansion Interface.
- TRS-80 Video Monitor.
- One TRS-80 Disk Drive.
- A formatted diskette for backing up ZORK. (See detailed information on page 28.)
- A formatted storage diskette, if you want to stop playing and continue later from where you left off. Prepare this diskette before you start playing ZORK. (See detailed information in Appendix D.) This item is optional.
- A TRS-80 Line Printer capable of printing 80 columns per line, and a Printer Cable. These items are optional.

Model III:

- TRS-80 32K Model III.
- One TRS-80 Disk Drive.

What You Need

- A diskette for backing up ZORK. (See detailed information on page 29.)
- A storage diskette, initialized with the TRSDOS BACKUP command (see Appendix E for detailed instructions), if you want to save a game position.
- A TRS-80 Line Printer capable of printing 80 columns per line and a Printer Cable. These items are optional.

About Your ZORK Diskette

Although this manual describes both the TRS-80 Model I and Model III versions of ZORK, only one ZORK diskette was included in your program package. Follow only the manual's instructions which apply to your computer and disk system.

This game is BACKUP LIMITED to allow making only one copy of the game in addition to the original program diskette included in this package. Once the BACKUP process is complete, you cannot make another copy. It is important that you use this BACKUP copy of the program diskette when possible. Store the original diskette in its protective sleeve and put it in a safe place.

If you have made your copy of the ZORK diskette, and try to make an additional copy, the program will indicate that it cannot be done.

Model I will display the message:

```
INSTALL WRITE PROTECT TAB  
TYPE ANY KEY TO CONTINUE.
```

Model III will display:

```
Maximum Backup Count Exceeded  
Protected Files NOT Backed Up  
TRSDOS Ready
```

Backing Up ZORK

You should read these instructions for backing up your program diskette carefully before you actually perform any of the steps.

Model I ZORK

You can use only one drive (Drive 0) to perform the following backup procedure no matter how many drives you have in your system.

Backing Up ZORK

- 1) Follow the instructions in Appendix D to FORMAT a blank diskette.
- 2) Remove the write-protect tab from the ZORK program diskette and put the diskette in Drive 0.
- 3) Press and continue to hold any key on the keyboard. At the same time, press and release the **RESET** button to begin the game. The program responds:

```
SELF COPY PROGRAM  
TYPE ANY KEY TO CONTINUE
```

- 4) Release the key you've been holding. Press any key to begin the backup process.
- 5) When ready, the program prompts you to insert the backup (storage) destination diskette. Remove the program diskette from Drive 0 and replace it with the destination diskette.
- 6) Type any key to continue the process. When ready, the program prompts you to re-insert the program (master) diskette. Since the program reads 1/4 of the diskette at a time, you will have to repeat steps 5 and 6 three times.
- 7) When finished, the program prompts you to replace the write-protect tab. Label the Backup copy, and put a write-protect tab on both the original ZORK program diskette and the Backup copy. You should store the original diskette in a safe place.

If there are any problems during the Backup process, the program prompts you. You should re-format your destination diskette and try the process again.

Model III ZORK - Single-Drive

Use this procedure EXACTLY:

Note: You must have a destination disk ready upon which to Backup ZORK.

- 1) Turn on your system. If this is the first time you've ever used the Radio Shack Disk System, refer to the Disk System Owner's Manual for detailed instructions.
- 2) Insert the original program diskette to be Backed Up in Drive 0. The diskette **MUST NOT** have a write protect tab on the notch at this time. Insert the diskette with the label up. The small square notch in the diskette will be to your left. Close the drive door firmly.

Backing Up ZORK

- 3) In order to make a BACKUP of the program diskette you must do the following:

Press the **RESET** button.

The screen will show:

Enter Date (MM/DD/YY)?

Enter Time (HH:MM:SS)?

TRSDOS Ready.

SOURCE Disk Master Password?

Insert DESTINATION Diskette

You type:

Type today's date and press **ENTER** .

(January 9, 1982 =
0 1 / 0 9 / 8 2)

Press **ENTER** .

B A C K U P : 0 : 0
and press **ENTER** .

P A S S W O R D
and press **ENTER** .

Swap your disks, and close the drive door first. Now press **ENTER** .

Note: If you are using a new disk, the system will format the disk for you. If you are re-using an old disk, one or two additional questions may appear, depending on the contents of the disk. You may see:

Diskette contains DATA. Use Disk or not?

or:

Do you wish to RE-FORMAT the diskette?

Be sure you do not need to use the data on that disk again. If the questions appear, type **Y** and press **ENTER** for each question.

From this point, the screen will indicate which diskette to insert. Be sure to wait until the drive has stopped running before swapping diskettes.

After this process has been completed, the screen will show:

* * Backup Complete * *

Backing Up ZORK

When finished, put a write-protect tab on both the original ZORK program diskette and the Backup copy. Label the Backup copy and store the original diskette in a safe place. Now follow the loading instructions using the Backup copy of the Program diskette you just created.

Model III ZORK - Multi-Drive

Use this procedure EXACTLY:

Note: You must have a destination disk ready on which to Backup ZORK.

