



RETURN TO ZORK™

The Hint Book

INFOCOM™
An Activision Company

RETURN TO ZORK

Hint Book

INFOCOMTM

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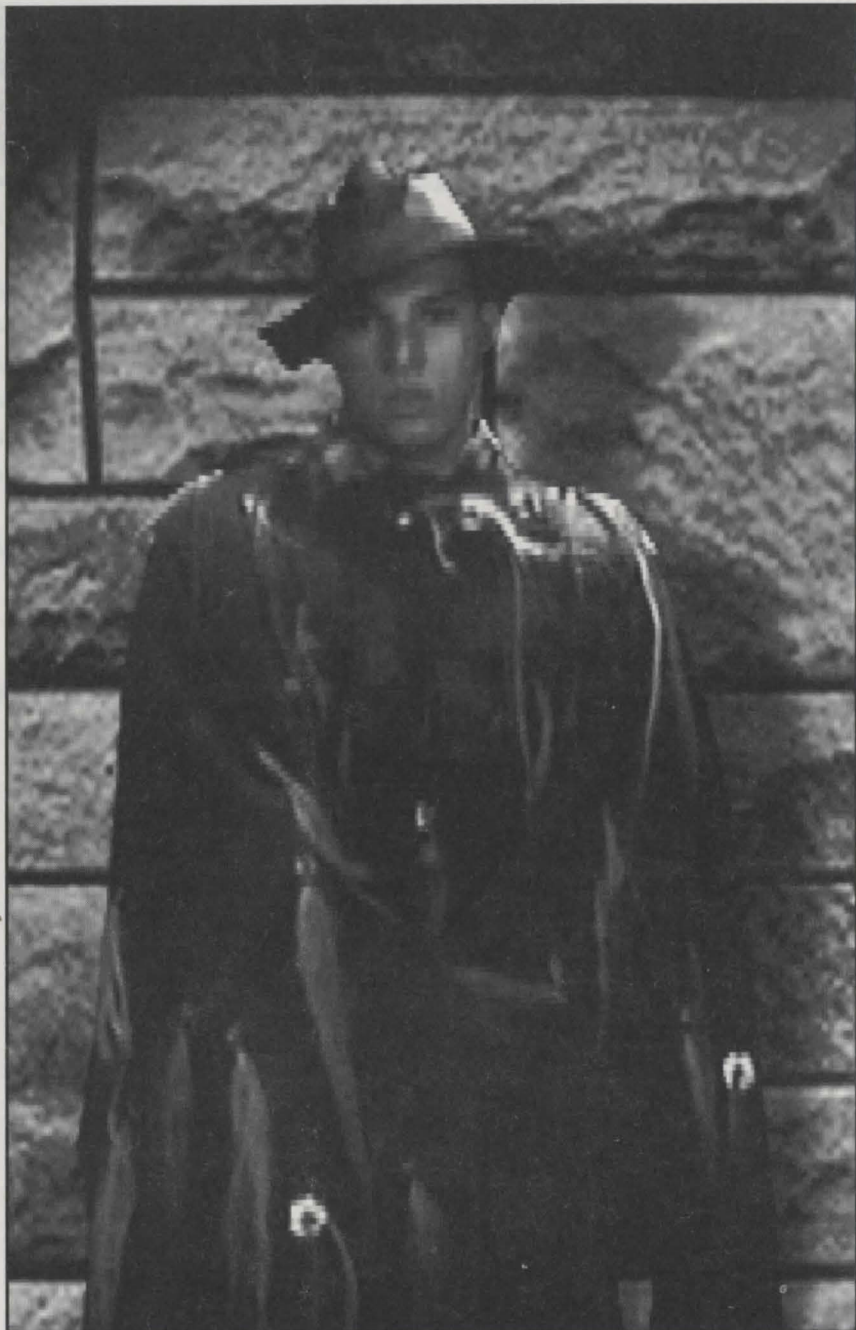
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PREFACE

The hints in this book appear as questions and are organized according to locations and major tasks. Each question is followed by a series of hints that ends with a solution. Choose the level of help you desire: simply get a nudge from the first few hints or look at the last hint to get the entire solution. After the hint section you'll find a series of maps to help with orientation and navigation through the mazes. The final section is a points list which indicates the possible points you can earn while playing Return to Zork.




ABOVE THE UNDERGROUND

West Shanbar — A Distant Land


How can I get the bonding plant?

- Don't you wonder if that Vulture can fly?
- Maybe you can throw something at it and make it fly away.
- Did you find the rock at the Mountain Pass?
- Check your inventory for a tool to help you get the plant.

 Throw the rock from the Mountain Pass at the Vulture, then use your knife to remove the plant.


How can I travel on the Road to the South?

- Maybe someone else knows.
- Did you take any pictures of the Road to the South?
- What did the Wizard say again?
- The "old fool" is the Lighthouse Keeper.
- Show the old fool a picture or ask about a tape recording.

 The Road to the South is impassable. Don't ever attempt to travel on that road!


How can I travel south to West Shanbar?

- You can't take the Road to the South; it's impassable!
- Maybe your map will show you a better way to get there.
- Those vines near the Lighthouse might come in handy.
- Use a tool from your inventory to get the vines.
- Those boards may be heavy, but they probably float.

 Cut the vines with your knife and tie the boards together to make a raft.


How do I survive the Rapids?

- Look carefully at the bottom page of your map.
- Does a skull with cross-bones mean anything to you?
- You'll never survive the full length of the treacherous Rapids.
- Get off the raft as soon as you can!

 Jump off the raft and onto the bridge.

How do I make the Wizard talk to me again?

- He probably wasn't kidding about that new battery.
- Sounds like you might need to do a little shopping.
- Think of the illumynite battery as a gift.
- Your sweepstakes letter will point you in the right direction.
- There are three items you can take from the Gift Shop.

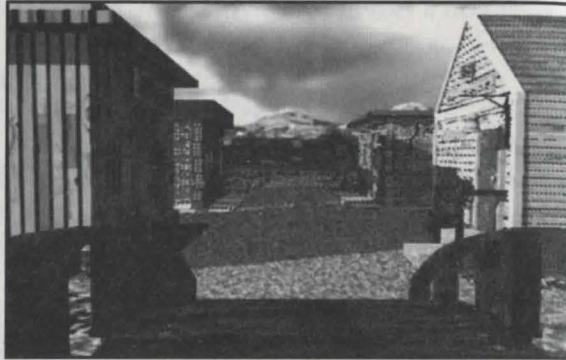
 The replacement illumynite battery can be found at the Gift Shop in West Shanbar.




West Shanbar

How can I keep from drowning in West Shanbar?


- a. Did you have a thorough conversation with the Lighthouse Keeper?
- b. Maybe you should listen to the Keeper's babbling once again.
- c. Study your map very carefully.



 **It's only a half a bridge; you can't ever cross it!**

How can I get past the School House?


- a. Maybe they can't hear you knocking. You'll have to try something louder than that.
- b. A picture's worth a thousand words.
- c. When in doubt, ask around!
- d. Look closely. Something's missing.
- e. Try making some noise with something metal.

 Strike the bell with your knife. If Ms. Peepers gives you a pop quiz, be sure to look up the answer in your Encyclopedia Frobozzica.

What is up with the mice?


- a. If you carry them in your pockets too long, they'll nibble through and bite you with their diseased teeth.

- b. If you drop them, they might run away forever.
- c. Have you tried carrying them in something else?

 Pick up the mice and drop them immediately into the box from the Hardware Store.


How can I get inside the Gift Shop?

- a. The door is locked and no one's inside.
- b. Well, you need a key to get inside, and you certainly don't have it!
- c. Do you think the key could have fallen out of someone's pocket?
- d. Want some rye? Not if you're still looking for the key.

 Go out the back door of the Old Mill and look on the ground. Pick up the key and use it to open the door to the Gift Shop.


How do I make the Wizard talk to me again?

- a. He probably wasn't kidding about that new battery.
- b. Sounds like you might need to do a little shopping.
- c. Think of the illumynite battery as a gift.
- d. Your sweepstakes letter will point you in the right direction.
- e. There are three items you can take from the Gift Shop.
- f. The Tele-Orb, like the Gift Shop, needs you to drop in.

 The replacement illumynite battery can be found at the Gift Shop in West Shanbar. Drop it into the Orb while the Orb is in your inventory.


What is the Waif's deal?

- What is a Waif's ultimate wish?
- You may be scaring him away with what you have in your hands.
- His body has escaped from the cliffs. Now he needs a mental escape.
- It's better to give than to receive.
- Maybe a trip to the happiest place in the Underground would cheer him up.

 Find the tickets to DizzyWorld in the Gift Shop and give them to the Waif.


How can I drink Boos under the table?

- Want to learn some etiquette? 'Course you do.
- Try reading up on toasting etiquette in the file cabinet.
- Each time you enter the Old Mill, Boos will start his toast from the top.
- He won't drink until you do!
- That's no bonding plant, it's a potted plant. It looks like it could use some rye.

