



WITTS'
NOTES
ON:
ZORK

the great underground
empire, part 1



LETTERS TO USE THIS BOOKLET

Witt's End, Assoc. in an organization
 provided quantity of the material
 in the operation. The material is
 currently no Witt's End
 and is also used as a material

also means that we may begin to
 some outstanding high price. However,
 you will find it difficult to get

Remember, each booklet is a
 representative sample of work by a
 group of people. It is not a
 final product and is not to be
 used as a standard for your work.

Things are not always as they
 seem and you may find that
 the material is not as good as
 you thought it was. It is
 important to use the material
 as it is and not to try to
 improve it. If you find that
 the material is not good, you
 should let us know so we can
 replace it.

Be sure to use the material
 as it is and not to try to
 improve it. If you find that
 the material is not good, you
 should let us know so we can
 replace it.

INTRODUCTION

Witts' End, Assoc. is an organization founded with you, the user in mind. We provide quality support for adventure games of all types, and from all different companies. We do this at a low cost to you. Because we charge so little for our products, currently no Witts' End packages are printed.

In the future, if these booklets prove to be a success, we may add the professional touch. That means adding color and a non-copyable format. That also means that we may begin charging some outlandishly high price. However, until then all that we can do is ask you to return our good faith in you and not distribute copies to all of your friends.

Remember, each booklet that we sell represents months of work by a large group of people. Not that we didn't enjoy every minute of it!

Thanks,
Ed

Copyright © 1983 Witts' End, Assoc.
All Rights Reserved. No part of this booklet may be reproduced by any means, electronic or mechanical, without permission in writing from Witts' End, Assoc.

HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TNCDO SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ = 1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ = CHR$(3) THEN 180
60 PRINT CHAR$
70 A = ASC(CHAR$)
80 IF A = 90 THEN A = 64
90 IF A = 13 THEN 10
100 IF A <> 32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

TABLE OF CONTENTS

| | |
|-------------------------|----|
| INTRODUCTION | 1 |
| HOW TO USE THIS BOOKLET | 2 |
| THE CODE | 3 |
| ON THE ORIGIN OF ZORK | 5 |
| GENERAL HINTS | 7 |
| THE THIEF | 9 |
| ABOUT THE MAP | 10 |
| THE FOREST | 11 |
| THE HOUSE AND CELLAR | 13 |
| THE TEMPLE AREA | 15 |
| THE MAZE | 18 |
| THE DAM | 19 |
| COAL MINE | 21 |
| FRIGID RIVER | 23 |
| OTHER QUESTIONS | 25 |
| COMPLETE LIST OF ITEMS | 28 |
| JUST FOR FUN | 29 |

ON THE ORIGIN OF ZORK

The Zork series was created several years ago in the M.I.T. research center. At the time, the program was called Dungeon. Dungeon was a vast program that contained elements of all three Zorks.

The word Zork itself was originally an exclamation that Lebling and Blank tossed around. Like, "Zork, look at that!" Supposedly the word fit so it became the title of the series.

Originally, the Dungeon program floated around mainframes in the same manner as the Original Adventure. Eventually, David Lebling and Mark Blank came to the conclusion that publishing it would be a successful venture. So they wrote the first Zork, which is about two thirds from Dungeon.

Zork was published by Personal Software in 1980. It sold very well, but a problem arose. Personal Software metamorphosized into Visicorp and had to drop all of its entertainment programs. The Zork authors were going to be stranded.

Fortunately, they found Infocom, or maybe Infocom found them. Either way, it was a lucky break. The Zork series made Infocom into what it is today, a major

software development company.

Why has Zork been so phenomanally successful? Well, maybe when you analyze their product, you realize that the rise wasn't phenomanal, it was obvious. The Zork series stands a mile above other adventure games.