- 1) Turn on your system. If this is the first time you've ever used the Radio Shack Disk System, refer to the Disk System Owner's Manual for detailed instructions.
- 2) Insert the original program diskette to be Backed Up in Drive 0. The diskette MUST NOT have a write protect tab on the notch at this time. Insert the diskette with the label up. The square notch in the diskette will be to your left. Close the drive door firmly.
- 3) In order to make a BACKUP copy of the program diskette, do the following:

Press the **RESET** button.

- 4) Insert the destination diskette in Drive 1 and close the drive door firmly.

The screen will show:

Enter Date (MM/DD/YY)?

Enter Time (HH:MM:SS)?

TRSDOS Ready.

You type:

Type today's date and press **ENTER** .

(January 9, 1982 =
0 1 / 0 9 / 8 2)

Press **ENTER** .

B A C K U P [] : 0 [] : 1

and press **ENTER** .

Backing Up ZORK

SOURCE Disk Master Password?

P A S S W O R D

and press **ENTER**.

Note: If you are using a new disk, the system will format the disk for you. If you are re-using an old disk, one or two additional questions may appear, depending on the previous contents of the disk. You may see:

Diskette contains DATA. Use Disk or not?

or:

Do you wish to RE-FORMAT the diskette?

Be sure you do not need to use the data on that disk again. If the questions appear, type **Y** and press **ENTER** for each question. When the process is done, the screen will show:

* * Backup Complete * *

When finished, put a write-protect tab on both the original ZORK program diskette and the Backup copy. Label the Backup copy and store the original in a safe place. Now follow the loading instructions using the Backup Copy of the Program diskette you just created.

Loading ZORK

It is assumed that you have read about the general operational procedures for your computer system in your Owner's Manual, and that you now know how to turn the power on, etc.

ZORK allows you to save your game position any time during the game, in case you get lost or killed. To save a game position you must use a storage diskette that has been formatted before you begin playing ZORK. Appendix D contains detailed instructions on how to format a Model I storage diskette. Appendix E contains instructions for Model III diskettes.

Model I ZORK

- 1) Check your ZORK diskette to insure that it has a write-protect tab on it. A write-protect tab protects you from accidentally overwriting your game.
- 2) With your computer turned on, put the ZORK program diskette in your main disk drive (drive 0) with the Model I label facing to the right. The oval cutout goes in first. It should look like this:

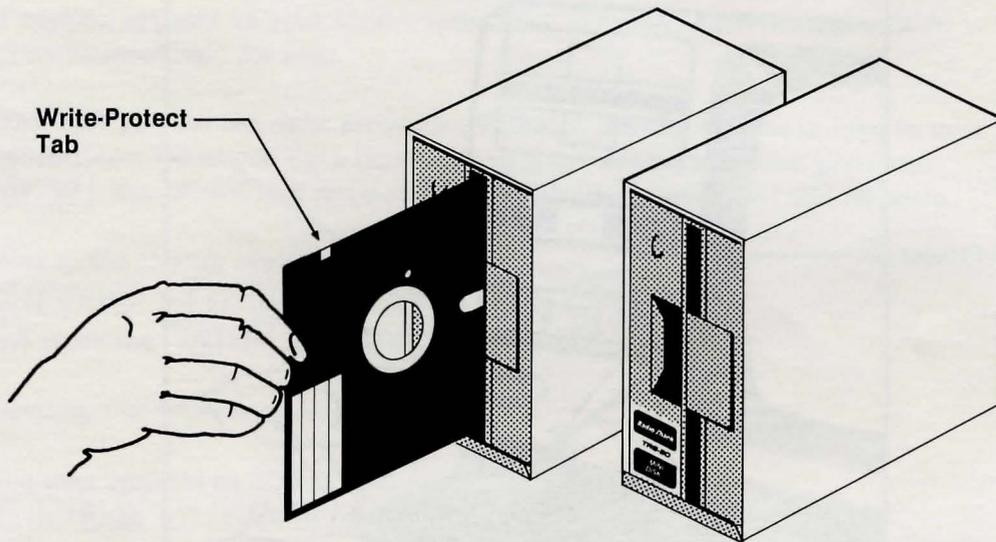


Figure 1-1. Loading ZORK from Diskette on the Model I

- 3) Close the drive door and press the **RESET** button on the TRS-80 (as you face the keyboard, the **RESET** button is recessed in a hole located behind the left hand side of the keyboard). Now wait for a few seconds.
- 4) When you've correctly loaded ZORK from the diskette, the copyright notice and the serial number will appear, followed by a description of the starting location of the game. The output on your screen will appear in upper case, as will your input, unless your TRS-80 has the lowercase option, and you specify this option.