 Enter the Old Mill, offer Boos a toast, pour your drink on the plant, drink the empty glass, and repeat three times.

Where is the key to the green door?


- It's attached to the keys to the red pickup truck.
- Boos has the keys.
- Maybe you should make sure the file clerk's doing his job.
- Boos knows he can hold his rye, but he also knows when the rye's got a hold on him.
- Boos' agreeability increases with his level of intoxication.

 Ask Boos for his keys between the third and fourth parts of his toasting ritual.

UNDERGROUND — East Shanbar


How do I get the sword and a token from Moodock?

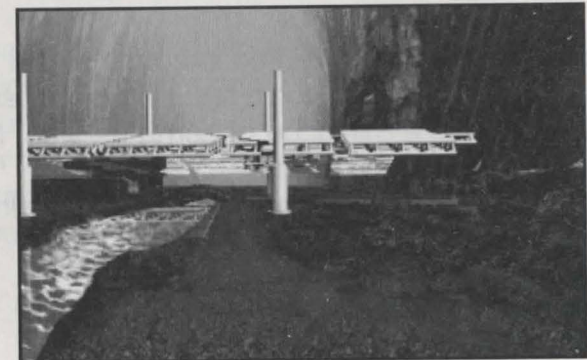
- He loves games. He's playing one now.
- Have you asked him about the game "Survivor"?
- He's lonely; go ahead and play.

 Point to the Survivor game board and ask Moodock about the game. Listen closely to his explanation and play a game. As a reward for your company, he'll give you the rusty Dwarven Sword and a token.

What do I do with the rusty sword?


- Did you pay attention to what Moodock said when he gave it to you?
- The sword won't be of much use while it's damaged with rust.
- Who could you get to clean up a sword?
- He may be gruff, but the word is the Blacksmith does good work ... for a small fee.
- The Blacksmith doesn't say much, so you'd better listen to what he does say.

 Give the sword to the Blacksmith to clean up. Go away for awhile, find some money if you need it, and give the money to the Blacksmith when he asks for it.



How do I use the incinerator?

- Since smog isn't a problem in Zork, it's used for burning things.
- Maybe you can find some useful incinerator references in the Town Hall ...
- Never, ever, open the furnace doors and the refuse drawer at the same time.
- Open the furnace door and burn things at will, but remember to save your game first!
- After you throw an object in, close the furnace door, open the refuse drawer and zoom in to look inside.

 Save your game first: open the furnace door, take an object from your inventory, and throw it into the incinerator. Close the furnace door, open the refuse drawer, and look inside. If an item has turned to ashes or molten metal, it is lost! Only one object has any chance of surviving the intense heat of this incinerator.

How can I rent and operate the boat?

- Talk to Ben; the boats aren't free.
- Talk to Ben some more. He's pretty yar, so to speak.
- Look closely at the motor mechanism. Exercise your mind to figure out what kind of propulsion is required for that motor.
- The motor utilizes an exercise wheel for power. It looks like something you'd find in a hamster cage!
- The mice might be of some service, but they're just not large enough. Rats!
- The rats are big and powerful, but don't forget that the mice are diseased.
- Lose the mice!



Find some money, get the box from the Hardware Store, find some rats, put the rats in the box, pay Ben for a boat, drop the rats into the motor off you go! The mice are too diseased to leave in the box with the rats. Drop the mice anywhere before you pick up the rats; you don't need the mice.

How can I get into the General Store?


- The owner ran off with the key. You'll never find it.
- You need a wire to pick the lock.
- You can't take things without permission.
- The Cow may not need it either.
- Yes, there are underwire bras in that box.
- Don't protest if you can't get the box open — all you need is a wire!
- Well — do you have any hot ideas? How are you going to get to the wire without opening the box?
- It's too hot! You'll have to cool it off, naturally.

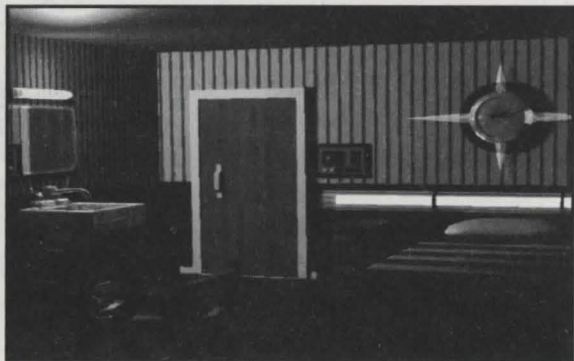


Talk to Pugney, threaten him, then apologize. After he gives you permission to take the bra box, throw it into the incinerator's furnace. Get the flask from the Old Mill or the Thermozz from Snoot's farm, fill with any liquid and pour on the hot wire in the incinerator's refuse drawer. Unlock the General Store door with the wire.

How can I sleep safely at the Inn of Isenough?

- First you have to get a room. Maybe you can pay in advance.
- You should be very afraid of the dark! Too bad you can't sleep with the lights on.
- You need to find another form of light source for the night.
- It's not safe to light matches in bed. Find another source of illumination.
- Loose illumynite rocks are said to give off a soft glow, but they are tough to find even in slide areas.
- This is a tough puzzle and life is full of other complexities in which you're bound to see the light.
- It's a good idea to study up on the peculiarities of illumynite rock behavior.

 Solve the Magic Tiles Puzzle found at the Ruins and take the illumynite rocks from the location described in the completed puzzle. Pay Molly for a room at the Inn, drop an illumynite rock on the night stand near the radio speaker and turn off the lights.




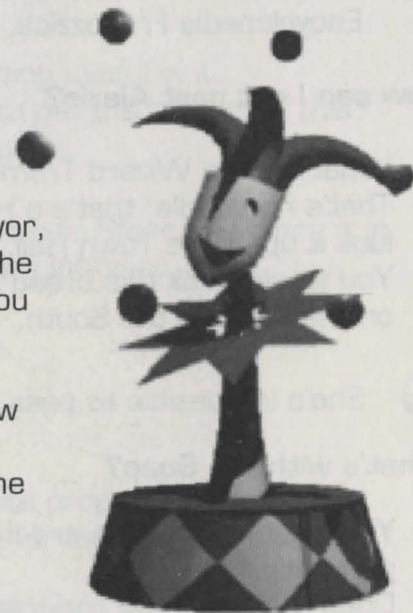
UNDERGROUND — WEST OF THE FROZEN RIVER

Fool's Memorial

What do I do with the book at the Fool's Memorial?

- If you can't translate it, maybe someone else can. Show it around; four you'll need help.
- It's the book of four jokes! Each in a different language.
- To get elected these days you really need to play up to all your constituents.
- Even the broken-hearted can sometimes tell a good joke.
- Rebecca's pretty smart. At least Ms. Peepers thinks so.
- Odds are good that if you can talk like an animal, you can read a few languages.
- Sometimes people don't talk much because they originally spoke a different language.

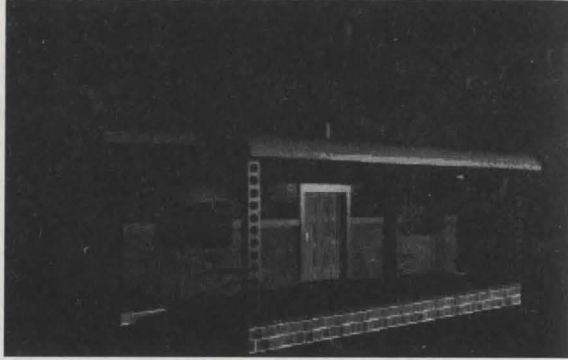
 Take the book from the Fool's Memorial and show it to Rebecca, the Mayor, Witch Itah, Canuk, and/or the Blacksmith to translate it. You only need four translators. Rebecca won't be able to translate right away, so show Rebecca's picture to Ms. Peepers so Rebecca has time to brush up on one of the languages.




Snoot's Farm

How do I get past Rebecca?


- a. She just needs to be reassured that you're on the up and up.
- b. She is a student. She loves books.
- c. It's time for a pop quiz. Don't worry, it's open-book.
- d. References available upon request.
- e. She's probably testing your researching skills.



-  You'll find the answers to her questions in the Encyclopedia Frobozzica.


How can I get past Alexis?

- a. What did the Wizard Trembyle say she was?
- b. That's no poodle; that's a Hellhound. You could probably look it up at the Town Hall.
- c. You would think this breed of HellHound could be found on the Road to the South.

-  She's impossible to pass. You can't get past her.


What's with the Soap?

- a. You'd better be on guard if you take things without permission.
- b. Does the Soap give you that sinking feeling?
- c. Do you have anything that makes you feel dirty and alone?

-  Get permission from Rebecca to take the things you need from her house. Drop the Soap from the kitchen into any sink. Turn on the faucet to make Soapy Water. Then take the Waif's gift and wash it in the Soapy Water and you'll discover it's another piece of the Flying Disc of Frobozz.


How do I use the Stove?

- a. You're not very hungry, but maybe you should start dinner anyway.
- b. It's worth reading about ...

-  Zoom in on the oven and turn it on. After it explodes, listen carefully to the Wizard. It's a fascinating bit of history.