All of the Zorks have good themes. The theme of Zork I is based in mythology though it is basically a treasure hunt. But a good one. Zork II's primary theme is magic, that and another treasure hunt. Zork III is not a treasure hunt and its major theme is benevolence, along with wisdom, strength... well, we won't go into that here. The point is that all of the themes involve excitement, action and thought, none are dull.

The Zorks are more complex than their fellow adventures. No command has to be limited to the "get this", "drop that" scenario. In Zork, one can say "take all but the persian rug and the exotic parrot." The authors have also planned many complex and involved processes to keep you thinking.

The parser cannot understand relative pronouns or indirect objects (with some exceptions.) Objects themselves can be examined but, in Zork at least, no objects have textures and few have smells. The largest complaint is that the parser does not understand some words that are in the description.

Yet, all and all, the Zorks are a fantastic series. They all tie together and chronicle a fascinating history of the great underground empire.

GENERAL HINTS

Zork, the great underground empire, is the most popular game in the history of adventure. Many many people have bought Zork I, but many have never solved it. Zork is tough, but all in all, it's pretty fair.

It's fair because you don't have to search for obscure words. Zork allows full, if simple sentences. The puzzles are hard, but always logical. Zork allows for experimentation and usually knows what you're trying to do. If it does, it will tell you that it won't work.

Remember that this is a treasure hunt and make sure that you store all of the treasures in the trophy case. If you keep carrying them around the thief will steal them. Make sure that the thief steals as little as possible.

An important thing to remember about Zork is that it is similar in many respects, to Dungeons and Dragons. Fighting plays a major role, yes, you must be aggressive in this one. Kill the troll, kill the thief, kill anyone that gets in your way. You may not realize it, but your character grows in power with every treasure you find. Before you confront the thief, you'd better have put a lot of treasures in the trophy case.

Make sure you know your mythology. References are made to Greek and Roman myths.

It helps to have an occult movie background too. The most important thing, however is to try everything.

All Infocom adventures have an excellent save routine. Be sure to save your state, it's so fast and easy. Experimenting is fine, but it makes sense to save the game before you try anything risky.

Throughout the game, you should hear references to Hello Sailor. For some reason many people seem to think has some sort of overriding importance. It does not, at least in this game. In fact, you will probably never need to use it. It's only purpose is to provide a clue to the identity of a very important mythical character.

THE THIEF

This section was created because of the large numbers of questions about him. The thief plays a major role in Zork I. He is the principal character and may seem more likelike to you than a real person.

David Lebling describes the thief as a sort of "down at the heels, younger son of a gentleman." He has no inheritance, therefore he turns to thievery. His description can be supported with references from the game.

The thief is very good at fighting. When he knocks the weapon out of your hands, he usually doesn't kill you. He is too well bred for that. However, the thief harbors no great love for you, he is a very dangerous adversary.

One of the thief's favorite pastimes is picking up things in the maze and dropping them elsewhere. His goal is to get you hopelessly lost in the maze. He doesn't stop there. The thief will pick up objects all over the game. However, he will not move objects that you have not discovered yet.

When meeting the thief, it is best to let him steal things from you. Do not engage in fighting him until you are ready. However, if you can, try and take the stiletto away from him. Then he will never bother you again.

ABOUT THE MAP

Like everything else in Zork, its map is large. Zork's map covers four pages. They are the outside, the cellar, the coal mine, and the maze. And each page is filled with locations and items.

Actually, there is more on each page than what is labeled. What is labeled is generally the most prominent area on the page. For example, the cellar page contains the frigid river too.

The first and last page are not connected in any way and can be kept separate. But the second and third pages are. The second page should be placed directly under the third.

The maze is shown in detail on the last page but it is displayed on the cellar page in its appropriate location. The key is located on the third page of the map. It should explain everything that this page doesn't.

Many people, when seeing the maze all mapped out are shocked. They did not think that the maze is that treacherous. It is possible to wander around and find the cyclops room after hours of search, but it becomes much easier to use the map.