Loading ZORK

Model III ZORK

- 1) Check your ZORK diskette to insure that it has a write-protect tab on it. A write-protect tab prevents you from accidentally overwriting your game.
- 2) Turn the power switch on. Put the program diskette in the main drive (drive 0) with the label facing up. It should look like this:

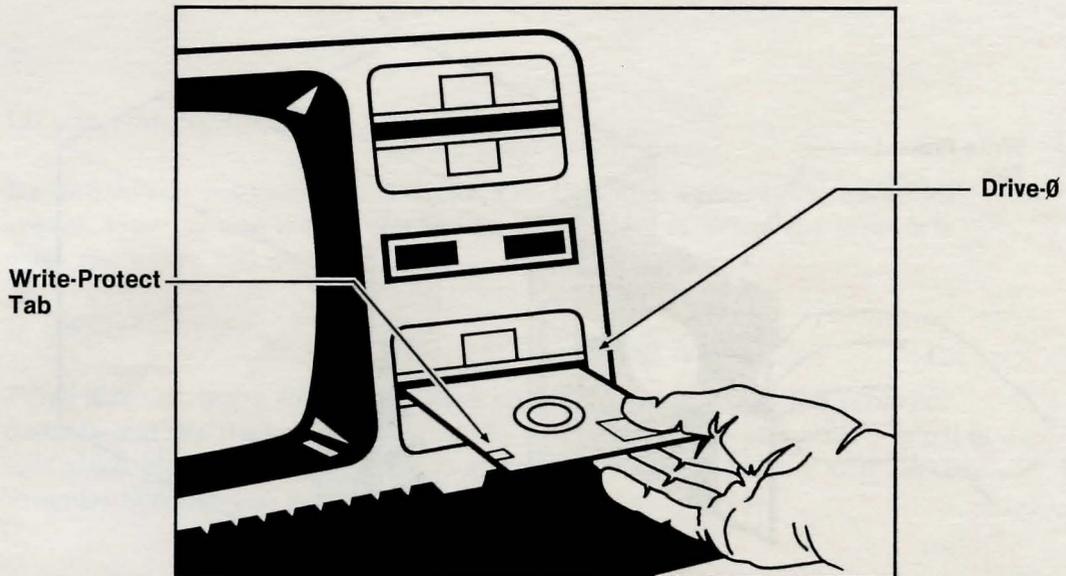


Figure 1-2. Loading ZORK from Diskette on the Model III

- 3) Your TRS-80 will then prompt you for the date:
Enter Date (MM/DD/YY)?
- 4) Enter the current date in the proper format and press the **ENTER** key. Next, you will see a prompt for the time. Simply press the **ENTER** key because the clock display should be off when running ZORK.
- 5) The next prompt you see will be a flashing cursor prompt, which follows the message TRSDOS Ready. Type in **Z O R K**, then press **ENTER**.
- 6) When you've correctly loaded ZORK from the diskette, the copyright notice and the serial number will appear, followed by a description of the starting location of the game.

The initial ZORK screen display looks like this:

ROOM: West of House SCORE: 0 MOVES: 0

West of House

You are standing in an open field west of a white house,
with a boarded front door.

There is a small mailbox here.

If nothing appears on your screen, something is wrong. Turn to Appendix A, "Troubleshooting," for help.

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

Next to the (>) try typing the following:

O P E N **T H E** **M A I L** **B O X**

and press the **ENTER** key. ZORK responds with this:

Opening the mailbox reveals a leaflet.

You may respond to ZORK by typing:

R E A D **T H E** **L E A F L E T**

and pressing the **ENTER** key. ZORK cooperates and tells you:

(TAKEN)

WELCOME TO ZORK

ZORK is a game of adventure, danger, and low cunning.

In it you will explore some of the most amazing territory
ever seen by mortals.

No TRS-80 should be without one!

NOTE: —MORE— will appear at the bottom of the screen when a description will not fit on the screen all at once. Once you have read the part on the screen, you may see the rest by pressing the space bar on your keyboard.

When the right arrow prompt (>) reappears, you are left to your own devices. Read the "Rules and Strategies" section for further directions and hints. Good luck, bon voyage and hold onto your hat!

Rules and Strategies

Rules and Strategies

The Great Underground Empire

In The Great Underground Empire you are near a great underground labyrinth, which is reputed to contain vast quantities of treasure. No doubt, you wish to acquire some of it. In order to receive full credit for treasure, you must deposit it safely in the trophy case.

In addition to treasure, the labyrinth contains various objects that may or may not be useful in your attempt to acquire the treasure. You may need sources of light, since caves are often dark, and weapons, since dungeons often have unfriendly beings wandering about in them. Reading material is scattered around as well, and you might even find some of it useful.

Beware of the thief! He is a dastardly anti-social type and a skilled pickpocket. Watch out for your valuable possessions when he is near.

To measure your success, ZORK keeps track of your score. You receive points for finding treasure, for securing it in the trophy case, for performing certain actions, and for visiting certain places. There is a penalty for getting yourself killed.

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

The line displayed at the top of your screen tells you the room you are in, your current score and how many moves it took you to achieve this:

ROOM: SCORE: MOVES:

Concepts for Exploring

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

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

Fighting: Characters in the story will, as a rule, fight back when attacked. They may, in some cases, attack you unprovoked. Some of these beings are stronger than others; it might be advisable to wait a while before taking them on.

Emerging second-best in a fight may leave you somewhat the worse for wear; you might want to ask ZORK to diagnose your condition (see Appendix B, "Command Summary").

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

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

Talking to ZORK

When you play a ZORK game, you talk to ZORK in plain English, by typing in all your requests on your computer's keyboard when you see the prompt (>). (ZORK allows you to abbreviate some words because you use them often.) When you have finished typing a line, press the **ENTER** key and ZORK will consider your request.

