

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



**An INTERLOGIC[™]
prose adventure**

INFOCOM[™]

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**The Great
Underground Empire**

INFOCOM

55 Wheeler St. Cambridge, MA 02138

Welcome to ZORK!

I had some critics of the world of ZORK you've never truly experienced (make your own!)

Both ZORK Land ZORK II are designed so that you'll experience their challenge in the most subtle, serene, Yoda, an' communitarian in complete sense, rather than two worlds in a row with the largest vocabulary and widest range of command options in the genre. Because ZORK is experienced in the most serene you'll ever encounter, it will take all your available abilities to survive and emerge victorious in the underground. And because the challenges change with every move you make, each time you re-enter ZORK, you'll have new intrigues.

ZORK I: The Great Underground
Labyrinthine mazes with perils and predicaments ranging from the most subtle to the most obvious, as you strive to discover the *Dark Treasury of ZORK*, and escape with them and your life!

ZORK II: The Wizard of Frobozz
Take your time to explore depths of the subterranean realm. These you'll meet, the Wizard who will attempt to continue your quest with his capricious powers.

Loading ZORK

Follow ZORK, follow the instructions on your Reference Card.

The copyright notice, and the serial number will appear following a description of the starting location of the game.

WEST OF HOUSE

YOU ARE STANDING IN AN OPEN FIELD WEST OF A WHITE HOUSE WITH A BOARDED FRONT DOOR. THERE IS A SMALL MAILBOX HERE.

Whenever you see the prompt (Z) ZORK is waiting for you to type in your instructions. When you have finished typing in your instructions, press the RETURN key. ZORK will respond and then the prompt (Z) will reappear. Next to the prompt (Z) or typing the following:

OPEN THE MAILBOX

and press the RETURN key. ZORK responds with the:

OPENING THE MAILBOX REVEALS A LEAFLET.

You may respond to ZORK by typing:

READ THE LEAFLET

and press the RETURN key. ZORK responds and tells you:

(TAKEN)

WELCOME TO ZORK

ZORK IS A GAME OF ADVENTURE, DANGER, AND LOW CUNNING. IN IT YOU WILL EXPLORE SOME OF THE MOST AMAZING TERRITORY EVER SEEN BY MORTALS.

NO COMPUTER SHOULD BE WITHOUT ONE!

Read the **RULES AND STRATEGIES** section for further directions and hints.

Talking to ZORK

With a few exceptions, ZORK games just talk to ZORK as plain English typing in all your requests, about your keyboard when you see the prompt (>) ZORK always you to utter more some words, though because you are them often. When you have finished typing a line, press the RETURN key and ZORK will digest your request.

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

All words you type are distinguished by their first six letters and all subtle distinctions are ignored. For example typing **OPEN THE ENCYCLOPEDIA** is equivalent to typing **OPEN THE ENCYCL** or better still **OPEN THE BOOK**.

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

TAKE THE GOLD DROP GOLD PICK UP GOLD PUT DOWN THE GOLD GO NORTH NORTH WALK NORTH N WALK AROUND THE HOUSE PUSH BUTTON PUSH THE RED BUTTON OPEN WOODEN DOOR LOOK AT THE WALL LOOK UNDER ROCK LOOK BEHIND CURTAIN LOOK IN BAG READ A BOOK READ ALL OF THE BOOKS DROP ALL TAKE ALL DROP ALL BUT THE KNIFE

You must separate multiple objects of a verb by the word **AND** or **OR** as in the following example:

TAKE ALL BUT THE KNIFE AND THE LAMP PUT THE GOLD AND JEWELS IN THE TROPHY CASE THROW THE NEWSPAPER THE RED BOOK AND THE MAGAZINE IN THE CHASM

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

TAKE BOOK IN DROP BOOK AND CANDLE TAKE THE BOOK THEN IN DROP BOOK AND CANDLE

There are only two kinds of questions that ZORK understands: **WHAT** and **WHERE**. For example: **WHERE IS THE GOLD? WHAT IS A GRUE?**

ZORK tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, ZORK will sometimes decide that there was only one possible object you could have meant. When it does so, it will tell you by displaying, for example, **(WITH THE ROPE)**. If your sentence is ambiguous, ZORK will ask what you really meant. Most such questions (for example, **WITH WHAT? OR BY UNSPECIFIED OBJECT (OR OBJECT) ROPE**)

ZORK uses many more words than it understands. ZORK's vocabulary consists of several hundred words which are nearly all you are likely to use when working with ZORK. However, ZORK's responses are printed in several colors: green, red, blue, and purple. ZORK will display English-like responses that it is unable to possibly analyze. Indeed, ZORK's responses may refer to something to which you cannot refer (perhaps to your destiny). In that case, it is not essential to the story and appears in ZORK's response only to enhance your mental imagery.

