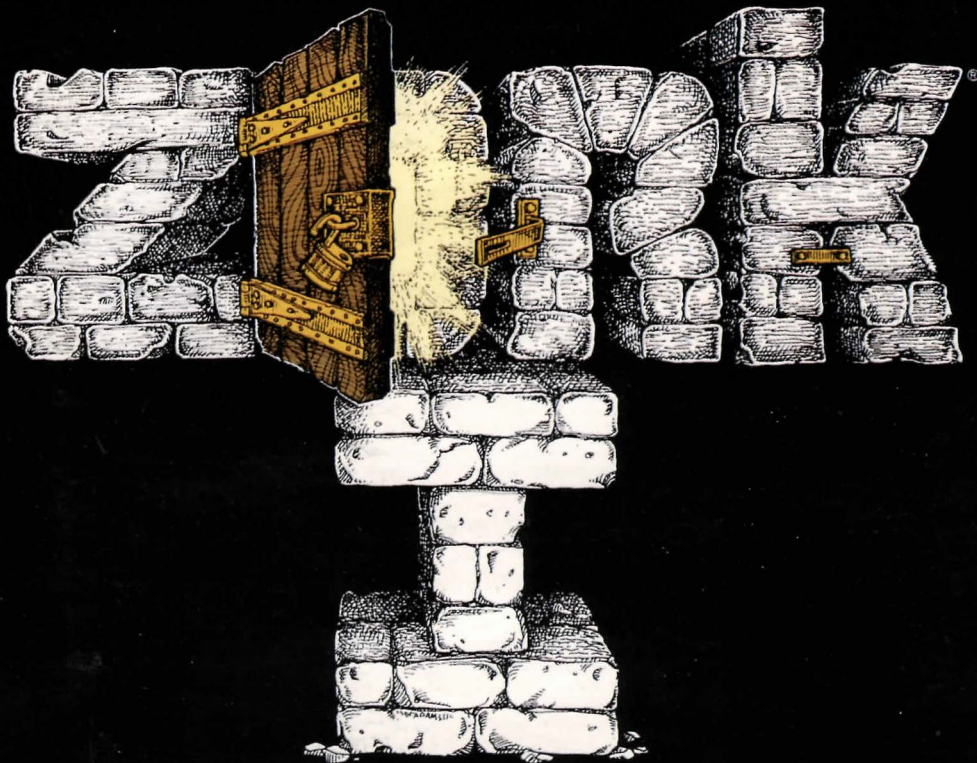


**Your greatest challenge
lies ahead—and downwards.**



If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom game player, you may only want to read Section I: About *Zork I*.

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SECTION I: ABOUT *ZORK I*

Preface to the Story

Welcome to *Zork I*! 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).

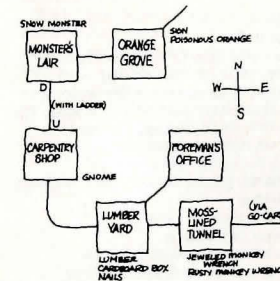
Hints

IBM Version Only

Your version of *Zork I* includes hints right on the disk! If you ever get stuck, just type HINT and press the RETURN (or ENTER) key. Then follow the instructions on your screen.

Sample Transcript and Map

This transcript is not from *Zork*, but it does show most of the usual things you can do in the story. It contains several simple puzzles and their solutions, and it will give you a good idea of how interactive fiction works. The player's sentences appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript.



>APPLY THE BRAKES

The Frobozz Magic Go-Cart coasts to a stop.

Moss-Lined Tunnel, in the Go-Cart
This is a long east-west tunnel whose walls are covered with green and yellow mosses. There is a jewel-studded monkey wrench here. (outside the Go-Cart)
A bent and rusted monkey wrench is lying here. (outside the Go-Cart)

>TAKE THE WRENCH

Which wrench do you mean, the jeweled monkey wrench or the rusty monkey wrench?

>JEWELLED

You can't reach it from inside the Go-Cart.

>WEST

You're not going anywhere until you stand up.

>GET OUT OF THE GO-CART

You are on your own feet again.

>TAKE THE JEWELLED WRENCH
Taken.

>WEST

Lumber Yard
This is a huge room lined with metal shelves. There are exits to the east, northeast, and west.
There is a small cardboard box here. Piled on one of the shelves is a supply of lumber.

>TAKE THE BOX AND THE LUMBER

small cardboard box: Taken.
supply of lumber: Your load is too heavy.

>INVENTORY

You are carrying:
a lamp (providing light)
a glass jar
The glass jar contains:
a quantity of pomegranate juice
a jeweled monkey wrench
a dart gun
a small cardboard box

>DROP THE DART GUN
Dropped.

>TAKE THE LUMBER
Taken.

>LOOK INSIDE THE BOX
The small cardboard box is closed.

>OPEN IT

Opening the small cardboard box reveals a bunch of two-inch nails.

