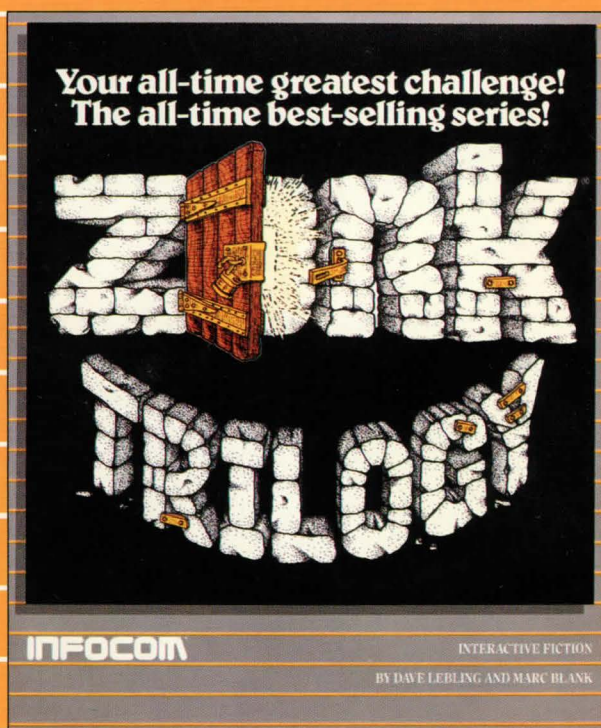


# InvisiClues<sup>TM</sup>

The Hint Booklet for  
Zork I, Zork II and Zork III



**INFOCOM<sup>TM</sup>**



## Introduction

### What are InvisiClues?

The essence of all Infocom interactive fiction is solving puzzles. The purpose of *InvisiClues* hint booklets is to maximize your enjoyment of the story by giving you only those hints that you need to continue and complete the story.

The invisible hints generally progress from a gentle nudge in the right direction to a full answer. The questions, which naturally have to be visible, have been worded to give away as little as possible. You should not use the presence or absence of a question on a certain topic as an indication of importance, and you should not assume that long answers are associated with important questions. This booklet includes dummy questions and answers in order to minimize this problem.

### How to use this booklet

If you are stuck at some point in *ZORK I, II or III*, find the question that most pertains to your situation. Uncap the marker and run it once over the first hint. The writing will appear within a second or two. If you are still stumped, go on to the next hint. (Remember to recap the marker when you are done to prevent it from drying out. And by the way, this booklet is not immortal. *InvisiClues* you've developed will start to fade after a couple of months.) For example:

### How many grues does it take to screw in a light bulb?

A. \_\_\_\_\_

B. \_\_\_\_\_

C. \_\_\_\_\_

Your marker contains more than enough fluid to develop the entire booklet. However, if your marker gets lost or dried out, you can order a replacement marker for a nominal fee.

Once you have finished *ZORK I, II or III*, try the things in the "For Your Amusement" section. Don't look at them before you've finished, though — they may reveal the answers to certain puzzles. You can use the list of how all the points are scored as a last resort.

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## INVISICLUES FOR ZORK I

### Above Ground

Where do I find a machete?

A.

How do I kill the songbird?

A.

Is the nest useful for anything?

A.

B.

How do I open the egg without damaging it?

A.

B.

C.

D.

E.

How do I fix the broken canary?

A.

B.

Are the leaves useful for anything?

A.

B.

How do I open the grating?

A.

B.

C.

D.

How do I get off the roof of the house?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

Once I have the canary in an undamaged state, what do I do with it?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How do I get the brass bauble?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I open the front door?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How do I get into the house?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

Can I eat the lunch?

- A. \_\_\_\_\_

How do I get into the dungeons?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

What is a grue?

- A. \_\_\_\_\_

### The Cellar Area

Can the trapdoor be opened from below?

- A. \_\_\_\_\_

How do I get up the ramp in the Cellar?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How do I negotiate with the Troll?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

What do I do with the axe?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

Does the paint in the studio mean anything?

- A. \_\_\_\_\_

### The Maze

How do I get through the Maze?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

**What do I do with the rusty knife?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_

**What do I do with the skeleton?**

- A. \_\_\_\_\_

**Can I use the broken lantern?**

- A. \_\_\_\_\_

**How do I get past the Cyclops?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_
- F. \_\_\_\_\_
- G. \_\_\_\_\_
- H. \_\_\_\_\_
- I. \_\_\_\_\_

**The Round Room Area**

**How do I get the platinum bar?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

*(continued on the next page)*

- F. \_\_\_\_\_
- G. \_\_\_\_\_
- H. \_\_\_\_\_
- I. \_\_\_\_\_
- J. \_\_\_\_\_

**How do I kill the rock?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_

**Is there anything special about the mirror?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

**How do I enter Hades?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

**Can I get anywhere from the Dome Room?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

**Can I go up from the Torch Room?**

- A. \_\_\_\_\_

How do I get out of the Temple area?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

### The Dam Area

How do I blow up the dam?