What about the Silo?

- a. Clearly, there must be something useful in it.
- b. Are you getting cranky trying to get the bottom of this?
- c. It won't help to be counter-intuitive.

-  Get the crank from the Hardware Store and place it in the Silo latch. Turn the crank clockwise.

Pugney's Ranch

How can I get the box?

- a. The box is on someone's private property.
- b. The Guardian punishes people for misbehavior such as stealing.
- c. You need permission. Talk to Pugney.
- d. You could always threaten him. Sorry, just a thought.



Talk to Pugney — threaten him first and then apologize — and he'll give you permission to take the box.

How can I milk the Cow?

- You can't carry milk in your hands — and besides, you need permission to take things.
- Your warm heart isn't enough to persuade the Cow.
- You've been wandering around outside for a long time without any gloves on.
- Burning a bale of hay in a barn isn't the smartest thing to do. Think smaller.
- Got a match? Any more hints and it might be too easy.



Get the Thermozz from Snoot's kitchen. Take a clump of hay from the bale, drop it on the ground, and light a match to set the clump of hay on fire. Warm your hands with the fire, take the Thermozz and milk the Cow into the Thermozz.

How can I milk the Cow a second time?

- Be sure there's room in the Thermozz!
- The Cow is actually quite photogenic. Surely someone knows what she wants.
- Several people have opinions on her eating habits. They seem to think she must have incredible eyesight.
- You'll need carrots.



Use the crank from the Hardware Store to blow up the Silo. Take a carrot and feed it to the Cow. Milk as usual.

The Witch's Hut

How do I get there?

- She's downstream and you can't walk on water, so get a boat!
- What, were you expecting a free ride?
- Look at that engine compartment. Now exercise your mind.
- The engine looks like something you'd find in a hamster cage.
- It'll take something more powerful than a diseased mouse to power a boat engine.
- Bigger rodents are generally available in not-so-fine stores everywhere.



Find your way into the general store and put the rats in the box from the Hardware Store — empty of mice. Pay Ben for a boat and then drop the rats in the engine ... off you go. Next time you'll only need to pay for the boat.

How do I get out alive?


- Deliver the letter; the sooner, the better.
- Ben has a thing for pretty ladies. Show him a few.
- Don't open other people's mail. There are severe penalties to pay.
- Only a Witch can make that boat work now. You're in a sticky situation.
- Use the stick in the bogs. At least you won't sink when you get lost.



Show Ben a picture of almost any woman and he'll give you a love letter for Witch Itah. Give the unopened letter to Witch Itah, then use her stick to determine which bog patches you can walk on, and map the maze.

Can I get useful ingredients from Witch Itah?


- Witch Itah loves pictures — especially of animals and trees.
- While the bats make great companions, their by-products are even more useful.
- There's definitely a connection between things that are blind and places where you go blind.
- Let the bats go where you go blind, like the blind leading the blind.
- It may seem unpleasant but their droppings might come in handy.

 During your second visit, show Witch Itah a picture of the Woods or the Cow, and she'll offer you the bats. Let them go in the Woods and follow them through the maze. You'll need to find a potion to cure your blindness. Be sure to pick up a piece of bat guano for later use.

The Cliffs of Depression


How can I climb down the Cliffs?

- Don't jump. Cut yourself some slack!
- Go out on a limb ... with some rope.
- This ain't no yellow ribbon but it'll serve its purpose!

 Take the rope from in front of the tree at the cliffs. Tie the rope to the tree and climb down. When you come back up, take the rope with you.


What's to do at the Comedy Club?

- You can't get in without obeying the posted rules. If you've never been here before, you might need a pass to prove you're bonded.
- Guess you're into the local night life!
- There's a contest going on and you're dying up there.
- It's a Comedy Contest — you'll need your joke book.
- Are you frozen up with a common case of stage fright? It's a good thing the microphone still works.
- One joke isn't enough for these folks.

 Get the bonding plant from the Mountain Pass. Then use your tape recorder to play back four jokes at the microphone and win the comedy contest.


How do I get enough Comedy Jokes?

- You fool — go get a book and read up on it.
- If you can't translate, maybe someone else can. Show the book around, four you'll need help.
- It's the book of four jokes! Each in a different language.
- To get elected these days you really need to play up to all your constituents.
- Even the broken-hearted can sometimes tell a good joke.
- Rebecca's pretty smart. At least Ms. Peepers thinks so.
- Odds are good that if you can talk like an animal, you can read a few languages.
- Sometimes people don't talk much because they originally spoke a different language.

 Take the book from the Fool's Memorial and show it to Rebecca, the Mayor, Witch Itah, Canuk, and/or the Blacksmith to translate it. You only need four translators. Rebecca won't be able to translate right away, so show Rebecca's picture to Ms. Peepers so Rebecca has time to brush up on one of the languages.

How do I get out without getting depressed?

- Read any good bonding plant literature lately? Try the filing cabinet.
- You'll find that a happy bonding plant makes for a happy adventurer.
- There's nothing worse than a homesick bonding plant. Do only what you must, then get out.
- A dead or dying bonding plant is enough to ruin a fun night on the town.
- A bonding plant demands your undivided attention. You'll have to destroy the dead or dying one to coax a new one to grow.
- There are many ways to skin a bonding plant. But you only need what you brought from home.

 First, get a live bonding plant from the Mountain Pass by digging it out with your knife from home. If you already have a dead or dying plant, you must destroy it by eating it or burning it. Go to the Cliffs of Depression and only stay long enough to win the contest. Then get out before your plant dies.

The Vulture Pits

How can I go inside the Vulture Pits and get out alive?

- Never go into a Vulture Pit empty-handed.
- Vultures aren't vegetarians. Carry on.
- This puzzle stinks.
- The freshest cut of meat alone won't stop them from attacking you.
- If only you could catch them while they weren't looking ... All you need is the blink of an eye to get by them.
- Many say that Fairies have the stuff that dreams are made of.

- As Rebecca knows, Vultures are only good for one thing — their talons. There's probably a broken talon inside.



Get the meat from the freezer at Snoot's farm. Carry it around until it rots. Pour the Fairy Dust, which makes many creatures sleepy, on the rotting meat. Throw the prepared meat outside of the Pit and, when the Vultures fall asleep, run in, grab the talon, and leave.

The Troll Caverns

How can I get past the Troll Guards?


- Lighten up! The Grues will only get you if it's dark.
- Obviously, someone's tried before and died trying. Take a tip from them.
- If you're holding a match, you won't be able to defend yourself.
- Use your head! You do have one don't you? Or maybe you need mine?
- You'll have to find a wearable source of light before you get the shaft.
- You'll need the sword that was LEFT to Uphold justice and defend the DOWN-trodden.

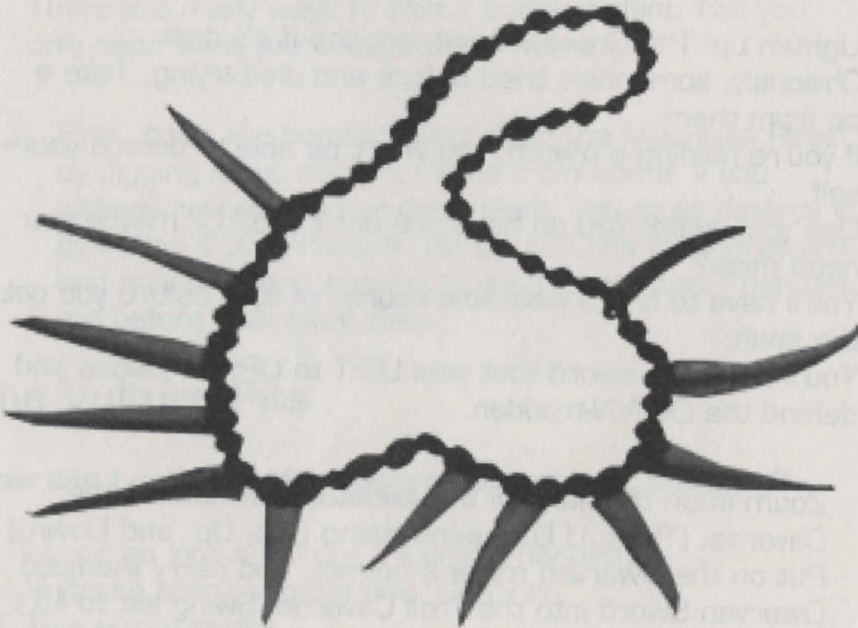


Zoom in on the hand of the skeleton just outside the Caverns. (The L.U.D. means swing Left, Up, and Down.) Put on the Dwarven miner's helmet, and carry the fixed Dwarven Sword into the Troll Caverns. Swing left to kill the first Troll, up to kill the second, and down to defeat the third.

Tired of butting heads with the Troll Leader?

- Don't give him time to think or fight.
- He's a worthy opponent, but he doesn't have much self-confidence.
- He's a triple threat: he's mad, he's insulting, and he can turn you to stone.