>EXAMINE THE LUMBER

It consists of two rectangular pieces of wood, about ten feet long, and perhaps a dozen shorter dowel-shaped pieces.

>WALK NORTHEAST

Foreman's Office
This is the office of the lumber yard foreman. The only exit is to the southwest.

>SW

Lumber Yard
There is a dart gun here.

>WALK WEST
Carpentry Shop
You are in a room furnished with wooden shelves, cabinets, mantels and moldings, all gracefully carved out of fine wood. An array of precision tools adorn the walls. The only exit is south....unless you want to count the opening in the roof. A carpenter gnome is sitting here, twiddling his thumbs.

>UP
The opening is too high to reach.

>GNOME, BUILD A LADDER
"I'd be glad to, but not for free!"

>GIVE THE JEWEL MONKEY
WRENCH TO THE GNOME
The gnome examines the jeweled monkey wrench carefully. "Thank you," he exclaims, adding it to his collection of tools.

>GNOME, BUILD A LADDER
"Oh, yes, your ladder. Unfortunately, I have no lumber."

>GIVE THE LUMBER TO THE GNOME
The gnome accepts the supply of lumber.

>GNOME, BUILD LADDER
"Darn it! I'm fresh out of nails."

>GIVE NAILS
(to the gnome)
The gnome accepts the bunch of nails.

>GIVE THE LAMP TO THE GNOME
The gnome attempts to build a beautiful set of kitchen cabinets out of the lamp. Finally, he gives up and hands it back to you.

>GNOME, BUILD LADDER
The gnome grumbles but constructs a handsome wooden ladder. He admires his handiwork, and hands you the ladder.

>PUT THE LADDER THROUGH THE HOLE
I don't know the word "ladder".

>OOPS LADDER
The ladder is now resting against the rim of the hole.

>UP
You're carrying too much to climb a ladder.

>I
You are carrying:
a lamp (providing light)
a glass jar
The glass jar contains:
a quantity of pomegranate juice
a small cardboard box

>DROP ALL BUT THE LAMP
glass jar: Dropped.
small cardboard box: Dropped.

>LOOK
Carpentry Shop
You are in a room furnished with wooden shelves, cabinets, mantels and moldings, all gracefully carved out of fine wood. An array of precision tools adorn the walls. The only exit is south....unless you want to count the handsome wooden ladder leading through a hole in the roof.
A carpenter gnome is sitting here, twiddling his thumbs.
There is a glass jar here.
The glass jar contains:
a quantity of pomegranate juice.
There is a small cardboard box here.

>UP
Monster's Lair
This is the den of the dreaded Seven-Headed Snow Monster of Snurth. It is quite chilly in here, and ice covers the floor and walls. A ladder protrudes from a hole in the ground, and sunlight comes from the cave entrance to the east.
The Snow Monster, bellowing loudly, blocks the eastern exit.

>DOWN.SOUTH.TAKE DART GUN.
WEST .UP
Carpentry Shop
A carpenter gnome is sitting here, twiddling his thumbs.
There is a glass jar here.
The glass jar contains:
a quantity of pomegranate juice.
There is a small cardboard box here.

Lumber Yard
There is a dart gun here.

Taken.

Carpentry Shop
A carpenter gnome is sitting here, twiddling his thumbs.
There is a glass jar here.
The glass jar contains:
a quantity of pomegranate juice.
There is a small cardboard box here.

Monster's Lair
The Snow Monster, bellowing loudly, blocks the eastern exit.

>SHOOT MONSTER
What do you want to shoot the monster with?

>DART GUN
The Snow Monster clutches at the dart, and then keels over. His body vanishes in a cloud of acrid black smoke.

>EAST
Orange Grove
A path leads northeast through this small grove of orange trees. A dark cave lies to the west. A sign is posted near the grove.

>READ THE SIGN
"Warning! These are poisonous oranges, not meant for human consumption. — Farmer Bozbar"

>EAT AN ORANGE
Aaarrrrrr! It burns your tongue and your throat!

*** You have died ***

A forest sprite appears, looking concerned. "You've done it again," says the sprite, with a mixture of sympathy and disgust. "I'll give you only one more chance." She sprinkles some fairy dust on you...

Wooden Bridge
There is a lamp here.

>LOOK
Wooden Bridge
You are on a sturdy bridge leading northeast to southwest. The river below flows quickly amongst pointy rocks. There is a lamp here.

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 MIT's Laboratory for Computer Science, where he developed an interest in computer entertainments. He co-authored the original mainframe *Zork* as well as *The Zork Trilogy* and *Enchanter*, and wrote *Starcross*, *Suspect*, *Spellbreaker*, and *The Lurking Horror* on his own. He is married and lives in a suburb of Boston. 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 MIT 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 MIT, 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. Marc now lives with his wife, Cezanne, and child, Puer, in Agua Dulce, California. His mother still wishes that he would practice medicine, preferably on the East Coast.

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview: What Is Interactive Fiction?