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

All words you type are distinguished by their first six letters and all subsequent letters are ignored. For example, typing **Open the encyclopedia** is equivalent to typing **Open the encycl** or better still, **Open the book**. ZORK doesn't care whether you type in capital letters or lower case letters, or a mixture.

ZORK **understands** many different types of sentences. A sentence must contain a verb and usually an object. Some examples:

Take the gold. Drop gold. Pick up gold. Put down the gold. Go north. North. Walk north. N. Push button. Push the red button. Open wooden door. Look at the wall. Look under rock. Look behind curtain. Look in bag. Read a book. Read all of the books. Drop all. Take all. Drop all but the knife.

You must separate multiple objects of a verb by the word "and" or a comma (,).

Take all but the knife and the lamp. Put the gold and jewels in the trophy case. Throw the newspaper, the red book, and the magazine in the chasm.

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

Rules and Strategies

Take book. N. Drop book and candle.
Take the book then N. Drop book and candle

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

Where is the gold? What is a grue?

ZORK tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, ZORK will sometimes decide that there was only one possible object you could have meant. When it does decide, it will tell you, by displaying, for example, (with the rope). If your sentence is really ambiguous, ZORK will ask you what you really meant. ZORK may ask, for example, With what?; this can be answered briefly, by typing `r o p e`.

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

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

ZORK's Pedagogy

ZORK may occasionally have a few words for you when it wants you to clarify an instruction you've given. Some of ZORK's remarks are:

I don't know the word '(your word)'.—The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be **understood**. If not, ZORK probably doesn't know the idea you were trying to get across.

I can't use the word '(your word)' here.—ZORK knows the word you typed, but the word made no sense where you put it in the sentence: **Open the take, for example**.

You must supply a verb!—Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

There is a noun missing in that sentence.—This usually indicates an incomplete sentence, such as **Put the lamp in the** , where ZORK expected another noun and couldn't find one.

Too many noun clauses.—An example is: **Put the troll in the basket with the shovel**. A legal sentence has, at most, one direct object and one indirect object.

Beg pardon?—You did not type anything after the prompt (>) or before you pressed the **ENTER** key on your keyboard.

It's too dark to see.—In the story, there was no light to see objects in the room.

I cannot see any (object) here.—In the story, the object you referred to was not accessible to you.

Multiple objects cannot be used with (your verb).—It is valid for you to use multiple objects (that is, nouns or noun phrases separated by "and" or a comma) only with certain verbs. Among the more useful of these verbs are **take**, **drop**, and **put**.

I don't understand that sentence.—You typed a sentence that is gibberish to ZORK, for example, **Give troll with sword**. You might try rephrasing the sentence.

Commands for Exploring

The best way to move from place to place is to type the direction you want to go. Acceptable directions are North or N, South or S, East or E, West or W, NE for Northeast or NW, SE, SW (for Northwest, Southeast or Southwest respectively), U or Up, and D or Down.

When you enter a particular place (ZORK calls any kind of a place a "room") for the first time, ZORK usually displays the name of the room, a description of it, and then descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, ZORK normally displays just the name of the room and the names of the objects in it. The **VERBOSE** command tells ZORK to give the description of rooms and objects every time you go there, not just the first time. The **BRIEF** command tells ZORK to describe fully only newly encountered rooms and objects. For moving through areas you already know well, the **SUPERBRIEF** command tells ZORK to give only the name of a room (even on your first visit there), and not even to mention objects in the room. You can always get a description of the room you are in and the objects in it by typing **L O O K** (or the abbreviation **L**).

Hint: Exploring The Great Underground Empire will be much easier if you make a map as you move around.

Rules and Strategies

List of ZORK Commands

To simplify your adventuring, you may order ZORK to give you information by typing specific commands. These commands can be used over and over again as needed, but they are each considered one complete move.

The list of commands is:

AGAIN	ZORK will respond as if you had repeated your previous sentence.
BRIEF	This commands ZORK to fully describe only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by printing the room name and the object names only.
DIAGNOSE	ZORK gives you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle.
INVENTORY	ZORK lists your possessions. If you've noticed the thief lurking about, you might want to check to see if your belongings are still there. You may abbreviate INVENTORY by typing I.
LOOK	ZORK describes your surroundings in detail. You may abbreviate LOOK by typing L.
QUIT	This gives you the option to quit playing. If you want to save your position, first read the instructions under "Saving a Game Position." You may abbreviate QUIT by typing Q.
RESTART	This ends the game and starts the game over from the beginning.
RESTORE	This lets you pick up a game position from where you issued the last SAVE command. See the section on "Restoring a Game Position."
SAVE	This lets you save your position in a game so you can come back to it later. See the section on "Saving a Game Position."
SCORE	ZORK shows your current score with the number of moves you have made, and your rank. Your rank is your rating as a professional ZORK player and is based on the number of points you have and the number of moves you've made.

