CLASSIC TEXT ADVENTURE
MASTERPIECES

Your greatest challenge
lies ahead—and downwards.

ZORK I
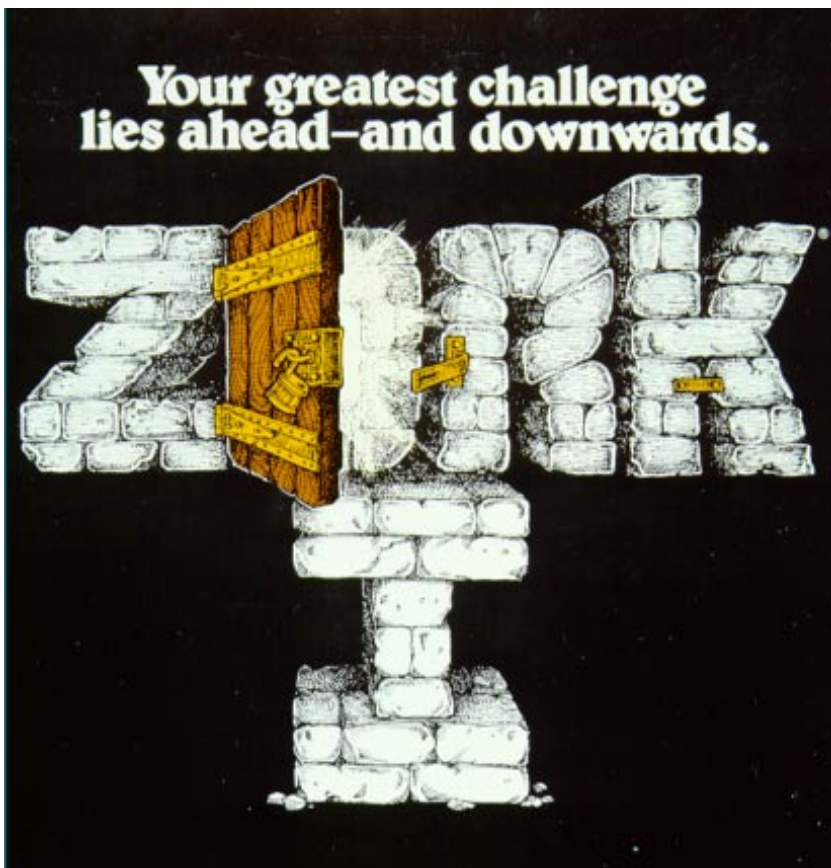
Manual

*To **play** this game please exit Adobe Acrobat Reader and follow the instructions for your system in the CD Booklet.*

INFOCOM ®

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

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

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

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

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

There are many different kinds of sentences used in "LOST TREASURES". Here are some examples:
>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE THE BIRDCAGE
>OPEN THE PANEL
>READ ABOUT DIMWIT FLATHEAD
>LOOK UP MEGABOZ IN THE ENCYCLOPEDIA
>LIE DOWN IN THE PINK SOFA
>EXAMINE THE SHINY COIN
>PUT THE RUSTY KEY IN THE CARDBOARD BOX
>SHOW MY BOW TIE TO THE BOUNCER
>HIT THE CRAWLING CRAB WITH THE GIANT NUTCRACKER
>ASK THE COWARDLY KING ABOUT THE CROWN JEWELS

You can use multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:
>TAKE THE BOOK AND THE FROG
>DROP THE JAR OF PEANUT BUTTER, THE SPOON, AND THE LEMMING FOOD
>PUT THE EGG AND THE PENCIL IN THE CABINET

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

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

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

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

>EXAMINE THE APPLE. TAKE IT. EAT IT
>CLOSE THE HEAVY METAL DOOR. LOCK IT
>PICK UP THE GREEN Boor. SMELL IT. PUT IT ON.
>TAKE ALL
>TAKE ALL THE TOOLS
>DROP ALL THE TOOLS EXCEPT THE WRENCH AND THE MINIATURE HAMMER
>TAKE ALL FROM THE CARTON
>GIVE ALL BUT THE RUBY SLIPPERS TO THE WICKED WITCH

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

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

>WHO IS LORD DIMW1T?
>WHAT IS A GRUE?
>WHERE IS EVERYBODY?

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

>JESTER, HELLO
>GUSTAR WOOMAX, TELL ME ABOUT THE COCONUT
>UNCLE OTTO, GIVE ME YOUR WALLET
>HORSE, WHERE IS YOUR SADDLE?
>BOY, RUN HOME THEN CALL THE POLICE
>MIGHTY WIZARD, TAKE THIS POISONED APPLE. EAT IT

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

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

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

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

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

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

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

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

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

RESTORE **-** This restores a previously saved position.

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

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

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

Infocom Basic Commands (cont.)

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

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

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

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

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

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

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

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

Zork:

The Great Underground Empire

Welcome to Zork!

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

About the Authors

Dave Lebling was born in Washington, D.C., in a hospital that was torn down soon thereafter. He grew up in suburban Maryland.

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

The Bellicose King

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

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

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

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

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

An Empire Goes Underground

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

Within months, Quendor's navy was returning from voyages with tales of a magical land on the distant eastern shore of the Great Sea. Duncanthrax was incensed that this vast land existed outside his dominion, and spent many nights storming the halls of his castle bellowing at his servants and advisors. Then, one day, he had a sudden inspiration: assemble a huge fleet, cross the Great Sea and conquer the lands on the eastern shore. Not only would he extend his empire, but he'd finally have a market for all that useless granola.
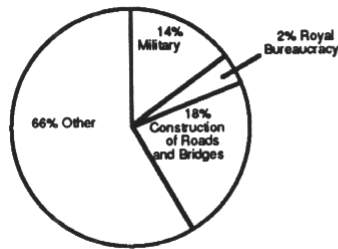
As Duncanthrax's invasion swept across the new lands, he made a startling discovery: huge caverns and tunnels, populated by gnomes, trolls and other magical races, all of whom loved granola. Even as Duncanthrax conquered this region, his imagination was inspired by this natural underground formation.