THE FOREST

1. What do I do with the pile of leaves?

- A. Sqx atqmhmf sgdl.
- B. Sgdx cnm's gzud z otqonrd.
- C. Sgdx lhfgs bnmbdzk rnldsghmf.
- D. Sqx lnuhmf sgdl.

2. How can I open the egg?

- A. Itrs cn hs.
- B. H gnod xnt rzudc sgd fzld.
- C. Gzud xnt rddm z ohbstqd ne xntq-rdke?
- D. Xnt zqd z ahf bktlrz nze.
- E. Bzqqx sgd dff hmsn sgd bzud.
- F. Ehmc rnldnmd vgn bzm nodm hs.
- G. Kds sghde rsdzk hs nq fhud hs snghl.
- H. Sgdm jhkk ghl zmc fds hs azbj.

3. How do I open the grating?

- A. Xnt ltrs tmknbj hs.
- B. Ehmc sgd jdx.
- C. Hs bzm ad entmc hm sgd lzyd.
- D. Tmknbj hs eqnl tmcdqmdzsg.

4. What do I do with the canary?

- A. He hs hr aqnjdm, ehw hs.
- B. Ehmc rnldnmd vgn bzm.

THE HOUSE AND GARDEN

- C. Hs bzmms ad ehwdc.
- D. Hr hs vnqjhmf?
- E. Dwzlhmd hs bknrdkx.
- F. Hs bzm ad vntmc.
- G. Vhmc hs hm sgd enqdrs.
- H. Hrm's sgzs btsd!

5. What do I do with the mailbox?

- A. Nodm hs.
- B. Knnj hmrhcd hs.
- C. Fhud bqdchs vgdqd bqdchs hr ctd.

6. How do I get into the house?

- A. Nodm sgd eqnms cnnq.
- B. Jmnbj hs cnvm.
- C. Trd sgd rkdcfdgzlldq.
- D. Sgdqd hr mnmd.
- E. Xnt bzm's nodm sgd eqnms cnnq.
- F. Rdzqbg sgd gntrd. Vzky Zqntmc.
- G. Fn adghmc sgd fntrd.
- H. Nodm sgd vhmcnv.
- I. Dmsdq sgd gntrd.
- J. Sghr khmd qdrdqudc enq bgdzsdqr.

THE HOUSE AND CELLAR

1. Should I eat the food?
 - A. Fn zgdzc, ad lx ftdrs.
 - B. Fzqknb lzjdr xntq aqdzsg rldkk azc.
 - C. H vntkc rzud hs enq kzsdq.
 - D. Lzxad rnlndmd dkrd vhkk.
 - E. Nq xnt bntkc fds gtmfqx.
2. What is the trophy case for?
 - A. Enq sqnoghdr.
 - B. Qdze hmrsqtbshnmr.
 - C. Rsnqd sgd sqdzrtqdr gdqd.
3. How do I open the wooden door?
 - A. Xnt bzmms.
 - B. Ats rnlndmd dkrd bzm.
 - C. Cnm's vnqqx zants hs.
 - D. Sgd bxbknor vhkk cn hs.
4. How do I open the trap door...again?
 - A. Rnlndmd torszhr rgts hs.
 - B. Ehmc zmnsqdq vzx nts.
 - C. Nodm hs zfzhm eqnl torszhr.
 - D. Sgdvnm's rgts hs zfzhm.
5. Where is the entrance to the underground?
 - A. Hs hr hm sgd gntrd.
 - B. Rdzqbg hs sgnqntfgkx.
 - C. Hs hr admzsg rnlsgghmf.
 - D. Lnud sgd qtf.

6. Should I explode the paper bag?
 - A. Xdr.
 - B. Xnt'ud fns sn ad jhcchmf.
 - C. Sghr hr z injd.
7. Can I befriend the troll?
 - A. Sqx szkjhmf sn ghl.
 - B. Sqnkkr zqd rstohc.
 - C. Zmc uhnkdms.
 - D. Xnt gzud sn jhkk ghl.
 - E. Gd hr jhkkdc qzmcnlkx (Vhsg rvnqc).
8. How do I get up the ramp?
 - A. Hs hr udqx rkhoodqx.
 - B. Sqx sgqnvhmf z qnod.
 - C. Xnt bzmms fds to sgd qzlo.