SCRIPT	This command assumes you have a printer. It commands the printer to begin printing a transcript of your game session.
SUPERBRIEF	This command tells ZORK to show you only the name of the room you have entered, and no other information. It is briefer than BRIEF.
UNSCRIPT	Unscript stops your printer from printing.
VERBOSE	This command tells ZORK to show you a long description of the room and the objects in it whenever you enter a room.
VERSION	ZORK responds by showing you the version and serial number of your copy of the game.
WAIT	This causes time in the game to pass. Normally, between moves, no time is passing as far as ZORK is concerned. You could leave your TRS-80, take a nap, and return to the game to find that nothing has changed. WAIT is used when you want to find out what will happen in the game if you do nothing while time passes. For example, if you encounter an alien being, you could WAIT and see what it will do.

How to Quit

If you want to stop playing, and do not wish to continue this particular game later, type QUIT. ZORK will respond:

Your score would be _____ (total of 350 points), in _____ moves.
This score gives you the rank of _____.
Do you wish to leave the game? (Y is affirmative):>

The right arrow prompt (>) will appear. Type **Y** and press the **ENTER** key. (You may type **N** for NO if you change your mind and want to continue playing.)

Restarting a Game

If you want to start a new game, type **R E S T A R T** after the right arrow prompt (>). ZORK will respond by giving you the following message:

Your score would be _____ (total of 350 points), in _____ moves.
This score gives you the rank of _____.
Do you wish to restart? (Y is affirmative):>

Type **Y** after the right arrow prompt (>) appears and press **ENTER**. (You may type **N** for NO if you change your mind and want to continue in the same

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game.) ZORK will respond by giving you a Restarting message. Your screen will go blank for a moment, except for the top status line. Then the game will begin again. You will be West of House, with a score of 0 and 0 moves made.

If you want to continue playing this particular game later, follow the instructions under "Saving a Game Position."

Saving a Game Position

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

Note: You must use the SCRIPT command carefully, especially when using the SAVE or RESTORE options. You must make sure your printer is ready to print (connected, on-line, enough paper, etc.) any time during the game the SCRIPT command is used.

The following instructions for saving a game will require the storage diskette you prepared earlier. Before you attempt to save a game, you must make sure the program diskette is write-protected. If you have not prepared this storage diskette, see Appendix D (Model I) or Appendix E (Model III).

You must be very careful when using the SAVE and RESTORE functions. Do not press **ENTER** until prompted. Specify the save number (Model I) or name (Model III) of the game, and the number of the drive you will use, with care. Once the SAVE and RESTORE process has started, it cannot be interrupted without loss of data.

If the screen freezes, or the drives will not stop spinning after at least 90 seconds, you can press the **RESET** button. This will take you to the beginning of the game (Model I) or to TRSDOS (Model III). You can then begin the game again.

When the right arrow (>) appears, type:

S A V E

then press the **ENTER** key.

The following instructions refer to single-drive systems. Multi-drive system users should refer to Appendix C, "Tips for Multi-Drive Users."

Model I

ZORK will respond:

LOAD SAVE DISK, THEN TYPE DRIVE NUMBER (\emptyset -3, <ENTER> = \emptyset)

- 1) Insert the formatted storage diskette and close the drive door. You cannot save games on the ZORK Model I program diskette. Press **ENTER** to indicate that you want to save the game on a storage diskette in drive \emptyset . A \emptyset will appear next to the SAVE prompt.

- 2) ZORK will respond:

ENTER SAVE NUMBER (\emptyset -4, <ENTER> = \emptyset)

Unless you want to keep the option of saving up to five game positions on your storage diskette, press **ENTER** to indicate that you want to assign save number \emptyset . You can use the same save number to save a game from several different points; the newly save game position always erases the old one with the same save number. A \emptyset should appear next to the save number prompt.

- 3) ZORK will respond:

LOAD DATA DISK, THEN TYPE <ENTER>

- 4) Put the ZORK program diskette back in the drive and press **ENTER**.

- 5) If all is well, ZORK will respond:

OK

If ZORK responds:

FAILED

turn to Appendix A, "Troubleshooting."

- 6) You should see the right arrow prompt (>); you can now continue playing. Type **L O O K** for a description of where you are. You may now use the storage diskette and the RESTORE procedure to return to this point at another time.

Rules and Strategies

Model III

ZORK will respond:

Load SAVE disk, then enter file name, <ENTER> for default.

- 1) Remove the ZORK diskette from your disk drive.
- 2) Insert the storage diskette and close the drive door. Do not save games on the ZORK Model III program diskette.
- 3) If you want ZORK to assign the default filename to your saved game, press **ENTER**. If you want to give the game a name of your own, type the name (correcting mistakes with the ← key) and then press **ENTER**. Do not use the default filename if you plan to save more than one game position on a diskette. Filenames can be up to eight characters long and may have up to a three-character extension. See your Model III Disk System Owner's Manual for more information.

- 4) ZORK will respond:

Load DATA disk, type <ENTER> to continue>

Remove the storage diskette from the drive and insert the ZORK diskette again. Press the **ENTER** key.

- 5) If all is well, ZORK will respond:

Ok

If ZORK responds:

Failed

you are either attempting to save a game position on a diskette that is already full or something else is wrong. If your storage diskette is not full, turn to Appendix A, "Troubleshooting."

