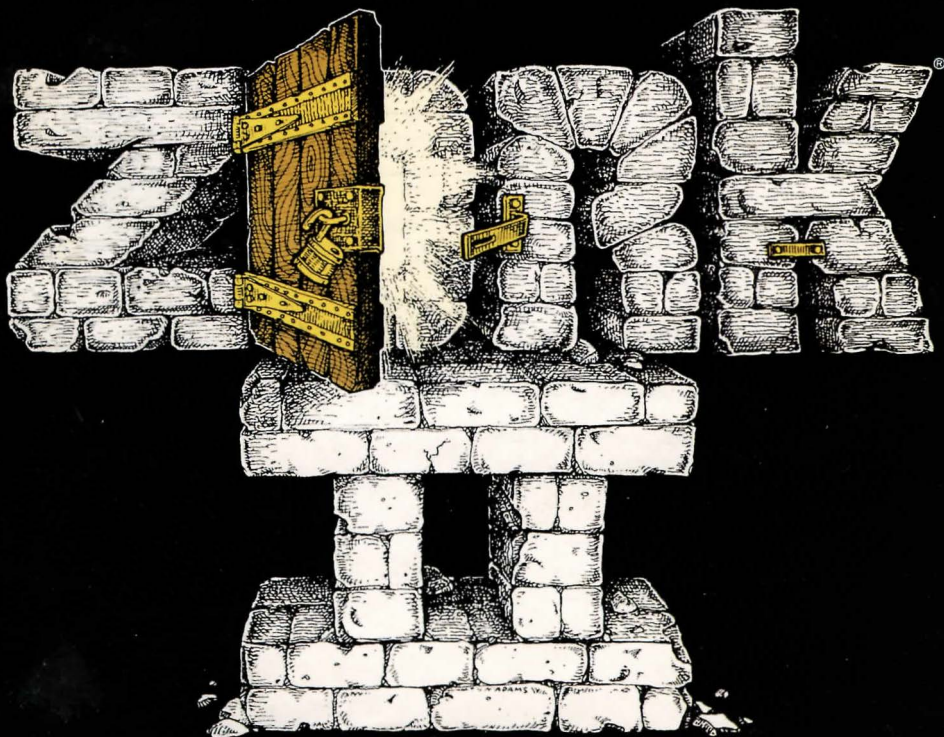


**The next step
downward to danger.**



Instruction Manual for ZORK II: Table of Contents

The Wizard of Frobozz

Welcome to ZORK! You are about to experience a classic interactive fantasy, set in a magical universe. The ZORK trilogy takes place 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 explore them in any order.

In ZORK II, you will explore a long-hidden region of the Empire, a region dominated by the Wizard of Frobozz. The Wizard was once a respected Enchanter, but when his powers began to fade he was exiled by Lord Dimwit Flathead the Excessive. Now, bordering on senility, the Wizard is still a force to be reckoned with. (Your goal, as you venture into the Wizard's realm, is to avoid his capricious tricks and learn to control his magical powers.)

If you're experienced with Infocom's interactive fiction, you may not feel like reading this entire manual. However, you should at least read about scoring and look at the appendix of recognized verbs.

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An Overview

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 Infocom's interactive fiction, such as the three ZORK adventures, 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 your adventure, 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 draw 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 adventure 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 II keeps track of your score. You'll get points for solving puzzles, acquiring treasures, performing certain actions and visiting certain locations. There may be a penalty for getting "killed."

Tips for Novices

1. Draw a map. It should include each location, the directions connecting it to adjoining locations and any interesting objects there. (See the small sample map that goes along with the sample transcript on page 21.) Some puzzles are almost impossible to solve without completely mapping the area. Note that there are 10 possible directions, plus IN and OUT. And since some passages twist and curve, going NORTH from Place A to Place B doesn't always mean that SOUTH will take you back to Place A.