-  Talk to the Troll Leader and threaten him three times. He will eventually weaken.

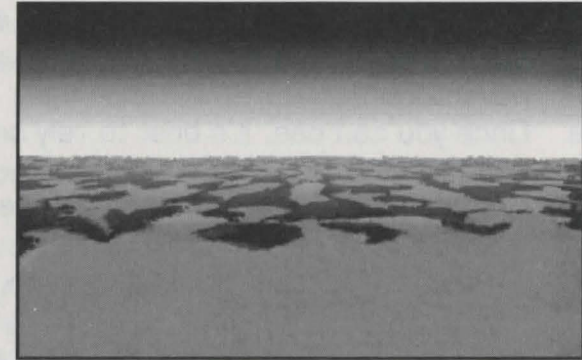



THE MAZES

The Bogs

How can I walk through the Bogs?

- Everyone's Bogs maze is different. You'll have to map your own path.
- Sticks are good for testing the strength of bog mud.
- The Witch's stick is exactly what you need.
- Witch Itah won't give you her stick unless you give her something from her ex-boyfriend.
- Ben has a letter for Witch Itah. You'll have to convince him to give you the letter by appealing to his soft spot.
- Open the letter, pay the price.




-  Show Ben a picture of almost any woman and he'll give you a letter for Witch Itah. Rent a boat from Ben and give the unopened letter to Witch Itah. Poke the stick into the ground ahead of you to determine if you can walk forward or not. If the stick sinks into the mud, don't walk forward. Once you've mapped this maze, it won't change.

The Whispering Woods

How can I see my way through?


- You really should get help navigating the Woods.
- If you stand in the Woods long enough, not only will you start hearing things, you'll end up like the Bowman.
- You must be going blind. Blind as a bat.
- What's good for the blind Bowman is good for the blind adventurer.
- Once you can see, it's best to rely on those who don't need to see.
- Ask around. Maybe someone can see why you can't.

 Fill the Thermozz with milk. Show Witch Itah a picture of the Woods or the Cow and she will give you the bats. Let the bats free in the woods and follow them. Take a drink of milk as you start to go blind. Three drinks of milk and you'll never suffer from blindness again.

The Forest of the Spirits


How can I cure the Bowman's condition?

- He's a refugee from the Whispering Woods.
- He obviously can't see his worthy opponent.
- He's blind as a bat and bull-headed to boot.
- His eyesight calls for great improvement.
- Naturally, a cure would get the Bowman in a perceptive mood.
- One animal can supply the healing solution that does a Bowman's body good.

 Fill the Thermozz with milk and give it to the Bowman.


How can I find the Fairy again?

- Like moths, this Fairy is attracted to light.
- You may have freed her, but she won't easily admit that she's grateful.
- You'll have to do some sweet talking.

 Light a match in the dark forest clearing and keep talking to the Fairy until she thanks you by giving you some Fairy Dust.


How can I cash in on some more money?

- You can never get enough of those metal zorkmids.
- In this world, money does grow on trees.
- There's enough in that tree to shake a stick at.
- All trees need time to re-grow their fruit. Come back later.

 Use Witch Itah's stick or your sword to shake the metal leaves of the coin tree from time to time. Once in a while, a ferry token will fall out.


What about the Boar Memorial?

- Did you hear the one about the boar in the Forest of the Spirits? Guess you did ... bet it cracked you up.
- Didn't you read something about this in the Town Hall? Something about a pork chop?
- It's a pretty striking memorial, don't you think?
- The third time's the harm.
- It takes a truly great sword to get the job done.
- Guess you could say it has a slipped disc.

 Get the repaired Dwarven Sword, strike the memorial three times and take the disc piece out from the crack.


What do I do with the Pile of Leaves?

- Don't set them on fire or you'll get burned!
- Don't walk over them or they'll turn your life upside down forever.
- Do throw something important onto the leaves.
- Now that you've sacrificed a prized possession, you would do well to get it back.

 Throw any object onto the Pile of Leaves, and then use any sharp tool to cut the object down from the sprung trap.


What is up with the Tree Spirit?

- Have you listened closely to what she has to say?
- Review her songs in Ms. Peepers's book.

 Aside from advice, you will gain nothing more from her.

How can I get past the Spider?


- She makes you very, very afraid.
- It doesn't matter that she can't make a web — she's guarding this one.
- She may not be beautiful, but she's very photogenic. Just ask anybody.
- For a spider, she's very superstitious.
- This web business is a real pain in the neck!

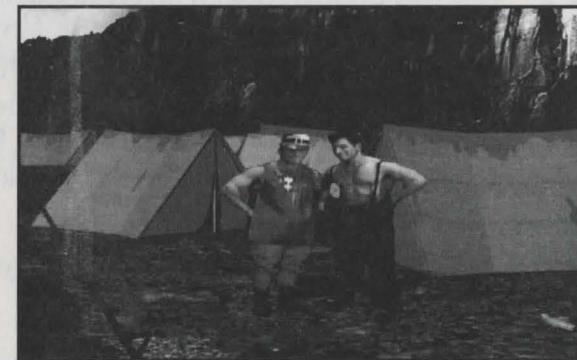
 Get the Fear Necklace and show it to her. Then use your knife or sword to cut the web down.

The Dwarven Mines

How can I get through the Dwarven Mines?

- It's not worth guessing ... you need to have a general idea of where you're headed.
- If the answer were left right in front of you, you'd still go straight past it.
- Show the Dwarven Leader the Blessed and True Dwarven Sword of Zork; right now, there's not much left in the world to impress him.
- When you show the Dwarven Leader the True Sword, he and the general discuss how much illumynite they have left. Each instance of the word left, right, and straight should be taken as directions through the mines.

 According to the leader and the general, the directions to successfully navigate the mines are: LEFT, RIGHT, STRAIGHT, RIGHT, LEFT, RIGHT, STRAIGHT, RIGHT, LEFT, LEFT, RIGHT, STRAIGHT.




OTHER PLACES IN ZORK

Ferryman's Isle

Where is it and how do I get there?

- Take a stroll through the Whispering Woods.
- What are those Woods whispering about?
- Take a load off. Stay a while!
- Ring dem bells, ring dem bells, ring dem bells!
- You know what they say about money; you can't take it with you when you die ... and this guy's already dead.



-  Get the special coin from Moadikum Moodock, then survive the Whispering Woods long enough to navigate to the lake. Stand still long enough in the Woods to hear the trees sing "Three rings begin, two rings return" which tells you to ring the Ferryman's bell three times. Show the Ferryman the coin from Moodock for passage across the water.

What about the Duck?

- This Duck will eat all kinds of weird stuff, even if she isn't hungry.
- The Duck will feel guilty for her gluttonous eating habits and lay an egg to give you a break.
- This egg is just an old Zork yoke.

- She's left all sorts of things laying around. Some of it's worth reading.
- Some of it's worth reading to the Duck.



If the Duck lays an egg, break the egg open to reclaim whatever you fed her. Pick up the scroll, look at it closely, then read it to her to transform her to her original identity as Canuk the mage.

What can I do with the Bottled Ship?

- If you don't ask, you'll never know!
- Twenty minutes in Zork is a relative thing. Go fast but don't bother with your watch. Watch your bubbles.
- Sometimes you just have to think small.
- Look around a bit, but not too much ... that's another adventure.
- Canuk doesn't have much of a memory; he usually has to write things down to be safe.




While moving towards the ship's cabin, be sure to look down on the left side to meet a favorite adventurer, then look up to see the combination to the safe written on the label of the bottle: "9427". Go into the cabin and take the rag. Then dial the combination. Turn the handle on the safe and take the disc piece and the rusty metal thing.

Can I survive Canuk's Yozozzo Spell?


- Can't imagine what's possessed Canuk? He sends you into the bottle to get the disc piece as a favor, then he turns you into a duck. Didn't Moodock have something to say about this sort of thing?
- Rule #1: be prepared. Rule #2: reflect on rule #1.
- Rebecca has just the thing ... but she left it in her room.

- d. Look at yourself! You have what it takes! All you need is a little hard work to take you from rags to riches.

 When you're about to leave the ship bottle, be sure to hold something that will reflect the duck spell. You can use the mirror from Rebecca Snoot's house, or the rusty metal thing from the safe after you shine it up with the rag you found in the ship's cabin.


What are the Blue Prints for?

- a. They're in the drawer ... study them carefully till they stick to your mind.
b. It looks like a plan for something you've seen while you've been knocking around.
c. It seems these plans hinge on magnetism.

 The Blue Prints are for the Illumynite Horseshoe Magnet Door Knocker on the front of Canuk's shack. Take your sword and pry the magnet off.


How can I leave Ferryman's Isle?

- a. There are two ways to return: by water or by air.
b. Hear any old whispers ringing in your ears?
c. The Ferryman requires a coin for your return passage.
d. Always spend your money wisely.
e. You only had one coin to begin with. Maybe you should never have given it to the Ferryman.

 When you leave the dock at the Whispering Woods, only show the coin to the Ferryman. When you want to return, go to the dock on Ferryman's Isle, ring the bell twice, and give him the coin.