- A. \_\_\_\_\_

How is the control panel operated?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

What is the green bubble for?

- A. \_\_\_\_\_

What do I do with the object that looks like a tube of toothpaste?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

What is the screwdriver for?

- A. \_\_\_\_\_

What do the buttons in the Maintenance Room do?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

*(continued on the next page)*

- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

Can I stop the leak?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

What is the pile of plastic good for?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

### Old Man River

Can the river be crossed?

- A. \_\_\_\_\_

What will placate the River God?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I get back from across the river?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I control the boat?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I carry a pointy object onto the boat?

- A. \_\_\_\_\_

How do I go over the falls?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

What is the significance of the rainbow?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

How do I get through the crack in the Damp Cave?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I turn myself into an insect?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

### The Coal Mine Area

What do I do about the bat?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How do I get beyond the Smelly Room?

- A. \_\_\_\_\_

How do I find my way through the coal mine?

- A. \_\_\_\_\_

Is the basket on the chain useful?

- A. \_\_\_\_\_

How do I get through the narrow passage from the Timber Room?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

What source of light can I bring into the Drafty Room?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

What is the timber for?

- A. \_\_\_\_\_

How do I use the machine?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

What is meant by the "Granite Wall" in the Slide Room?

- A. \_\_\_\_\_

Is the coal good for anything?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

*(continued on the next page)*

C. \_\_\_\_\_  
\_\_\_\_\_

Is the gas of any use?

A. \_\_\_\_\_  
\_\_\_\_\_

### The Land Beyond the Chasm

How do I cross the chasm?

A. \_\_\_\_\_  
\_\_\_\_\_

How do I build a bridge?

A. \_\_\_\_\_  
B. \_\_\_\_\_  
C. \_\_\_\_\_  
D. \_\_\_\_\_

Why doesn't the magic word "plugh" work in the land beyond the chasm?

A. \_\_\_\_\_  
B. \_\_\_\_\_  
C. \_\_\_\_\_

After the meteor strike activates the long-dormant volcano and destroys the bridge, how do I get back across the chasm?

A. \_\_\_\_\_  
\_\_\_\_\_

### General Questions

Why does the sword glow?

A. \_\_\_\_\_  
\_\_\_\_\_

What do I do about the Thief?

A. \_\_\_\_\_  
B. \_\_\_\_\_

How many points are there in the game?

A. \_\_\_\_\_  
\_\_\_\_\_

How do I get out of the dungeons?

A. \_\_\_\_\_  
B. \_\_\_\_\_  
C. \_\_\_\_\_  
D. \_\_\_\_\_

What is the significance of all the engravings?

A. \_\_\_\_\_  
\_\_\_\_\_

How do I kill the Thief?

A. \_\_\_\_\_  
B. \_\_\_\_\_  
C. \_\_\_\_\_  
D. \_\_\_\_\_

How can I recharge my lamp?

A. \_\_\_\_\_  
B. \_\_\_\_\_

What happens when you die in ZORK I?

A. \_\_\_\_\_  
B. \_\_\_\_\_  
C. \_\_\_\_\_  
D. \_\_\_\_\_  
E. \_\_\_\_\_



Who is "the Other Occupant?"

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I go over the falls without killing myself?

- A. \_\_\_\_\_

Where is HELLO SAILOR useful?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

Why do things move and disappear in the dungeon?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

Where are the treasures the Thief took from me?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

What do I do with the stiletto?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

Who is the lean and hungry gentleman?

- A. \_\_\_\_\_

Where can I use the shovel?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

Is there any significance to all the granite walls?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

Which object is best for casting images?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

Many people have questions pertaining to the map. This section is for them.

How do I get into the Strange Passage?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I get into the Stone Barrow?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

**How Points Are Earned**

**Progress Points**

(Use only as a last resort.)

[Redacted text]

**Treasures: Their Values and Locations**

(Use only as a last resort.)