2. Most objects that you can pick up are important, either as treasures or as solutions to puzzles, or both!

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

4. Read carefully. There are often clues in the descriptions of locations and objects, as well as in labels, engravings, books and so on. 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 fun 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 came across earlier in the story...

5. Unlike other "adventure games" that you may have played, there are many possible routes to the end of ZORK. 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.

6. You may find it helpful to explore ZORK with another person. Different people may find different puzzles easy and can often complement each other.

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

8. You can word a command in many different ways. For example, to turn the brass lantern on, you could use any of the following:

- > LIGHT LAMP.
- > TURN ON THE LAMP.
- > TURN THE LAMP ON.
- > ACTIVATE THE LAMP.
- > LIGHT THE BRASS LANTERN.

In fact, if the lamp is the only light source present, just typing LIGHT is enough, since ZORK will assume you meant the lamp. But more about that in the next section...

Communicating with ZORK

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 finish typing a sentence, press the RETURN (or ENTER) key and ZORK will process your request. ZORK will 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. You can use the eight compass directions: 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 several examples. (Note that 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 THE BUTTON
- > OPEN THE WOODEN DOOR
- > EXAMINE THE SCUBA GEAR
- > LOOK BEHIND THE 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

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

- > 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

You can include several sentences on 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 "ZORK

Complaints").

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

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

You will meet other people and creatures as you explore 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 one person more than one command 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 is only one possible object that you could mean. 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 mean. 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 your adventure.

Starting and Stopping

Starting the story: Now that you know what to expect when you venture into the caverns of ZORK, it's time for you to "boot" your disk. To load ZORK, Refer to Running the Story on your Computer.

Following the copyright notice and the release number of the story, you will see a description of the place where the story begins.

Here's a quick exercise to help you get accustomed to interacting with ZORK II. Try the following command first:

> EXAMINE THE LAMP

Then press the RETURN (or ENTER) key. ZORK II will respond:

The lamp is turned off.

Now try:

> TURN IT ON

After you press the RETURN (or ENTER) key, ZORK II will respond:

(Taken)

The lamp is now on.

Saving and restoring: It will probably take you many days to complete ZORK II. Using the SAVE feature, 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 disk. If you are a cautious adventurer, 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 press the RETURN (or ENTER) key. Refer to Running the Story on your Computer.

Some systems require a blank disk, 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 restore a saved position any time you want. To do so, type RESTORE at the prompt (>), and press the RETURN (or ENTER) key.

Refer to Running the Story on your Computer.

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 story, 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, and press the RETURN (or ENTER) key.

If you want to stop, type QUIT. Once again, ZORK will ask if this is really what you want to do. If you do, type Y and press the RETURN key.

Remember when you RESTART or QUIT: if you want to be able to return to your current position, you must first do a SAVE.

Appendix A

Quick Reference Guide

1. To start the story ("boot up"),
Refer to Running the Story on your Computer.

2. When you see the prompt (>) on your screen, ZORK is waiting for your command. 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 (or NORTH), E, S, W, NE, SE, NW, SW, U (or UP), D, IN, OUT.

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

C. Commands given to people: To talk to characters in the story, 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: some one-word commands, such as INVENTORY or DIAGNOSE, give you specific information or affect your output. A list of these appears in the "Important Commands" appendix.

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 see a list of everything you are carrying.

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.

Appendix B Important 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.

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.

QUIT—This lets you stop. 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 story position made using the SAVE command. See "Starting and Stopping" for more details.

SAVE—This makes a "snapshot" of your current story position onto your storage disk. 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 venture onwards. A transcript may aid your memory but is not necessary.

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.

VERSION—ZORK responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in ZORK.

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 story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you 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.

Appendix C Some Recognized Verbs

This is only a partial list of the verbs that all three ZORK adventures understand. There are many more. Remember that you can use a variety of prepositions with them. For example, LOOK can become LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, LOOK AT and so on.