How can I get off of Ferryman's Isle without a boat?

- a. There seems to be only one thing that can fly around here ... Vultures!
b. Can't you dig up something the Lighthouse Keeper said about all of this? Rebecca might have mentioned something too!
c. A good breakfast, like cereal, generally contains the essential ingredients you need for an adventure-filled day.
d. It seems like every time you whistle, you get buzzed.
e. Sticky fingers aren't enough to grab onto a Flying Vulture.

 You need the Whistle you get by shaking the Cereal Box in the General Store. Then you'll need to find the illumynite magnet: pry it off the door knocker on Canuk's shack with your sword. Go outside and, using the magnet with the Whistle in your inventory, blow the Whistle. After the Vulture picks you up, you will see your map. Click on any destination and the Vulture will transport you there. From now on, clicking on any map location you have previously visited will automatically transport you there via Vulture.

The Lighthouse — Revisited

How can I return to the Lighthouse?

- a. You can't get there by land or by water. Guess you'll have to fly!
b. Didn't Rebecca talk about traveling by air?
c. Don't look for other flying things — stick to Vultures!



- d. Try to dig something up from your conversations with the Lighthouse Keeper.
- e. A good breakfast, like cereal, generally contains the essential ingredients you need to get through an adventure.
- f. Knock around on Ferryman's Isle. If you're too blue, you'll blow your chance.



You'll need the Whistle from a box of cereal and an illumynite magnet. Shake the box in the General Store. Using the magnet with the Whistle in your inventory, blow the Whistle to call the Vulture and attach yourself to its talons. Click on the map to select a destination from any of the locations you have already visited. From now on, click on a location on your map and you will be instantly transported there via Vulture!

How can I get inside the Lighthouse?

- a. Didn't the Keeper let you know that he could use a little extra something?
- b. He gave up on passwords. Now he wants to be enlightened.
- c. Finding things a bit puzzling? Maybe you just haven't been in the right frame of mind.
- d. Solve the Magic Tiles Puzzle, and read carefully.



After you solve the Magic Tiles Puzzle, go to the location specified and collect the illumynite rocks and the disc piece. Capture a pet Vulture and fly back to the Lighthouse. Show the Keeper an illumynite rock (he'll only take one if you still have two) and he will let you in.

How can I cross the river from the Lighthouse?

- a. You must get to the Temple across the river. You can't walk, fly, or swim, and half the bridge is gone. You'll have to make a bridge.
- b. A rope bridge is a good idea. But be mindful of what the Keeper said!
- c. It takes a real cowboy to do some fancy rope-tying.
- d. Maybe it's time to get a new perspective on crossing the river ... raise your thoughts to a higher level and branch out.
- e. Just when you feel like you're at the end of your rope, you find something to hitch your hopes to.
- f. Don't bite your nails ... sometimes sharp fingernails can be useful tools.




Learn the Cow-Hitch knot from Ben Fyshin by showing him a picture of a cow or simply asking him to show you the knot he's tying. Get the Return Talon from the Vulture Pits and the rope from the Cliffs of Depression, then go upstairs in the Lighthouse. Using the Cow-Hitch, tie one end of the rope to the rail, then tie the Talon on the other end of the rope. Throw the end of the rope with the attached Return Talon towards the tree on the other side of the river.

The Temple at Bel Naire

What do I do with the True Dwarven Sword?

- a. A rusty sword is hardly worth blessing.
- b. If the sword breaks, the blessing will fall.
- c. The Trolls aren't exactly dying to see the Holy Woman bless the True Sword.
- d. If you made the connection between the sword Moodock gave you and the famous sword entrusted to him, you are right. But you're not alone and this is no joke.
- e. Unfortunately, you couldn't take before-and-after pictures, and you didn't get a receipt — someone needs to vouch for the authenticity of your sword.



-  Get the sword from Moodock and give it to the Blacksmith to clean, and come back later. He'll give you a clean, fancy sword that you can tell is not the same one by examining the handle. Go back and show the Blacksmith the "fake" sword and threaten him until he gives in and gives you either the Dwarven Sword or a voucher to retrieve the sword from the person he sold it to. Then show the Dwarven Sword to the Holy Woman, and she'll bless it.

How can I find the passage to the Dwarven Camp?

- a. How curious — there are no dead cats around.
- b. The Dwarven Sword can actually be a double blessing.
- c. It's an interesting puzzle, though it's not worth repeating.
- d. It must get pretty lonely being a Holy Woman.

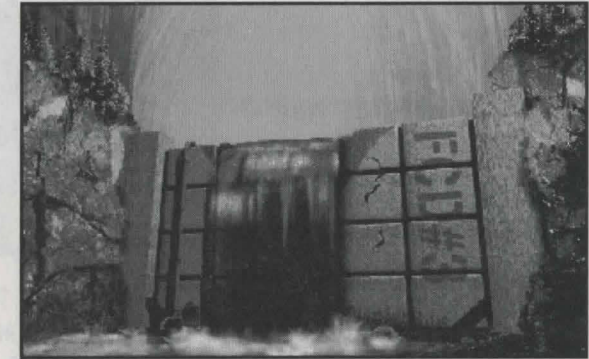


Asking the Holy Woman about certain items, such as the Orb or the True Dwarven Sword, or being interested over and over in her conversations, will result in her granting you access to the path to the Dwarven Camp. The entrance to this path can be seen when looking back towards the Lighthouse at the Temple. It's to the right of the gate where a portion of the wall used to be.

Flood Control Dam #3

Where's the Waterfall?


- a. It's at one end of the Frozen River.
- b. It may cost some arms and legs to get there, but it's worth it.
- c. You can only approach it from the east.



Get past the Spider in the Forest of the Spirits. The Dam is just beyond her home.

How do I make illumynade?

- Did you find the recipe yet?
- You'll have to do some research before you can find the right container.
- It's amazing where you might find ingredients.
- Solve the Magic Tiles Puzzle from the Ruins.
- Amaze your friends — drink illumynade in front of them.

 One part bat guano, one part water from the falls. Mix together in a silver flask. Drink sparingly.


The Ancient Ruins

What's to do at the Ancient Ruins?

- These are monumental — definitely something to write about!
- What is a trencher? It's not in the function; it's all in the form! Can you put all the pieces together?
- As Rebecca might have mentioned, the Orb can focus light energy, but if you try to get near the lightning's destination you'll hurt yourself. Oh, you'll kick yourself when you figure it out.
- That poem holds the key — top to bottom and left to right. Look for seven things from your travels described in verse.
- This set of sculptures IS the forge for the Flying Disc of Frobozz! The Bog Staff from the Witch and the Return Talon are two items to be used ... give them to the statues. How did you regain your sight?



- The Orb and the Thermozz are two more items to distribute among the statues. Keep your guard up or you won't be able to count your blessings.
- Use the shiny shield you got from the Temple of Bel Naire. Now step up to the challenge. You have a helmet and it's not for boxing.
- Hand out the wooden box and the helmet. Time to press your luck.


 Put the six pieces of the Flying Disc of Frobozz on the trencher. Give the statues the following items in your inventory as described in the poem in the file cabinet. From left to right (skipping the middle statue): Bog navigation stick from Witch Itah, the Return Talon from the Vulture Pits, the Thermozz, the miner's helmet, the box, the shiny shield, and the orb. When all the pieces are in place, press the red button. And the Flying Disc of Frobozz will be re-forged!

The Citadel

Where's the Wall of Illusion? How do I get past it once I find it?


- You can't see it. It's an illusion. How depressing!
- Fortunately, all roads lead somewhere.
- It could be anywhere! This impass is getting you nowhere.
- It's a toss up. You must be shattered!



 From the Cliffs of Depression, face north, but go west (left). At the pass you cannot travel through, throw the forged Flying Disc of Frobozz at the pass; you'll hit the Wall of Illusion and shatter it. Beyond it is Morphius's Citadel.


How can I get into the Citadel?

- Did you try knocking? Did you realize you're about to subjugate yourself to Morphius?
- There's his hand, up near the top. Bow to it.
- You have to be blind not to see what you have to use.
- Ah, the slings and arrows of outrageous adventures.

 Take the bow dropped by the cured blind Bowman, and use it with the arrows in your inventory to fire a shot at the hand over the Citadel gate.


How can I get past the Orc?

- What did Moodock say about fighting the Orcs?
- Can't you see that he's blind with ambition? You'll never get past him like this.
- He may be baffled by your seeming disappearance, but he's dogged in his pursuit of higher rank.
- He's so anxious to get his promotion, he'd do anything to open up the files and listen to his records. He's sure his breeding will come into play.
- There's a special relationship between Orcs and HellHounds. It's a one-way thing.

 Get a recording of Alexis, the Hellhound, barking and snarling. You'll also need the invisibility potion of bat guano and Waterfall water in the silver flask from the Old Mill. When you see the Orc, drink the potion and he'll be baffled. Immediately, play a recording of Alexis. He'll think it's an invisible Hellhound and flee.


How can I get past the Fiery Pit?