Interactive fiction is a story in which *you* are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of interactive fiction, such as the three *Zork* games, presents you with a series of locations, items, characters, and events. You can interact with these in a variety of ways.

To move from place to place, type the direction you want to go. When you begin playing, it's a good idea to become familiar with your surroundings by exploring every location and reading each description carefully. (You may notice that *Zork* occasionally refers to a location as a "room", even if you are outdoors.) As you explore the Empire, it is helpful to make a map of the geography.

An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In *Zork*, time passes only in response to your input. You might imagine a clock that ticks once for each sentence you type, and the story progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

To measure your progress, *Zork* keeps track of your score. You'll get points for solving puzzles, acquiring treasures, performing certain actions, and visiting certain locations. You will also get points for putting treasures into the trophy case. There may be a penalty for getting "killed."

Starting and Stopping

Starting the story: To load *Zork*, follow the instructions in the relevant section in the manual.

Following the copyright notice and the release number of the game, you will see a description of the place where the story begins. Then you will see the prompt (>), indicating that *Zork* is ready for your first input.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to press the RETURN (or ENTER) key:

>LOOK AT THE MAILBOX
>OPEN THE MAILBOX
>INVENTORY
>LOOK AT THE HOUSE

Saving and restoring: It will probably take you many days to complete *Zork*. Using the SAVE command, you can continue at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a "snapshot" of your place in the story onto another diskette. You may want to save your place before (or after) trying something dangerous or tricky. That way, you can go back to that position later, even if you have gotten lost or "killed" since then.

To save your place in the story, type **SAVE** at the prompt (>), and then follow the instructions for saving and restoring. Some systems require a blank diskette, initialized and formatted, for saves. Using a disk with data on it (not counting other *Zork* saves) may result in the loss of that data, depending on your system. You can save your position as often as you like by using additional blank disks.

You can restore a saved position any time you want. To do so, type **RESTORE** at the prompt (>), and follow the instructions in the relevant section. You can then continue the story from the point where you used the **SAVE** command. You can type **LOOK** for a description of where you are.

Quitting and restarting: If you want to start over from the beginning of the game, type **RESTART**. (This is usually faster than re-booting.) Just to make sure, *Zork* will ask if you really want to start over. If you do, type **Y** or **YES**.

If you want to stop playing, type **QUIT**. Once again, *Zork* will ask if this is really what you want to do.

Remember when you **RESTART** or **QUIT**: if you want to be able to return to your current position, you must first use the **SAVE** command.

Communicating with Infocom's Interactive Fiction

In *Zork*, you type your sentence in plain English each time you see the prompt (>). *Zork* usually acts as if your sentence begins "I want to....", although you shouldn't actually type those words. You can use words like "THE" if you want, and you can use capital letters if you want; *Zork* doesn't care either way.

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

Zork 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 by *Zork*.

To move around, just type the desired direction: **NORTH**, **SOUTH**, **EAST**, **WEST**, **NORTHEAST**, **NORTHWEST**, **SOUTHEAST**, and **SOUTHWEST**. You can abbreviate these to **N**, **S**, **E**, **W**, **NE**, **NW**, **SE**, and **SW**, respectively. You can use **UP** (or **U**) and **DOWN** (or **D**). **IN** and **OUT** will also work in certain places.

Zork understands many different kinds of sentences. Here are some examples. (Note some of these objects do not actually appear in *Zork*.)

```
>WALK NORTH
>DOWN
>NE
>GO SOUTH
>U
>TAKE BOX
>PICK UP THE WOODEN BOX
>DROP IT
>PUSH BUTTON
>OPEN THE WOODEN DOOR
>EXAMINE THE SCUBA GEAR
>LOOK BEHIND STATUE
>LOOK UNDER THE ROCK
>LOOK INSIDE THE BUBBLING CAULDRON
>KILL THE BEAR WITH THE GUN
>SHOOT BEAR WITH LARGE RIFLE
```

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

```
>TAKE LAMP, JAR, FLUTE
>DROP THE DAGGER, LANCE, AND MACE
>PUT THE GOLD BAR AND THE PEARL IN THE TROPHY CASE
```

You can also use **ALL**...

```
>TAKE ALL
>TAKE ALL THE BOOKS
>TAKE ALL FROM THE DESK
>GIVE ALL BUT THE PENCIL TO THE NYMPH
>DROP ALL EXCEPT THE DART GUN
```

The word **ALL** refers to every visible object except those inside something else. If there was an apple on the ground and an orange inside a cabinet, **TAKE ALL** would take the apple but ignore the orange.

You can include several sentences in one input line if you separate them by the word **THEN** or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the **RETURN** (or **ENTER**) key:

```
>NORTH. READ THE BOOK. DROP IT
  THEN BURN IT WITH TORCH
```

If *Zork* doesn't understand one of the sentences in your input line, or if something unusual happens, it will ignore the rest of your input line (see "Common Complaints").