- 6) You should see the right arrow prompt (>); you can now continue playing. Type **L O O K** for a description of where you are. You may now use the storage diskette and the RESTORE procedure to return to this point at another time.

Restoring a Game Position

To pick up a game where you left off, use the RESTORE command. The following instructions are for single-drive users. If you have a multi-drive system, turn to Appendix C, "Tips for Multi-Drive Users."

From anywhere in the game, type after the right arrow (>) prompt:

R E S T O R E

then press **ENTER** .

Model I

- 1) ZORK will respond:

LOAD SAVE DISK, THEN TYPE DRIVE NUMBER (0-3, <ENTER> = 0)

Insert the formatted storage diskette and close the drive door.

- 2) Type **0** .

- 3) ZORK will respond:

ENTER SAVE NUMBER (0-4, <ENTER> = 0)

Type the save number of the game position you wish to restore. If the game you wish to restore was saved with the default save number (i.e., you pressed **ENTER** after the SAVE prompt was displayed), just press **ENTER** .

- 4) ZORK will respond with this message:

LOAD DATA DISK, THEN TYPE <ENTER>

- 5) Put the ZORK program disk back in the drive and press **ENTER** .

- 6) If ZORK successfully loaded the game, it will display OK. If you see FAILED displayed, ZORK was unable to load the game. Check the save number you typed in. If you entered everything correctly, turn to Appendix A, "Troubleshooting."

- 7) You're ready to resume the game where you left off. Type **L O O K** to see where you are. Good luck!

Model III

- 1) ZORK will respond:

Load SAVE disk then enter file name, <ENTER> for default

- 2) Put the disk with the saved game position on it in the drive, and close the drive door.

Rules and Strategies

- 3) If the game you wish to resume was saved with the default filename (i.e., you pressed **ENTER** after the SAVE prompt was displayed), just press **ENTER**.
- 4) If you gave the game a name, type the name and press **ENTER**.
- 5) ZORK will respond with this message:

Load DATA disk, type <ENTER> to continue
- 6) Put the ZORK program disk back in the drive and press **ENTER**.
- 7) If ZORK successfully loaded the game, it will display Ok. If you see Failed displayed, ZORK was unable to load the game. Check the game name you typed in. If you entered everything correctly, turn to Appendix A, "Troubleshooting."
- 8) You're ready to resume the game where you left off. Type **L O O K** to see where you are. Good luck!

Appendix A: Troubleshooting

If the game does not appear to be functioning properly, check for the following:

- 1) Check to see that the power is on and that all drives and cables are connected properly.
- 2) Inspect the diskette carefully for any visible signs of damage.
- 3) If you have more than one disk drive, be sure you have used drive 0 (or the first drive on the connecting cable) for the ZORK diskette.
- 4) Check that the diskette is properly inserted in the drive and that the drive door is closed.
- 5) Try again, the problem may be only momentary.

When ZORK responds Failed to either the SAVE or RESTORE procedures, check each of the following items to locate the problem.

- 1) Inspect the diskette(s) carefully for any visible signs of damage.
- 2) Be sure that your storage diskette is not write-protected (i.e., there is nothing covering the notch on the side of the diskette).
- 3) Check to see that the diskette(s) is inserted correctly, and that the drive door(s) is closed.
- 4) If you have more than one disk drive, be sure the ZORK diskette is in drive 0 and you know the correct number of the drive holding the storage diskette (1,2, or 3). Be sure you typed the correct number.
- 5) If you have turned off the TRS-80, or have pressed the **RESET** button, follow the instructions for "Loading ZORK from the Diskette."
- 6) Try again, the problem may be only momentary.
- 7) As a last resort, try another storage diskette.

Appendix B: Command Summary

Appendix B: Command Summary

The following commands may be entered when the right arrow prompt (>) appears on the screen:

AGAIN	ZORK will respond as if you had repeated your previous sentence.
BRIEF	This commands ZORK to fully describe only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by printing the room name and the object names only.
DIAGNOSE	ZORK gives you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle.
INVENTORY	ZORK lists your possessions. If you've noticed the thief lurking about, you might want to check to see if your belongings are still there. You may abbreviate INVENTORY by typing I.
LOOK	ZORK describes your surroundings in detail. You may abbreviate LOOK by typing L.
QUIT	This gives you the option to quit playing. If you want to save your position, first read the instructions under "Saving a Game Position". You may abbreviate QUIT by typing Q.
RESTART	This ends the game and starts a new game over from the beginning.
RESTORE	This lets you pick up where you left off in a game you saved previously. See the section on "Restoring a Game Position."
SAVE	This lets you save your position in a game so you can come back and finish it later. See the section on "Saving a Game Position."
SCORE	ZORK shows your current score with the number of moves you have made, and your rank. Your rank is your rating as a professional ZORK player and is based on the number of points you have and the number of moves you've made.
SCRIPT	This command assumes you have a printer. It commands the printer to begin printing a transcript of your game session.