9. Where do I use the axe?

- A. Hm sgd enqdrs.
- B. Bgno cnvm rnld sqddr.
- C. Sgd zw bzm nmkx ad trdc zr z vdzonm.
- D. Hs qdzkkx hrm's mddcdc.

10. Is the chimney important?

- A. Hs gzer z trd.
- B. Sqx bkhlahmf hs.
- C. Xnt bzm nmkx bzqgx svn hsdlr.

THE TEMPLE AREA

1. What do I do in the dome room?

- A. Sqx itlohmf.
- B. Bkhla cnvm sgd cnld.
- C. Chc xnt mnshbd sgd qzhkhmf?
- D. Cn xnt gzud z qnod?
- E. Shd sgd qnod sn sgd qzhkhmf.

2. Are the engravings important?

- A. Sgdhq cdrbqhoshnm etqmhrgrd z bktd.
- B. Sgdx gzud mn otqonrd.
- C. Dwbdos cdbnqzshnm.
- D. Sgnrd zmbhdms ynqjdr vdqd ezrbh-mzshmf.

3. How do I get out of the temple?

- A. Itlo to enq sgd qnod.
- B. Fn sgqntfg sgd gnkd.
- C. Xnt bzm's szjd sgd bneehm vhsg xnt sgzs vzx.
- D. Sqx qdzchmf sgd oqzxdq annj.
- E. Vgzs cndr nmd cn hm sgd sdlok?
- F. Oqzx sn sgd fncr.
- G. Nq kdzqm ne sgd fqzmhsd vzkk.
- H. Rdd nsgdq ptdrshnm mtladq nmd.

4. How do I get into Hades?

- A. Fn sn gdkk.
- B. Hs hr lnqd bnlokdw sgzm sgzs.
- C. Dwnqbhrd sgd duhk rohqhr.
- D. Uhrhs sgd sdlok.
- E. Qdzc sgd akzby annj.
- F. Stqm sgd ozfd hm sgd annj.
- G. Xnt mdde z adkk, annj zmc bzmckdr.
- H. Ehqrs qhmf adkk, sgdm khfgs bzmckdr...
- I. Sgdm qdzc sgd akzby annj.

5. How can I light the candles?

- A. Trd sgd snqbg.
- B. Gzud xnt addm sn sgd czl zqdz?
- C. Chc xnt ehmc sgd lzsbgr?
- D. Sgzs rgntkc zmrvdq xntq ptdrshnm.
- E. Vgdm sgdx aknv nts, khfgs zfhm.

6. Is the mirror significant?

- A. Knnj hmsn hs.

- B. Sqx aqdzjhmf hs.
- C. C qdudzkr z rdbqds.
- D. Sqx sntbghmf sgd lhqqnq.
- E. Sgdqd zqd svn lhqqnq qnlnr.
- F. Sntbghmf hs sskdonqsr xnt azbj zmc enqsg.

7. How do I get the platinum bar?

- A. Hs qdpthqdr mn naidbsr.
- B. Xnt mddc z lzfhb vnqc.
- C. Chc xnt mnshbd sgzs sgd qnln dbgnr?
- D. Sgd vnqc hr dbgn.

8. Where do the spirits go?

- A. Vgdm xnt dwnqbhrd sgd1?
- B. Sgdx ekdd hmsn sgd vzkkr.
- C. Xnt bzmms fn zesdq sgd1.

THE MAZE

1. What is the rusty knife for?

- A. Hs hr z vdzonm.
- B. Vdqd xnt bzqqxhmf xntq rvnqc?
- C. Vgdm xnt entmc hs?
- D. Hs ekzrgdr aqhfgs aktd.
- E. Sqx zsszbjhmf vhsg sgd jmhed.
- F. Mnv xnt jmnv.