There are only two kinds of questions that *Zork* understands: **WHAT** and **WHERE**. Here are two examples that you can actually try in the game:

```
>WHAT IS A GRUE?
>WHERE IS THE ZORKMID?
```

You will meet other people and creatures as you play *Zork*. You can "talk" to some of these beings by typing their name, then a comma, then whatever you want them to do. Here are some examples:

```
>GNOME, GIVE ME THE KEY
>TREE SPRITE, OPEN THE SECRET DOOR
>JOEL, WAIT HERE
>WARLOCK, TAKE THE SPELL SCROLL THEN FOLLOW ME
>MIKE, NORTH.GET THE BRAN MUFFIN.THROW IT AT THE DWARF
```

Notice that in the last two examples, you are giving more than one command to the person on the same input line.

You can use quotes to answer a question or say something "out loud." For example:

```
>SAY "HELLO SAILOR"
>ANSWER "A ZEBRA"
>INCANT "FROBOZZ FROBIZZLE"
```

Zork tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, *Zork* will sometimes decide that there was only one possible object that you could have meant. When it does so, it will tell you. For example:

```
>BURN THE KINDLING
(with the torch)
The kindling catches fire and is consumed.
```

or

```
>GIVE THE SWORD
(to the gnome)
The gnome, a sworn pacifist, refuses to take it.
```

If your sentence is ambiguous, *Zork* will ask what you really meant. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. Some examples:

```
>TIE THE ROPE
What do you want to tie the rope to?
```

```
>THE MAST
The rope is now tied to the mast.
```

or

```
>HIT THE NAIL WITH THE HAMMER
Which nail do you mean, the shiny nail or the rusty nail?
```

```
>SHINY
The shiny nail is driven halfway into the piece of wood.
```

Zork uses many words in its descriptions that it will not recognize in your sentences. For example, you might read, "Above you, moonlit clouds flit across the evening sky." However, if *Zork* doesn't recognize the words **SKY** or **CLOUDS** in your input, you can assume that the sky and clouds are not important to your completion of the story, except to provide you with a more vivid description of where you are or what is going on. *Zork* recognizes over 600 words, nearly all that you are likely to use in your sentences. If *Zork* doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important in continuing your adventure.

Special Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn, others do not. Type the command after the prompt (>) and press the **RETURN** (or **ENTER**) key.

AGAIN—*Zork* will usually respond as if you had repeated your previous sentence. Among the cases where **AGAIN** will not work is if you were just talking to another character. You can abbreviate **AGAIN** to **G**.

BRIEF—This tells *Zork* to give you the full description of a location only the first time you enter it. On subsequent visits, *Zork* will tell you only the name of the location and the objects present. This is how *Zork* will normally act, unless you tell it otherwise using the **VERBOSE** or **SUPERBRIEF** commands.

DIAGNOSE—*Zork* will give you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle or if you are under the effects of a magical spell.

IBM users only

HINT—If you have difficulty while playing the game, and you can't figure out what to do, just type **HINT**. Then follow the instructions at the top of your screen to read the hint of your choice.

INVENTORY—*Zork* will list what you are carrying. You can abbreviate **INVENTORY** to **I**.

LOOK—This tells *Zork* to describe your location in full detail. You can abbreviate **LOOK** to **L**.

OOPS—If you accidentally mistype a word, such that *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 **HIT THE TROLL WITH THE SORWD** and were told "I don't know the word 'sorwd.'" You could type **OOPS SWORD** rather than retyping the entire sentence.

QUIT—This lets you stop playing. If you want to save your position before quitting, follow the instructions in "Starting and Stopping". You can abbreviate QUIT to Q.

RESTART—This stops the story and starts over from the beginning.

RESTORE—This restores a game position made using the SAVE command. See "Starting and Stopping" for more details.

SAVE—This makes a "snapshot" of your current game position onto your storage diskette. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" for more details.

SCORE—*Zork* will show your current score and the number of turns you have taken. It will also tell you your rank, which is based on your score.

SCRIPT—This command tells your printer to begin making a transcript of the story as you play. A transcript may aid your memory but is not necessary to play the game. It will work only on certain computers; read the relevant section.

SUPERBRIEF—This commands *Zork* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Zork* will not even mention which objects are present. Of course, you can always get a 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 adventurers who are already very familiar with the geography. Also see VERBOSE and BRIEF.

UNSCRIPT—This commands your printer to stop making a transcript.

VERBOSE—This tells *Zork* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before. Also see BRIEF and SUPERBRIEF.

WAIT—This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap, and return to the game to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you encounter an alien being, you could WAIT to see what it will do. Or, if you are in a moving vehicle, you could WAIT to see where it will go. You can abbreviate WAIT to Z.

Tips for Novices

1. You may want to draw a map showing each location and the directions connecting it to adjoining locations. When you find yourself in a new location, make a note of any interesting objects there. Some puzzles, such as the Maze in *Zork I*, are almost impossible to solve without completely mapping the area. There are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT. Drawing a map isn't essential in *Zork*, but you might find it useful.