Appendix B: Command Summary

SUPERBRIEF	This command tells ZORK to show you only the name of the room you have entered, and no other information. It is briefer than BRIEF.
UNSCRIPT	Unscript stops your printer from printing.
VERBOSE	This command tells ZORK to show you a long description of the room and the objects in it whenever you enter a room.
VERSION	ZORK responds by showing you the version and serial number of your copy of the game.
WAIT	This causes time in the game to pass. Normally, between moves, no time is passing as far as ZORK is concerned. You could leave your TRS-80, take a nap, and return to the game to find that nothing has changed. WAIT is used when you want to find out what will happen in the game if you do nothing while time passes. For example, if you encounter an alien being, you could WAIT and see what it will do.

Sentence Syntax

- A ZORK sentence must contain at least a verb or a command (e.g., AGAIN).
- Separate multiple objects of a verb by the word "and" or a comma (,).
- Several sentences typed to ZORK at one time must be separated by periods or by the word "then". A period is not needed at the end of a line of input.
- Only two kinds of questions may be asked: "What" and "Where".
- Compass directions may be abbreviated to N, E, S, W, NE, NW, SW, SE; Up and Down may be abbreviated to U and D respectively.
- The letter L may be used to abbreviate the LOOK command.
- The letter I may be used to abbreviate the INVENTORY command.
- The letter Q may be used to abbreviate the QUIT command.

Appendix C: Tips for Multi-Drive Users

Appendix C: Tips for Multi-Drive Users

Multi-drive systems make some ZORK procedures quite easy, notably saving and restoring game positions.

Make sure the ZORK program diskette is write-protected.

Model I

Saving a Game Position

You must have a TRSDOS initialized diskette to save a game position. See Appendix D, "How to FORMAT a Storage Diskette." To save a game position on a multi-drive TRS-80 Model I, follow these steps:

- 1) After the right arrow (>) prompt, type:

S **A** **V** **E**

then press the **ENTER** key.

- 2) ZORK will respond:

LOAD SAVE DISK, THEN TYPE DRIVE NUMBER (Ø-3, <ENTER> = Ø)

- 3) Insert the initialized storage diskette in drive 1 and close the drive door. You cannot save games on the ZORK Model I program diskette. Type **1**.

- 4) ZORK will respond:

ENTER SAVE NUMBER (Ø-4, <ENTER> = Ø)

- 5) If you want ZORK to assign the default save number (Ø) to your saved game, press **ENTER**. If you want to give the game a number of your own, type the number (correcting mistakes with the ← key).

- 6) If all is well, ZORK will respond:

OK

If ZORK responds:

FAILED

turn to Appendix A, "Troubleshooting."

Appendix C: Tips for Multi-Drive Users

You should see the right arrow prompt (>); you can now continue playing. Type **L O O K** for a description of where you are. You may now use the storage diskette and the RESTORE procedure to return to this point at another time.

Restoring a Game Position

To pick up a game where you left off, you use the RESTORE command. The following instructions are for multi-drive Model I users. If you have a single-drive system, turn to "Restoring a Game Position" in the main part of this manual.

From anywhere in the game, type after the right arrow (>) prompt:

R E S T O R E then press **ENTER**.

1) ZORK will respond:

LOAD SAVE DISK, THEN TYPE DRIVE NUMBER (Ø-3, Ø = <ENTER>)

2) Put the storage diskette in drive 1 and close the drive door. Type **1**.

3) ZORK will respond:

ENTER SAVE NUMBER (Ø-4, <ENTER> = Ø)

4) If the game you wish to resume was saved with the default save number (i.e., you pressed **ENTER** after the SAVE prompt was displayed), just press **ENTER**. If you gave the game a save number from 1-4, type that number.

5) If ZORK successfully loaded the game, it will display OK. If you see FAILED displayed, ZORK was unable to load the game. Check the game number you typed in. If you entered everything correctly, turn to Appendix A, "Troubleshooting."

6) You're ready to resume the game where you left off. Type **L O O K** to see where you are. Good luck!

If you're a conservative player, you can keep your storage diskette in drive 1 and save your game position frequently. If you use the same filename, for example, the default filename, ZORK will overwrite the old file each time you save your game position. Then, if you get lost or killed, you can pick the game up at the point where you last saved it.

Appendix C: Tips for Multi-Drive Users

Model III

Saving a Game Position

You must have a TRSDOS initialized diskette to save a game position. See Appendix E, "How to BACKUP a TRSDOS Diskette." To save a game position on a multi-drive TRS-80 Model III, follow these steps:

- 1) After the right arrow (>) prompt, type:

S **A** **V** **E**

then press the **ENTER** key.

2. ZORK will respond:

Load SAVE disk then enter file name, <ENTER> for default

3. Insert the storage diskette in drive 1 and close the drive door. You cannot save games on the ZORK Model III program diskette.
4. If you want ZORK to assign the default filename to your saved game, press **ENTER**. If you want to give the game a name of your own, type the name (correcting mistakes with the ← key) and then press **ENTER**. Filenames can be up to eight characters long and may have up to a three-character extension. See your Model III Disk System Owner's Manual for more information. You may also type **.** **n** after a filename, where "n" is 1-3. This forces ZORK to save the game onto the diskette in drive "n".

5. ZORK will respond:

Load DATA disk, type ENTER to continue >

Press **ENTER**. If all is well, ZORK will respond:

Ok

If ZORK responds:

Failed

turn to Appendix A, "Troubleshooting."