- Walking on the bridge gives you a sinking feeling. Maybe it's another trap waiting to be sprung.
- Notice that if you put weight on the bridge, it sinks lower ... what goes down, must come up!
- Throw enough of your things onto the bridge and you'll see another bridge rising on the right.

 Throw everything you can from your inventory onto the left bridge. You must have at least seven items to throw. Then cross the right bridge when it is all the way up.

How can I be the final Survivor?

- Morphius wants to learn strategy. Unfortunately, for all his bluster, Moodock wasn't much of a teacher of this game.
- Did you ask Ms. Peepers about the Survivor game and Moodock?
- Jeepers! Be careful not to pass up good advice.
- If you pass up the chance to consult your notebook on the game of Survivor, you might later regret making the wrong move.


 Using the Pass maneuver learned from Ms. Peepers, whenever you don't have a move, pass to force Morphius to free up a square. It's worth a try. Whenever you don't need to pass, consider using a strategy of moving the Wizard in an alternating pattern from an outside square to an inside square and back.

MORE ZORK MIND-BOGGLERS

The Magic Tiles Puzzle

Is there really a solution?

- The goal is to find the magical twelfth piece ... solve the puzzle and it will appear.
- You'll need a good frame of mind to solve this puzzle. Neither sentence is complete without the twelfth piece.
- Start with water, then work in circles to form the recipe for success.
- In the top sentence, the words "bat", "dropping", and "falls" are not describing actions.
- You've gotten to first base when the third column from the left is complete and you see "AT, BAT, FOR".
- Complete the second row to read, "PIECES ON THE GROUND".

 Pick up the 11 tile pieces and the frame found at the Ruins. Drop the pieces into the frame to assemble the tile puzzle; look at or examine the puzzle to solve it. The button on the lower left resets the puzzle to its original arrangement. When complete, the upper sentence will read Water Unseen At Falls Mix With Bat Dropping Yields Potion For. Once completed, the twelfth tile will appear to complete the sentences.

To solve the puzzle press reset, then using the following abbreviations:

- A = click tile above the empty slot
- B = click tile below the empty slot
- L = click tile left of the empty slot
- R = click tile right of the empty slot

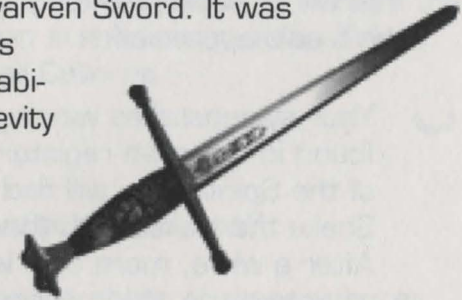
Click on the tiles in the following order:


LARA LBBR AALL BRBL ALBR AALB RRAL BRBR

The True Dwarven Sword

Well, what about it?

- Moodock did give you the Dwarven Sword. It was rusty and had lost much of its magic. BUT— what the file cabinet entry says about its longevity still holds true.
- Did you look closely at the sword before you left to have it cleaned? Didn't you hear about the Blacksmith's reputation?
- Be sure to pay for the Blacksmith's work! Look what a nice job he did!
- The Blacksmith surely didn't weaken your sword so it would break. Better confront him and get him to vouch for his work.
- Now that you have the repaired True Dwarven Sword, it still needs its magic restored.




 Look at the rusty sword before you give it to the Blacksmith for repairs. After you pay for and receive the sword from the Blacksmith, upon close inspection, you can tell it's not the same sword since the jewel is no longer on the blade near the hilt. Go back, show the fake sword to the Blacksmith, and threaten him until he gives you either the True Dwarven Sword or a voucher to retrieve it from Ben Fyshin. After you have the True Dwarven Sword, give it to the Holy Woman for her to bless. After that, it will glow blue in the presence of danger!

More Money


How can I get some?

- Did you take your gift zorkmids from the Gift Shop?
- In this world, money does grow on trees.
- There are enough ripe coin leaves to shake a stick at.
- Be patient. All things need time to grow.
- You will be rewarded for your patience — just a token of the tree's appreciation.

 Your sweepstakes winnings entitle you to all the money found in the cash register in the Gift Shop. In the Forest of the Spirits, you will find a tree with metal leaves. Shake the leaves with the Witch's stick or with a sword. After a while, more coin leaves will grow. The longer you are away, the more money will grow. Occasionally, a coin for the Ferryman will drop out of this tree.

The Guardian


What's the Guardian's deal?

 He's the enforcer of what law, order, and justice remain in the world. If you misbehave by killing someone, by taking personal property without permission, or by committing other acts deemed punishable, he'll relieve you of all your belongings. If you're clever enough, you can drop all your belongings somewhere safe, then recover them after the Guardian attempts to dispense with justice.

The Grues

What is up with the Grues?


- If it's dark, the Grues will kill you!
- Always prepare for the dark places first.

 Use a lit match, illumynite rocks, or wear the miner's helmet to light up the dark places. Dark places to beware of: your hotel room, one location in the Forest of the Spirits, and the entrance to the Troll Caverns.

The Flying Vultures


What do the Flying Vultures have to do with me?

- A few people have words of advice about all these vultures. Try to capture what they're saying.
- They won't harm you, and they're very obedient — they'll come when you call them.
- Of course, you can't call a Vulture without a Vulture Whistle.
- Cereal Boxes generally contain something even more useful than the cereal.
- There must be some way to attach yourself to their talons and go for a Vulture ride.
- What did the Lighthouse Keeper say about the shovel?
- You're heavier than a shovel; perhaps something magnetic would help.

 You'll need the Whistle from the Cereal Box and the illumynite magnet found deep within the Whispering Woods. Go anywhere outside a building and, using the magnet with the Whistle, blow the Whistle. After the Vulture picks you up, you will see your map. Click on any destination and the Vulture will automatically transport you there. From now on, clicking on any map location you have previously visited will automatically transport you there via Vulture.

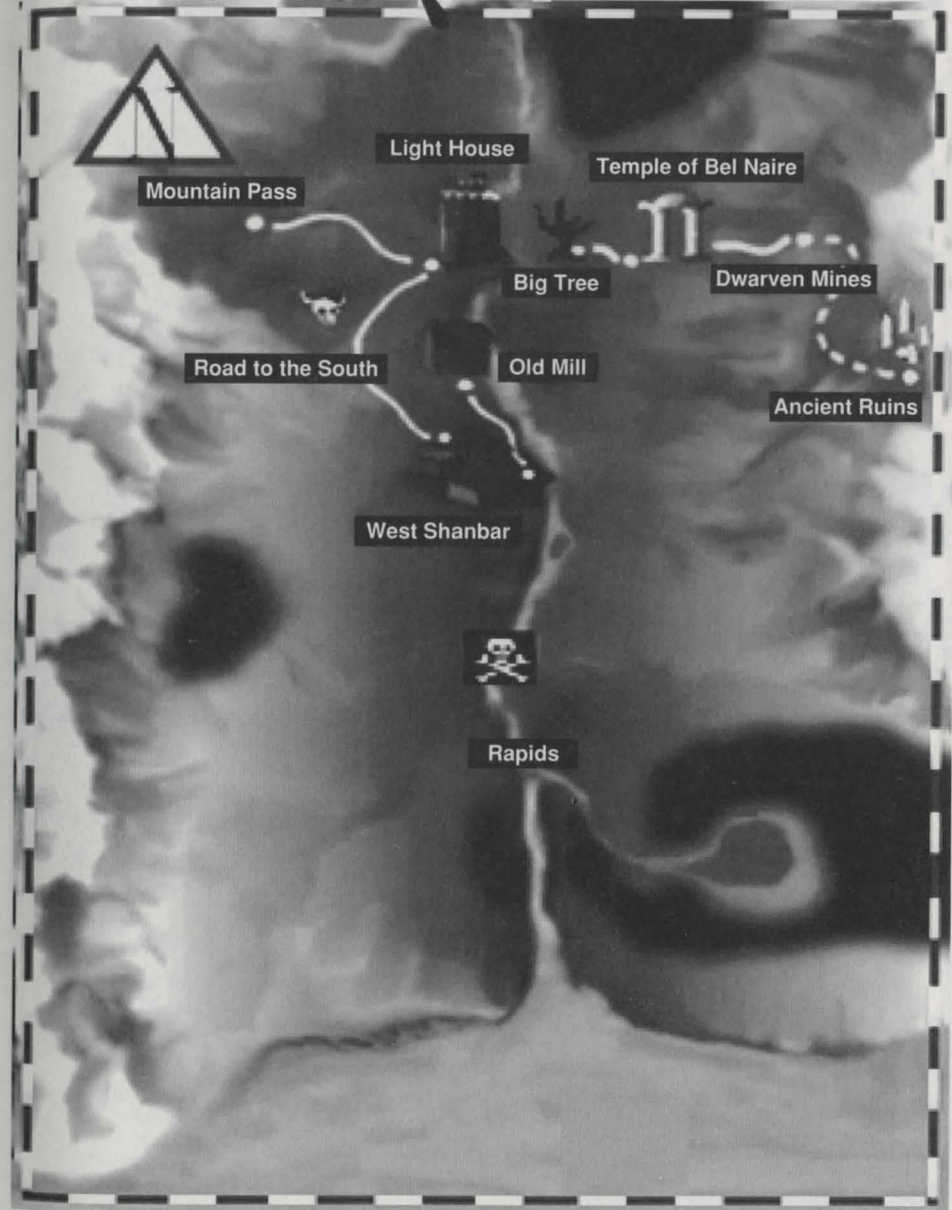
The Map

What about my map?