Treasure	(Touch)	(Case)	Where
----------	---------	--------	-------

[Redacted]	[Redacted]	[Redacted]	[Redacted]
[Redacted]	[Redacted]	[Redacted]	[Redacted]
[Redacted]	[Redacted]	[Redacted]	[Redacted]
[Redacted]	[Redacted]	[Redacted]	[Redacted]
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[Redacted]	[Redacted]	[Redacted]	[Redacted]
[Redacted]	[Redacted]	[Redacted]	[Redacted]
[Redacted]	[Redacted]	[Redacted]	[Redacted]
[Redacted]	[Redacted]	[Redacted]	[Redacted]
[Redacted]	[Redacted]	[Redacted]	[Redacted]

**For Your Amusement**

(after you've finished the game)

**Have you ever:**

[Redacted text]

**Words you may not have tried:**

[Redacted]	[Redacted]
[Redacted]	[Redacted]
[Redacted]	[Redacted]
[Redacted]	[Redacted]
[Redacted]	[Redacted]
[Redacted]	[Redacted]
[Redacted]	[Redacted]
[Redacted]	[Redacted]
[Redacted]	[Redacted]
[Redacted]	[Redacted]
[Redacted]	[Redacted]

## INVISICLUES FOR ZORK II

### The Carousel Area

What is the solution to the riddle?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

Is it possible to leave the carousel heading west?

- A. \_\_\_\_\_

I'm getting tired of the carousel; can it be stopped?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How can I map the area around the Carousel Room?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

What do I do with the clay brick?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

How do I open the door in the Tiny Room?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

*(continued on the next page)*

- D. \_\_\_\_\_
- E. \_\_\_\_\_
- F. \_\_\_\_\_
- G. \_\_\_\_\_

Is there a way to get past the ice in the Ice Room?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_
- F. \_\_\_\_\_

Where do I find an ice pick?

- A. \_\_\_\_\_

What is going on in the Topiary?

- A. \_\_\_\_\_

How do I catch the unicorn and get the golden key?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

How do I enter the gazebo?

- A. \_\_\_\_\_

How do I get past the dragon?

- A. \_\_\_\_\_

How do I kill the dragon?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

Can I kiss the Princess?

- A. \_\_\_\_\_

How do I open the door in the Guarded Room?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

What do I do about the lizard doorkeeper?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How do I move the menhir?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

What do I do with the grue repellent?

- A. \_\_\_\_\_

## The Oddly Angled Room

Does the club have any use?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How do I reignite the club?

- A. \_\_\_\_\_

What do the glowing diamonds signify?

- A. \_\_\_\_\_

How do I break the glassy substance?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

What is the significance of the convention of wizards?

- A. \_\_\_\_\_

Why does my sword glow when I am at the bottom of the stairs?

- A. \_\_\_\_\_

What in the world do I do in the Oddly Angled Room?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_
- F. \_\_\_\_\_

*(continued on the next page.)*

G.

**The Bank**

What is the curtain of light for?

A.

B.

C.

D.

How do I turn off the alarm system?

A.

B.

C.

How do I get out of the Small Room?

A.

B.

C.

D.

E.

How does carrying the portrait affect where I will end up?

A.

How many places can I get to from the Depository?

A.

How do I get into the Vault?

A.

*(continued on the next page)*

B.

C.

D.

E.

F.

How do I get out of the Vault?

A.

B.

**Volcano Area**

What are the basket and canvas for?

A.

B.

C.

Once I've determined what the basket and canvas are, how do I use them?

A.

B.

C.

D.

How do I leave the top of the volcano without being killed?

A.

Which of the three paths down to the valley is best?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

What is the significance of the mines and smelter?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How do I extend the lava tube?

- A. \_\_\_\_\_

What do I do about the gnome?

- A. \_\_\_\_\_

How can I translate the books?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How can I open or remove the rusty old box?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

Who is M. Agrippa?

- A. \_\_\_\_\_

## The "Alice" Area

Can I get up the well, and if so, how?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

What does the engraving say?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I catch the magic mouse?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

Can the writing on the cakes be read?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

Can the Mad Hatter be cured?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I get back down from here?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

What do the cakes do?

A.

B.

What can I do with the flask of poison?

A.

B.

C.

How can I get the object under the water?

A.

B.

C.

D.

How do I cross the chasm?

A.

B.

How do I control the robot?

A.

What is EBCDIC?

A.

What is a footpad?

A.

B.

C.

How can I take the red sphere?

A.

B.

What do the buttons do?

A.

B.

C.

D.

### The Wizard's Workshop Area

Can I open the Wizard's trophy case?

A.

B.

How do I take the Wizard's wands from the wand rack?

A.