2. EXAMINE all objects you come across in the story.

3. If you find an object that you think you can use, TAKE IT. Some objects will help you solve some of the puzzles.

4. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of - even strange or dangerous actions may provide clues, and might prove to be fun! You can always save your position first if you want. Here's a silly example:

>PUT ON THE GREEN CALICO HAT
The munchkins giggle, but remain unconvinced that you're a witch.

You've just learned there is something which might convince the munchkins that you're a witch. They might even give you their enchanted broom. Perhaps if you put on that blue calico dress you saw earlier in the game...

7. Unlike other "adventure games" you may have played, there are many possible routes to the end of *Zork*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. You may find it helpful to go through *Zork* with another person. Different people may find different puzzles easy and can often complement each other.

IBM users only

9. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the directions at the top of your screen to see the hint of your choice.) You don't need to use the hints to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript to get a feel for how Infocom's interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to take a blue jacket, you could type in any of the following:

>GET JACKET
>TAKE THE JACKET
>PICK UP THE BLUE JACKET

If you type in a command that *Zork* doesn't understand, try rephrasing the command or using synonyms. If *Zork* still doesn't understand your command, you are almost certainly trying something that is not important in continuing your adventure.

Common Complaints

Zork will complain if you type a sentence that confuses it completely. *Zork* will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause *Zork* to ignore the rest of the sentences you typed, since the event may have changed your situation drastically.) Some of *Zork's* complaints:

I don't know the word "_____". The word you typed is not in the game's vocabulary. Sometimes using a synonym or rephrasing will help. If not, *Zork* probably doesn't know the idea you were trying to get across.

You used the word "_____ " in a way that I don't understand. *Zork* knows the word you typed, but couldn't use it in that sense. Usually this is because *Zork* knows the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, you are using LOWER as an adjective, but *Zork* might know LOWER only as a verb, as in LOWER THE BOOM.

There was no verb in that sentence! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

There seems to be a noun missing in that sentence! This usually means that your sentence was incomplete, such as EAT THE BLUE.

There were too many nouns in that sentence. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than *Zork* can digest in a single action.

I beg your pardon? You pressed the RETURN (or ENTER) key without typing anything.

It's too dark to see. In the story, there was not enough light to perform your action.

I don't see what you are referring to. You used HIM, HER or IT, but *Zork* isn't sure what person or object you meant.

You can't see any "_____ " here! The item you referred to was not visible. It may be somewhere else, inside a closed container, and so on.

The other object(s) that you mentioned isn't (aren't) here. You referred to two or more items in the same sentence, and at least one of them wasn't visible to you in your present location.

You can't go that way. There was no passage or exit in the direction you tried to move.

You can't use multiple (in)direct objects with "_____". You can refer to several items at the same time only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT. This restriction also applies to the use of ALL, as in DROP ALL. For example, ATTACK will not work with multiple objects; you couldn't say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

That sentence isn't one I recognize. The sentence you typed may have been gibberish, such as GIVE TROLL WITH SWORD. Or, you may have typed a reasonable sentence but used a syntax that *Zork* does not recognize, such as SMELL UNDER THE ROCK. Try rephrasing the sentence.

Running the Story on Your Computer

This tells you how to run your Infocom story on your computer, and provides a few other handy bits of information.

WHAT YOU NEED

IBM PC AND COMPATIBLES

- Required - computer running MS-DOS (version 2.0 or higher)
192 kbytes of RAM
blank disk or hard disk (for your play disk)
- Optional - printer (for SCRIPTing)
blank formatted disk (for SAVES)

ATARI ST

- Required - Atari ST series computer
Optional - blank 3.5" disks (for SAVES) compatible printer (for SCRIPTing)

COMMODORE AMIGA

- Required - Amiga computer
Optional - 256 K memory expansion cartridge (for faster execution)
extra 3.5" double-sided disks (for SAVES)
compatible printer (for SCRIPTing)

MAKING A BACKUP COPY

We recommend that you make a backup copy of the original story disk for your personal use. See your hardware manual for instructions on how to make disk copies. Put the original away in a safe place and always use the copy as your regular play disk.

LOADING THE STORY

IBM PC

One Drive or Two Drive System

1. Insert the play disk (this is the disk you made in the previous section) in drive A or your only drive) and turn on the computer.
2. Press <RETURN> twice or until you are at the DOS drive prompt (>).
3. Type in the title of your story (for example ZORK) or the first eight letters of it. Do not include spaces between two word titles (e.g., HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the optional command line switches (see section on Command Options - switches) that are available.
4. Press <RETURN>. In a few moments the story will begin. If it fails to appear consult the Troubleshooting section.

Hard-Drive System

1. Turn on the computer.
2. Connect to the directory into which you copied the files from the original story disk.
3. Type in the title of the story (e.g., ZORK) or the first eight letters of it. Do not include spaces between two word titles (e.g., HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the command line switches that are available.
4. Press <RETURN>

ATARI ST

Turn on your Atari ST and wait for the desktop to appear. Insert the story disk and open the disk window. Click once with the mouse on the program (.PRG) icon to select it, then choose OPEN from the File menu. A standard shortcut is to double-click on the program icon.