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

Rules and Strategies

ZORK I:

The Great Underground Empire

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

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

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

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

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

Concepts for Exploring

Items, things that you can take, the objects in the story are not a rank, directly obvious.

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

Fighting: Characters in the story will do a job, fight back when attacked. They may in some cases attack you unexpectedly. Some of these beings are stronger than others; it might be advisable to wait awhile before tackling them. Coming off second best in a fight may leave you somewhat the worse for wear; you might want to go ZORK to improve your physical condition.

Vehicles: There are objects in the story that have the ability to transport you to unspecified regions that are truly desirable. Needless to say you take a great personal profit in venturing into such regions.

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

Commands for Exploring

The best way to move from place to place is to type the direction you want to go. Acceptable directions are NORTH or N, SOUTH or S, EAST or E, WEST or W, NE, NW, SE, SW, or NORTH-EAST, NORTHWEST, SOUTHEAST or SOUTHWEST (no hyphen), and also U or UP and D or DOWN.

When you enter a particular place (ZORK calls any kind of place a "room") for the first time, ZORK usually displays the name of the room, a description of it, and then a list, separated by one or more blank spaces, of the items with which you might want to interact. When you return to a room, ZORK normally displays just the name of the room and the names of the objects in it.

The **VERBOSE** command tells ZORK to show the descriptions of rooms and objects every time you go there, not just the first time. The **BRIEF** command tells ZORK to fully describe only newly encountered rooms and objects as it did initially. For moving through areas you already know well, the **SUPERBRIEF** command tells ZORK to show only the name of the room (even on your first visit there) and the names of the most important objects in the room. You can always get a description of the room you are in and the objects in it by typing **LOOK** (or the abbreviation **L**).

Suggestions for More Successful ZORK Playing

It is essential that you draw a map. Some of the problems in the game (the Maze in ZORK I, for one example) cannot be solved without mapping. Remember that there are 10 possible directions. In certain situations some of ENTER, EXIT or IN, OUT) apply.

Read the riddles carefully. There are clues in some of the descriptions, labels, enclosures, and books, etc.

More objects in the game than you are taken are important, either as clues, keys or for solving problems. Some items are also needed to solve problems.

Unlike other games with which you may be familiar, there are many possible ways to the same goal, completion of ZORK. There is no correct order for solving problems. Some problems have more than one solution, or don't need to be solved at all.

It is often helpful to play ZORK with another person. Different people find different problems easy and can often complement each other.

Don't be afraid to try something bold or strange—you can always save your state first if you want. Testing the game can be fun and often will give you a clue. A nonsense example:

```
> GIVE THE CATERPILLAR TO THE CHRISTMAS-TREE MONSTER
THE CHRISTMAS-TREE MONSTER IS REVOLVED AT THE THOUGHT OF ADORNING ITS BRANCHES WITH A CATERPILLAR
```

You have just learned that there is probably something which would be a delicious pleasing to the monster and possibly a solution to the problem.

How to Quit

If you want to stop playing, and never continue from this particular position again, type **QUIT**. **ZORK** will respond: **YOUR SCORE WOULD BE score (TOTAL OF 360 POINTS) IN number MOVES. THIS SCORE GIVES YOU THE RANK OF rank. DO YOU WISH TO LEAVE THE GAME? (Y IS AFFIRMATIVE) >**

Type **Y** next to the prompt (**>**) and press the **RETURN** key.

If you never want to continue from this particular position again, but you want to keep playing, type **RESTART** after the prompt (**>**). **ZORK** responds by starting the game over from the beginning.

If you want to continue playing from this particular position, but at a later time, follow the **SAVING A GAME POSITION** instructions.

Saving a Game Position

It will take you some time to play **ZORK** through to the end, just as it takes you some time to finish a good book. You will almost certainly not finish trying to slitting **ZORK** off his ears, you continue playing 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. There is a **ZORK** command called **SAVE** that makes a snapshot of your position in the game. If you are a lost soul or prudent player, you may want to save your position before you embark upon the often perilous or dangerous parts of the journey. Having taken a snapshot, you can go back to that position even though you may get lost or killed elsewhere!

When the prompt (**>**) appears, type **SAVE** then press the **RETURN** key. Then follow the instructions on your Reference Card.

Restoring a Saved Game Position

When you want to continue playing from where you made a snapshot, follow the **RESTORE** procedure. You can **RESTORE** a saved snapshot at any time during play.

When the prompt (**>**) appears, type **RESTORE** and press the **RETURN** key. Then follow the instructions on your Reference Card.

ZORK will now let you continue playing from your restored position. You can type **LOOK** for a description of where you are.