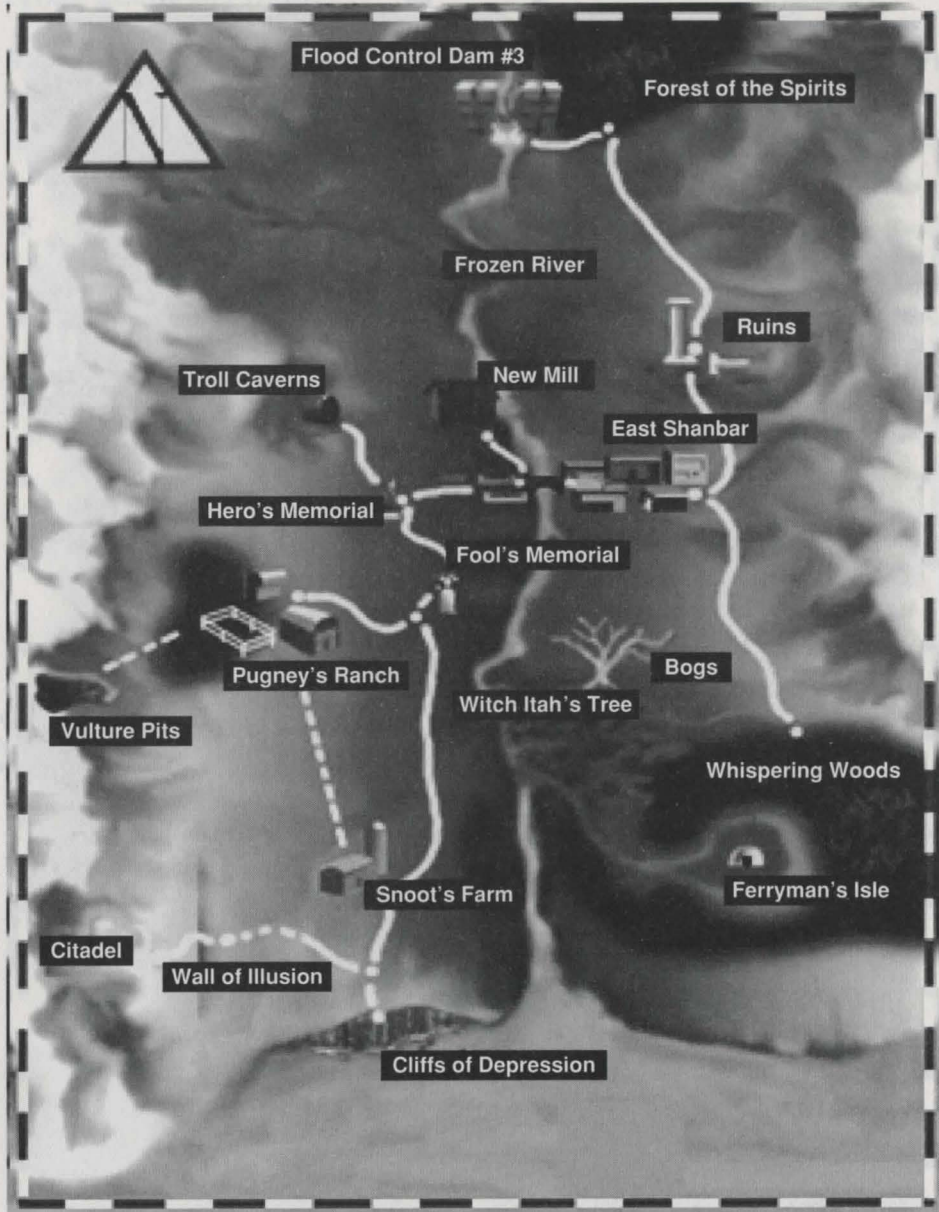
 You can use your map to ask questions about locations, study the upper and lower worlds, and eventually to travel. Aside from the few locations that appear on your map at the beginning of your adventure, your map will automatically plot your path as you visit new locations. When you go underground, your travels in the Underground Empire will be charted on two full screens; click on the turned page corner to switch pages and click on the up or down arrows to scroll the map. Once you have learned to fly, you can click on the map to fly to and from any location you have already visited.