COMMODORE AMIGA

Turn on the Amiga and wait for the Workbench to appear. Insert the story disk and open the disk window, then double-click on the story icon. The story can also be started from within the Command Line Interpreter (CLI). If the default drive and directory are not the same as the stories, they must be changed with the "CD" command (for example, CD df1:) Then type in the story name.

TALKING TO THE STORY

Whenever you see the (>) prompt, the story is waiting for you to enter a command. If you make a mistake use the backspace key to erase the error. After you have typed your command, press <RETURN>. The story will respond and the prompt (>) will reappear.

If a description will not fit on the screen all at once, [MORE] will appear at the bottom of the screen. After reading the screen, press any key to see the rest of the description.

THE STATUS LINE

At the top of the screen is an area reserved for the status line. This area is used to display your present location in the story and it is updated after each move. The status line may also display (depending on the game) various other types of information including score, total moves, time, or character attributes.

SCRIPTING

You can use the SCRIPT command to print out a transcript of your moves in the story. The SCRIPT function is an optional feature which is not necessary to complete the story and may not be available with certain hardware. The transcript can be started at any point during the game.

Scripting Procedure

Check to see if your printer is ready and has paper, then type: SCRIPT <RETURN>. A message will appear asking you whether you would like to SCRIPT to a printer or to a file. If you want to use a printer just press <RETURN>.

IBM PC ONLY - To save the transcript to a disk file, enter a legal DOS file name and press <RETURN>. Remember, there is no output to the printer when you elect to write the transcript to a disk file.

COMMODORE AMIGA ONLY - If a problem occurs with the printer, the story will "timeout" (appear to hang) for 30 seconds or so, then a printer error message will appear. If you don't correct the problem before the 30 seconds are up, scripting is automatically cancelled. To stop the transcript type UNSCRIPT.

SAVING/RESTORING A STORY POSITION

You can save your current story position to any disk in any drive, space permitting. No other data on the save disk will be affected. You must use a previously formatted save disk.

IBM PC

1. Type: SAVE <RETURN>. A message will appear similar to this:
Enter save file name. (Default is A:STORY.SAV):
2. Enter a new file name (legal DOS please) or use the default provided. You may also specify a new default drive along with the file name. If no drive is specified in the default message, and you don't specify one, the Save will be made to the drive you are currently using. If you want to use the default just press <RETURN>. When the save is finished the story will respond with a message such as COMPLETED. If it responds with FAILED, consult the Troubleshooting section. Initial default file name (the one displayed the first time you type SAVE) is always "STORY".SAV. Whenever you enter a new file name, it becomes your default if the SAVE succeeds. For your convenience, SAVE and RESTORE share the same defaults.

ATARI ST

Using a Single Drive

Type SAVE at the prompt (>). The standard Atari ST dialog box for selecting files will be displayed. The directory in which your save will be stored (including drive identifier) appears near the top of the box.

If you want to SAVE to the story disk itself, simply choose a file name under which to save your position and type it into the selection area. It is not necessary to type ".SAV" after the name, this is added automatically.

To use a different save disk, remove the story disk from the drive and insert the new disk. IMPORTANT: You must click with the mouse on the shaded "title bar" area of the inner directory window to display the directory of the new disk.

After typing in the file name, click on the OK button, or press the RETURN key. If you want to cancel the save operation, click on the CANCEL button. The disk drive will spin for several seconds, and if all is well, the story will eventually respond:

OK
If it responds:

FAILED
consult the Troubleshooting section. After saving your story position, you may continue the story.

Using Multiple Drives

If your save disk is in a different drive from the story disk, the save procedure is identical to using a single drive except that you must identify the second drive by changing the directory specification (the line near the top of the dialog box). When the dialog box appears, edit the directory specification so that the drive letter corresponds to the drive containing your save disk. IMPORTANT: You must click with the mouse anywhere INSIDE the inner directory window to display the directory of the save disk.

The following keys are useful for editing items in the file selection box:

- up and down cursor keys - select item to edit.
- left and right cursor keys - position cursor within item.
- backspace and delete keys - erase the character before or after the cursor.
- ESC key - erase the whole item.

Restoring a Saved Story Position

To return to a previously saved story position, type RESTORE at the prompt (>). A standard dialog box will appear, showing a list of your saved positions on the indicated disk. If there are more save files on the disk than will fit in the window, the scroll bar becomes active. If you want to restore from a different disk, change disks as described in Section on SAVING. Click once over the name of the position you want to restore, then click on the OK button, or press the RETURN key. If you want to cancel the restore operation, click on the CANCEL button.