What do I do with the yellow sphere?

A.

B.

How can the owl be released?

A.

B.

What do I do with the black sphere?

A.

*(continued on the next page)*

B.

C.

D.

Can the flying owl be caught?

A.

B.

C.

How do I detach the stands from the bench?

A.

What are the stands for?

A.

B.

C.

Does the pentagram have any significance?

A.

What do I do with the palm tree?

A.

How do I kill the serpent?

A.

B.

C.

How do I enter the aquarium?

A.

B.

How do I satisfy the demon?

A.

B.

C.

What do I do once I've satisfied the demon?

A.

B.

C.

**General Questions**

What is the object of this game?

A.

B.

What should I do with the treasures I've found?

A.

B.

What do I do about the Wizard?

A.

How many spells are there in this game?

A.

B.

C.



What does the FANTASIZE spell do?

A. \_\_\_\_\_

How do I cast a spell?

A. \_\_\_\_\_

B. \_\_\_\_\_

C. \_\_\_\_\_

Is there anything special about the spells the Wizard mumbles?

A. \_\_\_\_\_

Where should I play the violin?

A. \_\_\_\_\_

B. \_\_\_\_\_

How can I get the pearls back from the housekeeper?

A. \_\_\_\_\_

B. \_\_\_\_\_

How do I get past Cerberus?

A. \_\_\_\_\_

B. \_\_\_\_\_

C. \_\_\_\_\_

D. \_\_\_\_\_

E. \_\_\_\_\_

Where does saying HELLO AVIATOR cause something to happen?

A. \_\_\_\_\_

B. \_\_\_\_\_

What do I do for light when my lamp runs out?

A. \_\_\_\_\_

Can the demon help me?

A. \_\_\_\_\_

B. \_\_\_\_\_

C. \_\_\_\_\_

D. \_\_\_\_\_

Where do I find the white sphere?

A. \_\_\_\_\_

B. \_\_\_\_\_

C. \_\_\_\_\_

D. \_\_\_\_\_

E. \_\_\_\_\_

Are the spheres useful for anything?

A. \_\_\_\_\_

B. \_\_\_\_\_

C. \_\_\_\_\_

D. \_\_\_\_\_

How many spheres are there?

A. \_\_\_\_\_

B. \_\_\_\_\_

C. \_\_\_\_\_

What do I do with the perfect rose?

A. \_\_\_\_\_

B. \_\_\_\_\_

How do I get down the staircase beyond the landing without being killed?

- A.
- B.
- C.

What do I do with the heads on poles?

- A.
- B.

What is the significance of "Feel Free"?

- A.
- B.

I have all the points but somehow don't feel finished. What do I do?

- A.
- B.
- C.
- D.
- E.

I've finished the game but don't have all 400 points. What's going on?

- A.
- B.

I haven't finished the game and I don't have all 400 points.

- A.

## How Points Are Earned

Treasures: Their Values and Locations  
(Use only as a last resort.)

Treasure	Value	Where found

Other Points

**For Your Amusement**  
(after you've finished the game)

Have you tried:

*(This section contains multiple horizontal lines for writing, which are obscured by yellowed-out text.)*

**INVISICLUES FOR ZORK III**

**Central Area**

How do I climb the endless stair?

A. *(This line is obscured by yellowed-out text.)*

How do I get the sword in the stone?

A. *(This line is obscured by yellowed-out text.)*

B. *(This line is obscured by yellowed-out text.)*

C. *(This line is obscured by yellowed-out text.)*

How can the runes be translated?

A. *(This line is obscured by yellowed-out text.)*

B. *(This line is obscured by yellowed-out text.)*

C. *(This line is obscured by yellowed-out text.)*

How do I climb the channel in the Damp Passage?

A. *(This line is obscured by yellowed-out text.)*

What will increase traction?

A. *(This line is obscured by yellowed-out text.)*

B. *(This line is obscured by yellowed-out text.)*

C. *(This line is obscured by yellowed-out text.)*

How can I clear the rubble in the damp passage?

A. *(This line is obscured by yellowed-out text.)*

B. *(This line is obscured by yellowed-out text.)*

Where do I find the old and wizened man?

A. *(This line is obscured by yellowed-out text.)*

B. *(This line is obscured by yellowed-out text.)*

How do I waken the old and wizened man?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

What do I do about the old and wizened man?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

Can the phosphorescent moss be kept alive for more than 10 moves?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How can I open the Great Iron Door?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I get out of the chasm?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

I'm trapped on the aqueduct. What do I do?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

Can the lake be crossed?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

What is required to walk on water?