Valley of The Sparrows ~~VULTURES~~

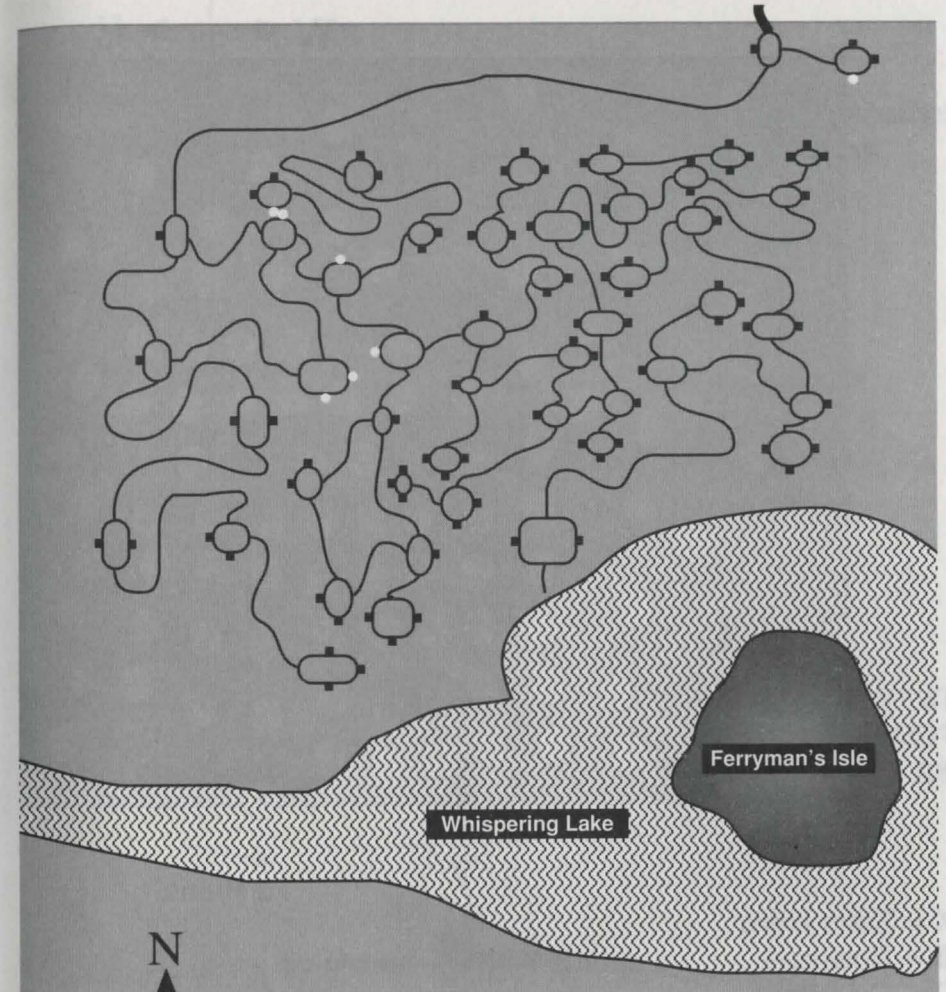


The Underground Empire of Zork



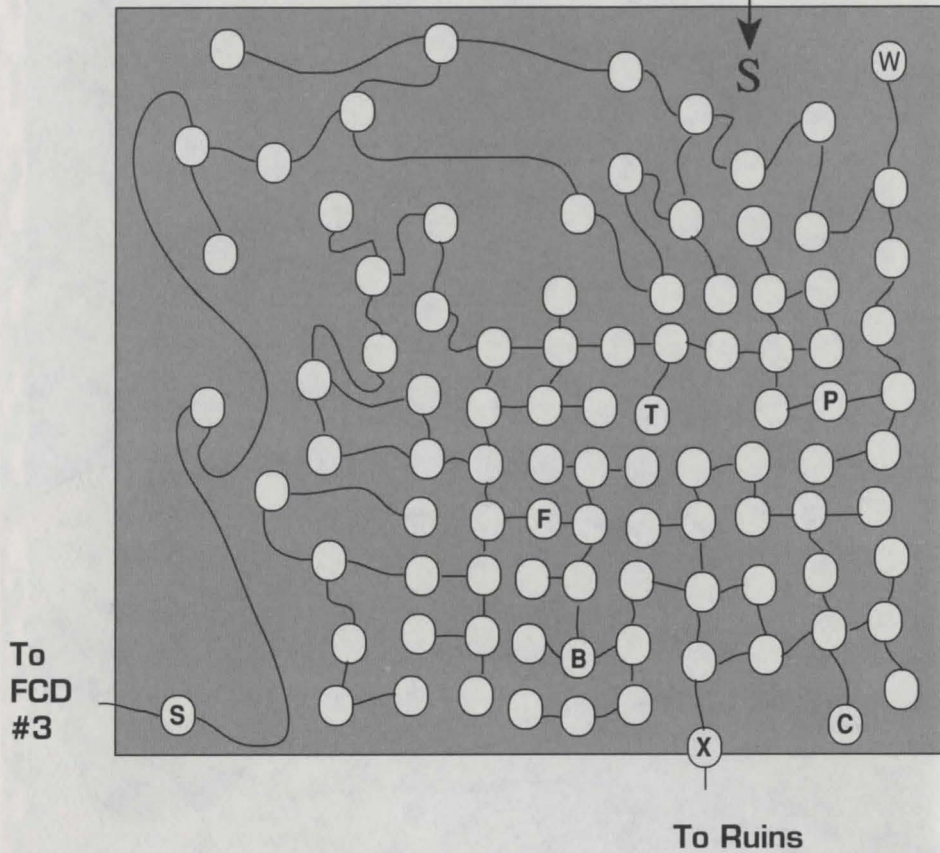
The Whispering Woods

To East Shanbar



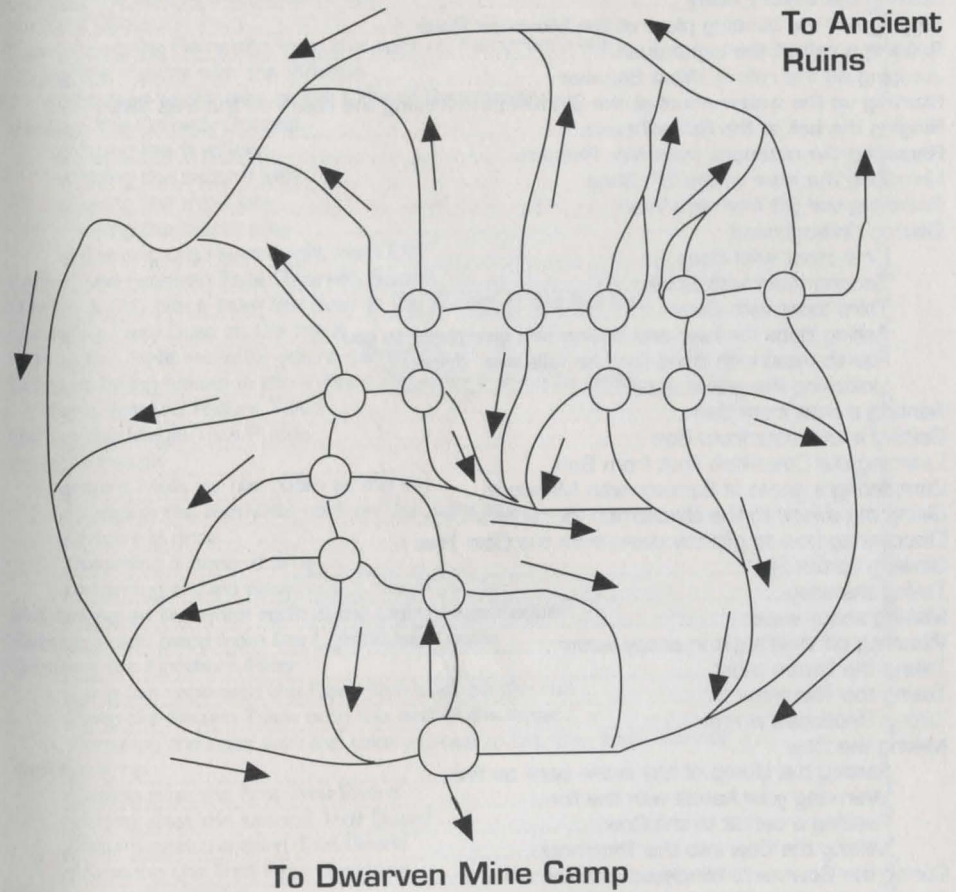
Black dots represent trees.
White dots represent rocks.

The Forest of the Spirits



- X = Start Here
- B = Bowman
- C = Coin Tree
- F = Fairy
- T = Tree Spirit
- P = Pile of Leaves
- S = Spider
- W = Wild Boar

The Dwarven Mines



POINTS LIST

Total Possible Points: 225

Scaring the Vulture away.....	2
Digging out the bonding plant at the Mountain Pass.....	1
Building a raft at the Lighthouse.....	2
Jumping off the raft at West Shanbar.....	2
Starting up the water wheel at the Old Mill (and freeing the catch on the trap door).....	2
Ringing the bell at the Schoolhouse.....	2
Receiving the notebook from Ms. Peepers.....	2
Unlocking the door to the Gift Shop.....	1
Receiving the gift from the Waif.....	2
Getting Underground	
First toast with Boos.....	1
Second toast with Boos.....	1
Third toast with Boos.....	1
Asking Boos for keys and having him give them to you.....	2
Fourth toast with Boos (and he falls over drunk).....	1
Unlocking the green door.....	2
Renting a boat from Ben.....	2
Getting a love note from Ben.....	2
Learning the Cow-Hitch knot from Ben.....	2
Completing a game of Survivor with Moodock.....	2
Giving the sword to the Blacksmith for repairs.....	2
Discovering how to get the coins from the Coin Tree.....	1
Blowing up the Silo.....	1
Taking the soap.....	1
Making soapy water.....	1
Washing off Waif's gift in soapy water.....	2
Taking the frozen meat.....	1
Taking the Thermozz.....	1
Taking Rebecca's mirror.....	1
Milking the Cow	
Setting the clump of hay in the barn on fire.....	2
Warming your hands with the fire.....	2
Feeding a carrot to the Cow.....	2
Milking the Cow into the Thermozz.....	5
Curing the Bowman's blindness with the milk.....	2
Receiving the Fairy Dust from the Fairy.....	2
Springing the spring trap.....	1
Recovering your possessions from the spring trap.....	1
Getting permission and taking the bra box.....	1
Burning the bra box and finding the hot wire in the incinerator drawer.....	2
Cooling the wire.....	2
Getting the Whistle from the General Store.....	2
Starting up the boat motor with the rats from the General Store.....	2
Releasing the bats from the cage in the Whispering Woods.....	2
Getting permission to take the stick from Witch Itah.....	2
Successfully navigating the Bogs.....	5

Getting permission to take the bats from Witch Itah.....	2
Putting the bat guano into the silver flask.....	2
Taking the third drink of milk to cure your blindness.....	5
Summoning the Ferryman from the dock at the Whispering Woods.....	1
Gaining passage on the Ferryman's boat.....	2
Unducking Canuk.....	2
Opening the safe in the captain's cabin.....	2
Ducking Canuk.....	5
Summoning the Ferryman from the dock on Ferryman's Isle.....	1
Calling the Vulture with the Whistle.....	1
Tying the rope to the tree at the Cliffs of Depression.....	2
Winning the Comedy Contest	
Playing the first joke.....	2
Playing the second joke.....	2
Playing the third joke.....	2
Playing the fourth joke.....	2
Receiving the reward/gift from Cliff.....	1
Getting the repaired True Dwarven Sword.....	5
Getting a disc piece from the Boar in the Forest of the Spirits.....	2
Sprinkling Fairy Dust on the meat.....	2
Letting the meat rot while you're carrying it.....	1
Vultures falling asleep in the Vulture Pits allowing you to enter and retrieve the Return Talon.....	2
Solving the Magic Tiles Puzzle.....	15
Inn of Isenough	
Paying Molly for the room at the Inn.....	2
Dropping the illumynite rock on the night stand.....	2
Dreaming once.....	2
Dreaming a second time.....	2
Dreaming a third time.....	2
Presenting an illumynite rock to the Lighthouse Keeper.....	2
Getting a disc piece from the Lighthouse Keeper.....	2
Crossing the Northern River	
Tying the rope with the Cow-Hitch knot on the rail.....	1
Tying the Return Talon onto the end of the rope.....	2
Throwing the rope with the talon across to the tree from the rail.....	2
Troll Caverns	
Getting past the first Troll Guard.....	1
Getting past the second Troll Guard.....	1
Getting past the third Troll Guard.....	1
Receiving the Troll Fear Necklace.....	2
Getting past the Spider.....	2
Getting past the spider web.....	1
Pouring water from Waterfall into flask.....	2
Successfully navigating the Dwarven Mines to arrive at the Ancient Ruins.....	10
Forging the Flying Disc of Frobozz	
Dropping the six pieces onto the trencher.....	2
Completing the Forge and forging the disc at the Ancient Ruins.....	15
Smashing the Wall of Illusion.....	20
Getting the Orc Guard out of your way.....	5
Crossing the Fiery Pit to face Morphius.....	5

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