ANSWER	FOLLOW	SAY
ATTACK	GIVE	SEARCH
BLOW	INFLATE	SHAKE
BREAK	JUMP	SLIDE
BURN	KICK	SMELL
CLIMB	KNOCK	STAY
CLOSE	LIGHT	STRIKE
COUNT	LISTEN	SWIM
CROSS	LOCK	TAKE
CUT	LOOK	TELL
DEFLATE	LOWER	THROW
DIG	MOVE	TIE
DRINK	OPEN	TOUCH
DROP	POUR	TURN
EAT	PRAY	UNLOCK
ENTER	PULL	WAKE
EXAMINE	PUSH	WALK
EXIT	PUT	WAVE
EXTINGUISH	RAISE	WEAR
FILL	READ	WIND

Appendix D ZORK 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 "(your word)." The word you typed is not in the story'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 "(your 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 ROPE.

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.

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 hit 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.

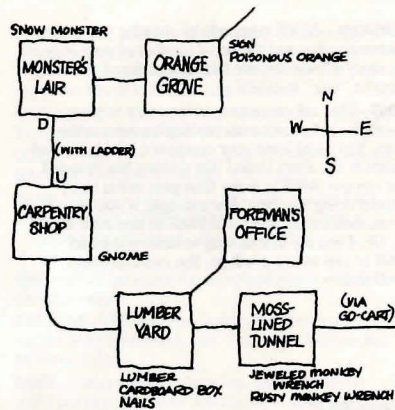
I DON'T SEE WHAT YOU ARE REFERRING TO. You used HIM, HER or IT, but ZORK isn't sure what person or object you meant.

YOU CAN'T SEE ANY "(object)" 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 "(your verb)." 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.



> 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 10 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 JEWELLED 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."

> PUT THE LADDER THROUGH THE HOLE

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.

Appendix E

Sample Transcript and Map

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

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 keeps
over. His body vanishes in a cloud of acrid black smoke.

> EAST

Orange Grove

A path leads northeast through this small grove of or-
ange 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

Aaarrrr! 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 sympa-
thy 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 south-
west. The river below flows quickly amongst pointy rocks.
There is a lamp here.

Appendix F

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)
printer (for SCRIPTing)
blank formatted disk (for SAVES)

Optional

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

THE AMIGA INFOCOM STORY DISK IS NOT
AUTOBOOT AND REQUIRES WORKBENCH TO RUN
Turn on the Amiga, insert Workbench disk at Workbench prompt 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
d1:). 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 names) 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
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., **d0:**). 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
FAILED

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.

TROUBLESHOOTING

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 for the form "Fin," 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.

Appendix G

Author Biographies

Marc Blank. A graduate of MIT and the Albert Einstein College of Medicine, Marc has been involved in writing interactive fiction since its formative period in the late 1970s. Co-author of the original mainframe version of ZORK in 1977, he was instrumental in laying the groundwork for the appearance of interactive fiction on personal computers in the early 1980s. He is co-author of ZORK I, ZORK II, ZORK III and ENCHANTER™ and is sole author of DEADLINE™ the first interactive mystery. His continuing work in interactive technologies in large part made Infocom's name synonymous with interactive fiction. His mother still wishes he would practice medicine.

Dave Lebling. Dave Lebling was born in Washington, D.C. and 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 was a co-author of the original mainframe ZORK. He has co-authored ZORK I, ZORK II, ZORK III and ENCHANTER, and written STARCROSS™ on his own. He is married and lives in a suburb of Boston, where his appetite for the printed word is restrained only by the volume of his house.

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VIRGIN PRODUCT MANAGER: ANDREW WRIGHT

VIRGIN ARTWORK & DESIGN MANAGER: NIGE WEBB

PRODUCTION MANAGER: DOZY ROSIE

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ZORK I - The great underground empire beckons you into a world fraught with danger and discovery. Using all the cunning you can muster, you'll plunge far below the surface of the earth in search of the incomparable treasures of Zork. In this, the original Infocom adventure, you'll come face to face with creatures so outlandish they defy description. And you'll wander through an underground domain so vast, with so many twists and turns, that it will offer you new surprises no matter how many times you explore it.