- A. \_\_\_\_\_

How do I catch the fish?

- A. \_\_\_\_\_

What is a Roc?

- A. \_\_\_\_\_

What can be done with the swamp gas?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I transport the swamp gas?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How can I get the shiny object?

- A. \_\_\_\_\_

What is the table with the "Scenic Vista" sign for?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

Is there anything under the manhole cover?

- A. \_\_\_\_\_

How do I get a light source to the southern end of the lake?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

*(continued on the next page)*

- C.
- D.
- E.
- F.
- G.

**How can I get to the coal in the Dead End?**

- A.
- B.

**What light source can I take to the west of the Timber Room?**

- A.
- B.

### **The Land of Shadow and the Cliff Area**

**What do I do about the hooded figure?**

- A.
- B.
- C.
- D.
- E.
- F.

**Why do I see myself?**

- A.
- B.

**How do I freeze the quicksand?**

- A.
- B.

**How do I get to the ship?**

- A.
- B.
- C.
- D.
- E.
- F.

**How do I open the chest?**

- A.
- B.
- C.
- D.

**Can the man at the cliff be trusted?**

- A.
- B.
- C.

**What is in the tree house?**

- A.
- B.
- C.

**I have the treasure; how do I mend the staff?**

- A.
- B.
- C.

**I have the staff; how do I get the treasure?**

- A.
- B.

**What is the significance of Smokey the Bear?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_

**What is in the vial?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

**The Royal Museum**

**When are museum personnel on duty?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_

**Is there anything I can do when I'm trapped in the small square room with marble and sandstone walls?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

**Where do I find the dynamite?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_

**What are the ladders used for?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_

**What is the slot for?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

**I'm lost in the puzzle. How do I get out?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

**What was the "snap" I heard?**

- A. \_\_\_\_\_

**What does the grey machine do?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

**What does pushing the button on the gold machine do?**

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

What does the black machine do?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How can I read the plaque in the Technology Museum?

- A. \_\_\_\_\_

How do I unlock the cage?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_

How do I take the royal jewels?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_
- F. \_\_\_\_\_
- G. \_\_\_\_\_
- H. \_\_\_\_\_
- I. \_\_\_\_\_

What do I do about the robot?

- A. \_\_\_\_\_

## Beyond the Secret Door

What does the red button do?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

What do I do about the red beam of light?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

What is the wet suit for?

- A. \_\_\_\_\_

Is the mirror important?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How do I break the panel?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

## The Rectangular Box

What is the significance of the different colored walls?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

What is the significance of the pine wall?

- A. \_\_\_\_\_

What is the significance of the mahogany wall?

- A. \_\_\_\_\_

What is the long pole for?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

What is the short pole for?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_

What is the T-bar for?

- A. \_\_\_\_\_

What is the significance of the direction the arrow is pointing?

- A. \_\_\_\_\_

Is the wobble significant?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

How can I undress the stone?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

Why am I being killed while inside the box?

- A. \_\_\_\_\_

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- B. \_\_\_\_\_
- C. \_\_\_\_\_

### The Guardians of Zork

How can I pass the Guardians of Zork?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_

How is the scuba tank attached to the wet suit?

- A. \_\_\_\_\_

I seem to have gotten past the Guardians, but I'm still being killed. What should I do?

- A. \_\_\_\_\_

How do I open the large wooden door with the barred panel?

- A. \_\_\_\_\_
- B. \_\_\_\_\_

What must I do to satisfy the old man at the large door?

- A. \_\_\_\_\_
- B. \_\_\_\_\_
- C. \_\_\_\_\_
- D. \_\_\_\_\_
- E. \_\_\_\_\_
- F. \_\_\_\_\_

*(continued on the next page)*



G.

H.

I.

### The Dungeon

Why won't the Dungeon Master follow me?

A.

B.

What should be thrown in the flaming pit?

A.

B.

What are the sundial and button for?

A.

B.

C.

D.

E.

How do I unlock the bronze door?

A.

B.

C.

D.

E.

How do I get out of the cell?

A.

B.

### General Questions

What is my goal? What am I supposed to be doing?

A.

How does the scoring in this game work?

A.

B.

C.

How do I re-light the burned-out torch?

A.

B.

How can the lamp be repaired?

A.

Where do I use the timber?

A.

B.

What do I do with the grue repellent?

A.

Where can I find the amulet?

A.

## How Points Are Earned

(Use only as a last resort.)

You earn one point when you...

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## For Your Amusement

(after you've finished the game)

Have you ever:

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