COMMODORE AMIGA

1. Type SAVE at the prompt (>). A message will appear asking you to choose a name for the save file.
2. If you want to SAVE to the story disk itself, just enter a file name and press RETURN.
3. If you want to SAVE to another disk, you must prefix the file name with either the name of the second disk (e.g., Saves:) or the name of the drive containing it (e.g., df0:). The prefix is needed even if the two disks were swapped using a single drive. If the save succeeds, the prefix becomes the default prefix, and need not be typed again for the next save.

The disk drive will spin for several seconds. If all is well, the story will respond:

OK
If it responds:
FAILED

consult the Troubleshooting section. After saving your position, you may continue with the story.

NOTE: The file "Icon.Data" is used to create icons for new save files. If you delete this file, new save files will not have visible icons.

Restoring a Saved Story Position

You can return to a previously saved story position at any time. Type RESTORE at the prompt (>). The most recently saved or restored position will be displayed as the default. Then enter the name of a save file, as in Section on SAVING.

If you want to return to the default position, you can just press the RETURN key.

DISK FAILED

If the story fails to load properly, or SAVE/RESTORE or SCRIPT fails, check each of the following items.

IBM PC

1. Make sure all connections on your computer are plugged in, connected properly, and that all power switches are turned on.
2. Make sure all disks are inserted correctly and that all drive doors are closed.
3. Inspect all disks for any visible damage.
4. For SAVE problems, make sure the Save disk is not write-protected. Also, make sure the disk has enough room for a Save file (approx. 35k per Save) and that it has been formatted properly. As a last resort, try a different disk.

You can check to see if your game is damaged by using the \$VERIFY Command.

Type: \$VERIFY at the story prompt (>) and press <RETURN>. If your story is currently frozen (ie. you are unable to type from the keyboard) you will have to reboot the disk, restart the story, and then type \$VERIFY.

After you successfully issue the \$VERIFY command the disk will spin for approximately a minute and then a message, similar to one of the following will appear:

GOOD - The disk has not been damaged and the data is intact. If you are having problems, they are most likely hardware related. It is also possible that there is a bug in the program.

NO GOOD - This indicates that the data on the disk is damaged. Repeat the \$VERIFY procedure several times. If possible, repeat the \$VERIFY procedure on another computer. If the game ever replies positively, the data is intact and you must look elsewhere for any problems you are encountering.

All disk and printer errors are handled within the story. If you encounter an error message you will be given the option to A (abort) or R (retry). In most cases choosing Abort will not throw you out of the game and cause you to lose your position. However, if you get an error message when the game is either Restoring or reading information from the disk (a probable indication of a damaged disk) choosing Abort will throw you back into DOS. In this case consult the section on Troubleshooting.

ATARI ST

1. Inspect all disks carefully for any visible damage.
2. For SCRIpTing, make sure the printer is connected properly, enabled for printing, not out of paper, etc.
3. Try again: the problem may only be only momentary.

If you continue to experience problems, follow this procedure.

Reboot the diskette. When the initial screen is displayed, type \$VERIFY at the prompt. The disk drive will spin for a minute or less and one of the following messages will appear.

1. "DISK CORRECT." The disk has not been damaged and the data is intact. The problem may be with your hardware, probably the disk drive. It is also possible the program contains a bug.

2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try \$VERIFY on another computer. If the story ever replies "DISK CORRECT", the data is intact. If you repeatedly get an internal error message on more than one computer, the disk has most likely been damaged.

COMMODORE AMIGA

1. Inspect all disks carefully for any visible damage.
2. For SAVES, make sure the save disk is not write-protected (the small opening in the corner of the disk should be covered).
3. For SCRIpTing, make sure the printer is connected properly, enabled for printing, not out of paper etc.
4. Try again; the problem may only be momentary.

If the story produces an error message, run the following procedure: Restart the story. When the initial screen appears, type \$VERIFY and press the RETURN key. The disk drive will spin for a minute or so, and a message similar to one of the following will appear.

1. "DISK CORRECT." The disk has not been damaged; the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible the story contains a bug.
2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the \$VERIFY process several times. Also try the \$VERIFY process on another computer. If the story ever replies "DISK CORRECT", the problem is in your hardware. If you repeatedly get an error message on more than one computer, the disk has most likely been damaged.

COMMAND OPTIONS (switches) - IBM PC ONLY

You may issue command options, by using switches, when you load the story. The switches allow you to tell the story extra information about the hardware you are using and how you want the story to be displayed on your computer's screen.

Switches are entered at the same time and on the same line as the story title when you load the story. They are all entered in the form "title" / command (e.g. HITCHHIK/r <RETURN>) with a space between the story title and the /.

Here is a list of switches which you may use.

Display Switches

In most cases, your story will be displayed in the most efficient and aesthetic manner possible. However, because of numerous types of hardware configurations and the different graphics characteristics of each story plus your own wants in terms of how the story display should look, you might try the following options:

/c - selects colour output provided colour compatibility and a colour monitor are available. The /c switch also allows you to select foreground and background colours after the switch (e.g., /c71 gives white on blue, which is the default). Refer to the system documentation for numbers to use.

/m - prohibits colour input. This is the default on machines without colour capability.