If these caverns and tunnels were possible in nature, so might they be formed by humans! Duncanthrax realized that by burrowing into the ground he could increase the size of his empire fivefold or even tenfold!
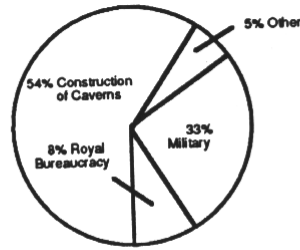
The Frobozz Magic Construction Company (the forerunner of the modern industrial giant FrobozzCo International) was formed to undertake this project in 668, For the remaining 20 years of Duncanthrax's reign, cavern-building continued at a breakneck pace. The natural caverns in the eastern lands were expanded tremendously, and new caverns and passages were dug in the western lands, chiefly in the vicinity of Duncanthrax's castle, Egreth, By the time of his death in 688, Duncanthrax ruled virtually all territory in the known world, above and below ground.
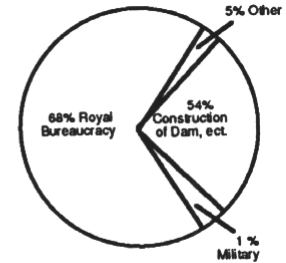
EXPENDITURES OF THREE ROYAL GOVERNMENTS

580 GUE

- 14% Military
- 2% Royal Bureaucracy
- 66% Other
- 18% Construction of Roads and Bridges

680 GUE

- 5% Other
- 54% Construction of Caverns
- 8% Royal Bureaucracy
- 33% Military

780 GUE

- 5% Other
- 68% Royal Bureaucracy
- 54% Construction of Dam, ect.
- 1% Military

These pie charts show the fiscal priorities of the Empire under three kings who ruled centuries apart: Bozbo 1V, Duncanthrax and Dimwit Flathead.

The Flatheads

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

In 770, nearly a century after the death of Duncanthrax, his great-great-grandson, Dimwit Flathead, assumed the throne. Lord Dimwit, as he liked to be called, was a colorful character, but was also the single worst ruler the Empire ever produced. His vanity was surpassed only by his outrageous sense of proportion. For example, his coronation took 13 years to plan (and therefore took place two-thirds of the way through his reign), lasted an additional year and a half, and cost 12 times the Empire's GNP.
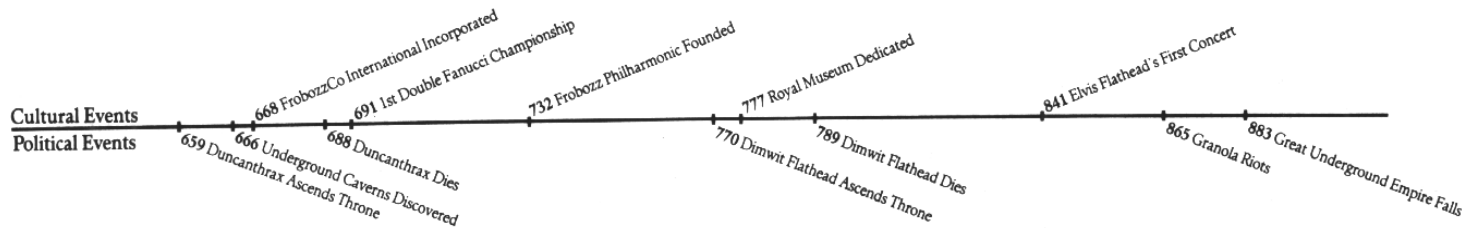
Dimwit was the first king to call Quendor "The Great Underground Empire," and within a few years the new name had completely displaced the older one. Dimwit also renamed the Great Sea "the Flathead Ocean ,"and seemed to prefer the newer lands on the eastern shore. He even moved the Empire's capital from Egreth (in the westlands) to Flatheadia (in the eastlands).

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

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

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

IMPORTANT POLITICAL AND CULTURAL EVENTS

Cultural Events
668 FrobozzCo International Incorporated
691 1st Double Fanucci Championship
732 Frobozz Philharmonic Founded
777 Royal Museum Dedicated
841 Elvis Flathead's First Concert

Political Events
659 Duncanthrax Ascends Throne
666 Underground Caverns Discovered
688 Duncanthrax Dies
770 Dimwit Flathead Ascends Throne
789 Dimwit Flathead Dies
865 Granola Riots
883 Great Underground Empire Falls

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

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

Fall of the Empire

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

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

THE KINGS OF QUENDOR

The Entharion Dynasty		The Flathead Dynasty	
Entharion the Wise	0-41	Duncanthrax the Bellicose	659-688
Mysterion the Brave	41-55	Belwit the Flat	688-701
Zylon the Aged	55-398	Frobwit the Flatter	701-727
Zilbo I	398-423	Timberthrax Flathead	727-738
Bozbo I	423-429	Phloid Flathead	738-755
Zilbo II	429-451	Mumberthrax Flathead	*755-770*
Harmonious Fzort	451-477	Dimwit FLathead	*770-789*
Bozbo II	477-481	Loowit Flathead	789-813
Thaddium Fzort	481-545	Duncwit Flathead	813-843
Mumbo I	545-569	Barbawit Flathead	843-845
Bozbo III	569-575	Idwit Oogle Flathead	845-881
Bozbo 1V	575-619	Wurb Flathead	881-883
Mumbo II	619-628		
Zilbo III	628-659		

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