List of ZORK Commands

To simplify your adventures, you may order ZORK to give you information by typing specific commands. These commands can be used over and over again as needed, but they are each considered one complete move. Type your command or a variation to ZORK after the prompt (Z) appears.

The list of commands is:

AGAIN

ZORK will respond as if you had repeated your previous command.

BRIEF

This command tells ZORK to fully describe only new objects and items in a room and objects that are already visited and objects that only been will be described by printing the room name and the object names only.

DIAGNOSE

ZORK gives you a medical report of your physical condition. This is particularly useful if you have just suffered a dangerous attack.

INVENTORY

ZORK lists your possessions. If you've noticed the thief lurking about, you might want to check to see if your belongings are still there. You may abbreviate **INVENTORY** by typing **I**.

LOOK

ZORK describes your surroundings in detail. You may abbreviate **LOOK** by typing **L**.

QUIT

This gives you the option to quit playing. If you want to save your position, first read the instructions under **SAVING A GAME POSITION**. You may abbreviate **QUIT** by typing **Q**.

RESTART

This ends the game and starts the game over from the beginning.

RESTORE

Restores a game position you saved with the **SAVE** command. See the section for **SAVING A SAVED GAME POSITION**.

SAVE

Saves a game position on your storage device. See the section for **SAVING A GAME POSITION**.

SCORE

ZORK shows your current score with the number of points you have made and your rank. Your rank is your total as a professional ZORK player and is based on the number of points you have scored.

SCRIPT

This command assumes you have a printer. It commands the printer to begin printing a transcript of your game session.

SUPERBRIEF

This command tells ZORK to show you only the name of the room you have entered and no other information. It is briefer than **BRIEF**.

UNSCRIPT

This command stops your printer from printing.

VERBOSE

This command tells ZORK to show you a long description of the items and the objects in a room whenever you enter a room.

VERSION

ZORK responds by showing you the release number and serial number of your copy of the game.

WAIT

This command causes time in the game to pass. Normally between moves, no time is passing as far as ZORK is concerned — you could leave your computer take a nap, and return to the game, to find that nothing has changed. **WAIT** is used when you want to find out what will happen in the game if you do absolutely nothing while some moves. For example, if you enter a letter on a door being you could **WAIT** and see what it will do.

Appendix

ZORK's Responses

ZORK may occasionally have a few words for you when it wants you to clarify your instructions. Some of ZORK's responses are:

I DON'T KNOW THE WORD your word. The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be understood. If not, ZORK probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD your word. **HERE**, ZORK knows the word you typed, but the word makes no sense where you put it in the sentence. Open the file, for example.

YOU MUST SUPPLY A VERB Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE IS A NOUN MISSING IN THAT SENTENCE This usually indicates an incomplete sentence, such as, Put the lamp in the, where ZORK expected another noun and couldn't find one.

TOO MANY NOUN CLAUSES An example is, Put the milk in the basket with the shovel. A valid ZORK sentence has at most one direct object and one indirect object.

BEG PARDON? You did not type anything after the prompt (?:) and before you pressed the RETURN key on your keyboard.

IT'S TOO DARK TO SEE In the story there was no light to see objects in the room.

I CAN'T SEE ANY object **HERE** In the story the object you referred to was not accessible to you.

MULTIPLE OBJECTS CANNOT BE USED WITH your verb. It is legal for you to use multiple objects if you use nouns or noun phrases separated by **and** or **or** (externally only with certain verbs). Among the more useful of these verbs are take, drop, and put.

I DON'T UNDERSTAND THAT SENTENCE You typed a sentence that is gibberish, for example, Give troll with sword. You might try rephrasing the sentence.

Reference Section

Sentence Syntax

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

Command Summary

The following commands can be entered when the prompt (Z) has appeared on the screen. (For explanations, see LIST OF ZORK COMMANDS section.)

AGAIN	SAVE
BRIEF	SCORE
DIAGNOSE	SCRIPT
INVENTORY	SUPERBRIEF
LOOK	UNSCRIPT
QUIT	VERBOSE
RESTART	VERSION
RESTORE	WAIT

Common Verbs

The following is a list of verbs commonly used by adventurers. This list does not represent the entire vocabulary available, and makes no mention of the numerous variations you can construct using prepositions (e.g. **LOOK UNDER, LOOK AT, LOOK INSIDE, LOOK THROUGH**, etc.)

ATTACK	MUOVE
BURN	OPEN
CLIMB	POUR
CLOSE	PULL
DIG	PUSH
DRINK	PUT
DROP	READ
EAT	SLIDE
ENTER	TAKE
EXAMINE	THROW
FILL	TIE
FOLLOW	TURN
GET IN	WALK
GIVE	WAVE
GO	WHAT IS
KILL	WHERE IS
LOOK	

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