6. You should see the right arrow prompt (>); you can now continue playing. Type **L** **O** **O** **K** for a description of where you are. You may now use the storage diskette and the RESTORE procedure to return to this point at another time.

Appendix C: Tips for Multi-Drive Users

Restoring a Game Position

To pick up a game where you left off, you use the RESTORE command. The following instructions are for multi-drive Model III users. If you have a single-drive system, turn to "Restoring a Game Position" in the main part of this manual.

From anywhere in the game, type after the right arrow (>) prompt:

R **E** **S** **T** **O** **R** **E** then press **ENTER**.

1) ZORK will respond:

Load SAVE disk then enter file name, <ENTER> for default

2) Put the storage disk in drive 1, and close the drive door.

3) If the game you wish to resume was saved with the default file name (i.e., you pressed **ENTER** after the SAVE prompt was displayed), just press **ENTER**.

4) If you gave the game a name, type the name and press **ENTER**.

5) ZORK will respond with this message:

Load DATA disk, type <ENTER> to continue

6) Press **ENTER**.

7) If ZORK successfully loaded the game, it will display Ok. If you see Failed displayed, ZORK was unable to load the game. Check the game name you typed in. If all is correct, turn to Appendix A, "Troubleshooting."

8) You're ready to resume the game where you left off. Type **L** **O** **O** **K** to see where you are. Good luck!

If you're a conservative player, you can keep your game save diskette in any drive except drive 0 and SAVE your game position frequently. If you use the same filename, for example, the default filename, ZORK will overwrite the old file each time you save your game position. Then, if you get lost or killed, you can pick the game up at the point where you last saved it.

Appendix D: How to FORMAT a Storage Diskette

Appendix D: How to FORMAT a Storage Diskette

To save games being played on a TRS-80 Model I computer, you must first have a formatted storage diskette. To format a diskette, use the FORMAT command.

Follow these steps when formatting a storage diskette:

- 1) Put your Model I TRSDOS diskette in drive \emptyset and turn on your computer.
- 2) When you see the TRSDOS Ready prompt, type **F O R M A T**.
- 3) Press **ENTER**. The formatting utility will begin executing. You will see this prompt: WHICH DRIVE IS TO BE USED?. If you have a single-drive system, type \emptyset and press **ENTER**. If you have a multi-drive system, type the number of any of your drives other than drive \emptyset and press **ENTER**.
- 4) Next you will see the prompt DISKETTE NAME?; type **Z O R K 1** or something else appropriate and press **ENTER**.
- 5) Respond to the CREATION DATE prompt by typing today's date. Then press **ENTER**.
- 6) Respond to the MASTER PASSWORD prompt by typing **T R S 8 0** or some other short word you'll remember and press **ENTER**.
- 7) The next prompt will read DO YOU WANT TO LOCK OUT ANY TRACKS?. Type **N** for NO.
- 8) If you have a multi-drive system, make sure your storage diskette is in the drive indicated in step 3 above. Press **ENTER**. If you have a single-drive system, the utility will prompt you when it wants you to swap diskettes.
- 9) If the diskette you have chosen as a storage diskette already has data on it, you will get a message that says DISKETTE CONTAINS DATA, FORMAT OR NOT?. Type **Y** and press **ENTER**.
- 10) The screen will eventually show:

FORMATTING COMPLETE

PRESS ENTER TO CONTINUE

The diskette is now ready to use as a ZORK storage diskette.

Appendix E: How to BACKUP a TRSDOS Diskette

Appendix E: How to BACKUP a TRSDOS Diskette

Your Model III requires that diskettes used to store data be formatted or initialized. Before you save a ZORK game position you must use the BACKUP command to format a storage diskette.

To use BACKUP, follow these steps:

- 1) Put your Model III TRSDOS diskette in drive \emptyset and turn on your computer. After the TRSDOS Ready prompt appears, type **B A C K U P** and press **ENTER**.
- 2) Put a blank diskette or a diskette that contains unneeded data in another drive. If you have a single-drive system, keep the diskette handy.
- 3) The BACKUP utility will begin to execute. You should see a prompt that reads: SOURCE Drive Number?. Specify the drive that contains the original TRSDOS diskette by typing \emptyset , then press **ENTER**.
- 4) Next TRSDOS will ask: DESTINATION Drive Number?. Specify the drive that will be used to make the duplicate TRSDOS diskette. If you have a multi-drive system, type the number of the drive indicated in step 2 above and press **ENTER**. If you have a single-drive system, type \emptyset and press **ENTER**.
- 5) TRSDOS will ask SOURCE DISK MASTER PASSWORD?. Type **P A S S W O R D** and press **ENTER** (PASSWORD is the password of the Model III TRSDOS diskette). The screen will display the flashing message: INSERT DESTINATION DISKETTE <ENTER>.
- 6) The duplication process will begin. BACKUP will format the storage diskette before duplication begins. If the backup diskette already has data on it, BACKUP will ask you if you want to overwrite it. Type **Y** and press **ENTER**. Backup will ask: Do you wish to re-format the diskette? Type **Y** and press **ENTER**. If you have a single-drive system, BACKUP will tell you when to swap diskettes.

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