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 Festerton, 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.

HITCHHIKER'S GUIDE TO THE GALAXY - Written by Douglas Adams, the author of the radio series, book and TV series of the same name, this is the most mind-bogglingly hilarious game ever produced by Infocom. Mr Adams wrote new material and designed problems specially for this interactive story, which follows the plot of the original (with one or two deviations!). As the story begins, you are Arthur Dent, and a bulldozer is about to level your house. Grab a pint of bitter and join Ford Prefect, Trillian, Zaphod Beeblebrox and Marvin the Paranoid Android on a cosmic jaunt into the regions where anything can - and does - happen. And don't forget your towel!

ZORK III - Zork III: The Dungeon Master draws you into the deepest and most mysterious reaches of the Great Underground Empire. Nothing is as it seems. And the one responsible for the shadow and darkness - the Dungeon Master - embodies the greatest mystery of all. In this test of wisdom and courage, you will face countless dangers. But what awaits you at the culmination of your odyssey is well worth risking all.

ENCHANTER - In Enchanter, the first of a series in the tradition of Zork, you are a novice magician whom fate has chosen to do singlehanded combat with a dark and fierce power. But worldly weapons will avail you naught, for your foe is the Evil Warlock who holds sway over the land. To defeat him, you'll need to use all the cunning you can muster, along with spells acquired on your way. If you succeed, you will be elevated to a seat in the illustrious Circle; if you fail ... but one does not speak of such things.

SORCERER - The second in the Enchanter series takes you on a magical tour through the darker side of Zorkian enchantment. Your journey begins with a cryptic diary - the last trace of the now-vanished Belboz the Necromancer, grand and powerful leader of the Guild of Enchanters. It is feared that Belboz is in thrall to evil sorcery. If so, the freedom of the land and the very existence of the Circle of Enchanters could be forfeit. To rescue the kingdom and locate your mentor in the treacherous mists of Time, you must gain the powers and cunning of a true sorcerer.

DEADLINE - Deadline pits you, the chief of detectives, against a 12 hour time limit in this classic locked door mystery. A wealthy industrialist is dead of a drug overdose and you've been called in to determine whether it's suicide or murder. To learn whodunit, you must sift through a myriad of clues and motives. No easy feat, for all six of your suspects exercise free will - coming and going, scheming and manoeuvring independently of your actions. And some of these personalities are so treacherous that, should you make the wrong move, one of them may do you in.

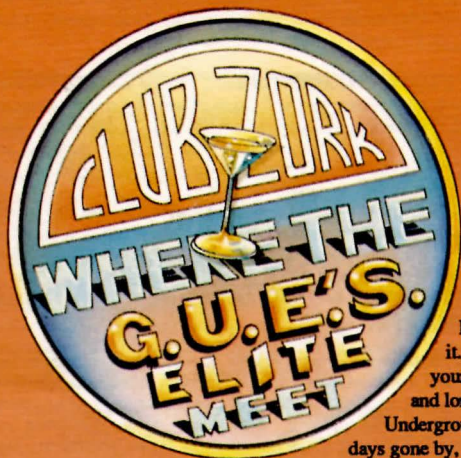
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belfry over the years, he is still capable of putting his sorcery to evil use against a mere human intruder such as yourself.

Your only hope is to outsmart the ancient necromancer at his trickery, solve a barrage of diabolical puzzles and, ultimately, bring the Wizard's powers under your control. Unless you succeed in this test of brains and bravery, you may be doomed to an eternity of wandering the endless catacombs of the vast subterranean realm.

Good luck, hearty soul, as you venture forth - and downwards. We wish we could shout stronger words of encouragement after you as you go, but there's nothing except darkness at the end of the tunnel as far as we can see. That must be the Wizard down there, waiting for you.