Other Switches

/p - If SCRIPTing to the printer isn't working well, type UNSCRIPT, SAVE your position, and quit the story. Then reload the story using the /p switch and try SCRIPTing again.

/f - Disables the UNDO feature in stories that use it. This switch is useful on machines with 256 kbytes or less of memory in the sense that it frees some memory (but disables a useful feature) thereby giving you somewhat faster game play. The UNDO feature is automatically disabled if there is not enough memory to support it. Machines with more than 256k will have enough memory to load the entire game with the UNDO feature, in which case the speedup is negligible.

/k - allows you to specify how much memory the story can use in kbytes. (e.g., /k128) Normally it uses as much as it can get. This switch might be useful if you think that the story is affecting or being affected by other memory resident programs that you have loaded.

COLOUR DISPLAY - ATARI ST ONLY

If you are using a colour monitor, you can change the colours used in the display. At the prompt (>), hold down the SHIFT key and use the four cursor keys to cycle through the available combinations.

If you are using a monochrome monitor, you can reverse the video in the same way.

AMIGA PREFERENCES - AMIGA ONLY

Several aspects of the story presentation can be changed using the Amiga Preferences tool, including text size (60 or 80 columns) and colour. The size can be changed only before the story is started. You also use Preferences to specify your type of printer and the port to which it is connected. The Amiga supports both parallel and serial devices.

MEMORY USAGE AND MULTI-TASKING

- AMIGA ONLY

On a multi-tasking computer such as the Amiga, tasks must share the available memory. Some tasks may require that a certain amount of free memory be available at all times. Also, actions like opening, resizing and hiding windows can temporarily require large amounts of memory.

When the Infocom story loads, it will always leave a specified amount of memory free. The default minimum amount is 64 Kbytes. This can be changed by starting the story from the CLI with a special argument of the form "F/n," where n is the new minimum number of bytes to leave free (for example, Zork F/32000). If you supply an argument, memory use statistics will be displayed when the story loads.

You may need to increase the amount of free memory if, for example, you are running several tasks and switching between them fails or causes the system to hang. On the other hand, you can probably decrease free memory if you are running only the story. This may reduce or eliminate disk activity on versions of the Amiga with limited memory.

Quick Reference Guide

The object of *Zork I* is to find the treasures of the Great Underground Empire and put them in your trophy case.

1. To start the story ("boot up"), see the relevant section.

2. When you see the prompt (>) on your screen, *Zork* is waiting for your input. There are four kinds of sentences or commands that *Zork* understands:

A. Direction commands: To move from place to place just type the direction you want to go: N, E, S, W, NE, SE, NW, SW, UP, DOWN, IN, OUT.

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK, OPEN THE DOOR, LOOK THROUGH THE WINDOW. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with Infocom's Interactive Fiction".

C. Commands given to people: To talk to characters in the game, type their name, then a comma, then what you want to say to them. For example: TROLL, GIVE ME THE AXE or OLD MAN, GO NORTH.

D. Special one-word commands such as INVENTORY or DIAGNOSE. A list of these appears in the "Special Commands" section.

3. Important! After typing your sentence or command you must press the RETURN (or ENTER) key before *Zork* will respond.

4. On most computers, your screen will have a special line called the "Status Line." It tells you the name of your current location, your score, and the number of turns you have taken.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE NECKLACE, you will be carrying it. Type INVENTORY to find out what you have.

6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

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PLANETFALL - 'Join the Patrol and see the Galaxy'. You took the poster's advice and marched into the recruitment station near your home on the backwater planet of Gallium. PLANETFALL teleports you 100 centuries into the future, onto a Stellar Patrol ship where your rank is Ensign 7th class - about as low as you can go. But then the ship explodes, and you are jettisoned onto a world plagued by floods, pestilence and a mutant Wild Kingdom. Luckily, you are accompanied by Floyd the mischievous robot - who might help you find the secret to saving it...

WISHBRINGER - A postal clerk in the seaside village of Festertown, you set out to deliver an envelope to Ye Olde Magick Shoppe. Familiarity reigns until an old woman in the shop persuades you to help find her kidnapped cat. Then your world takes on the dimensions of a nightmare, where trolls guard bridges, goldfish become piranhas, vultures spy on you, ghosts haunt the cemetery and your little post office becomes a fortress-like tower. You'll want to use The Wishbringer, a magical stone imbued with wishes, again and again as you confront unusual creatures - and finally, The Evil One.

LEATHER GODESSES OF PHOBOS - A hilarious spoof of 1930s pulp science fiction, you're kidnapped by the evil Leather Goddesses. They take you back to Phobos as an experimental subject, while preparations continue to turn earth into their private pleasure playground. Playing the role of a male or female, you'll embark on a bawdy, rousing and very amusing romp across the solar system. With three 'naughtiness levels', the game will please everyone - from the lewd to the crude.

AVAILABLE ON:

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(PC versions contain both 5.25" and 3.5" disks)

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