2. Can I animate the skeleton?

- A. Qdzc sgd lzfhb annj.
- B. Bzrs z rodck.
- C. Enqfds hs, xnt bzmms.

3. How do I fix the lantern?

- A. Rshbj z bzmckd hm hs.
- B. Fhud hs sn sgd sghde.
- C. Sgd rzld vzx xnt ehwdc sgd bzmzqx.

4. What do I do with the cyclops?

- A. Gd hr snn onvdqetk sn ad jhkkdc.
- B. Sgdqd zqd adssdq vzxr sn cdzk vhsg ghl.
- C. Zbstzkkx svn vzxr.
- D. Gd hr udqx ahf.
- E. Zmc gtmf qx. Fhud ghl sgd ktmbg.
- F. Gd fdr sghqrsx (Zr xnt rdd).
- G. Sgdqd hr zmnsdq vzx. Qdzc akz bj annj.

- H. Mnshbd sgd ehqrs kdssdq hm dzbg khmd.
 I. Qdldladq onkxogdltr?
 J. Sqx rzxhmf ncxrrdtr nq tkxrrdr.

5. Where is the vending machine?

- A. Sgzs rdkkr azssdqhdr?
 B. Rdzqbg sgd lzyd.
 C. Adghmc sgd fqzshmf.
 D. Vqnmf zcudmstqd.

6. Why does my sword glow when I am near the cyclops?

- A. Hs hr zm dkuhrg rvnqc.
 B. Hs gzer lzfzbzk oqnodqshdr.
 C. Hs zkzxr fknvr vgdmc czmf dq hr mdzq.

THE DAM

1. What is the green bubble for?

- A. Hs khfgsr to.
 B. Hd sdkkr xnt he sgd ozmdk hr vnqjhmfm.

2. How do I activate the panel?

- A. Knnj zs hs.
 B. Lnud sgd anks. Stqm hs.

- C. Knnj hm sgd lzhmsdmzmbd qnnl.
 D. Chc xnt ehmc sgd vqdmgb?
 E. Trd sgd vqdmgb sn stqm sgd anks.
 F. Rdd ptdrshnm entq.

3. What do I do in the maintenance room?

- A. Oqdrz zkk sgd atssnmr.
 B. Szjd zkk sgd hsdlr.
 C. Cnm's sntbg sgd snnk bgdrsr.

4. What do the buttons do?

- A. Qdc atssnm stqmr khfgsr nm zmc nee.
 B. Aktd atssnm aqdzjr z vsdq lzhm.
 C. Xdkknv atssnm zbshuzsdr ozmdk.
 D. Aqnmv atssnm cdzbshuzsdr ozmdk.

5. How do I stop the leak?

- A. Trd sgd snnkr.
 B. Drodzbhzzkx sgd vqdmgb.
 C. Gzud xnt entmc zmxsghmfm sgzs gdkor?

- D. Trd sgd stad ne snnsgozrsd.
- E. Hs hr ftmj. Adrs zcgdrhud jmnvm sn lzm.
- F. Sqx ehw kdzj vhsq ftmj.
- G. Nodm zmc rptddygd sgd stad ehqrs.

6. What is in the resevoir?

- A. Knnj zs sgd lzo.
- B. Xnt bzm naszhm sghr ax rnkuhmf...
- C. Sgd otyykd ne sgd czl.
- D. Vd'qd qdedqghmf sn sqtmj ne idvdkr.

7. What do I do with the pile of plastic?

- A. Dwzlhmd hs bknrdkx.
- B. Vgzs hr sgd uzkuq enq?
- C. Hs hr z qzes.
- D. Hs ltrs ad hmekzsd.
- E. Xnt ltrs ehmc sgd zhq otlo.
- F. Hs hr mnqsg ne sgd qdrdunhq.
- G. Rnkud sgd otyykd ne sgd czl.

COAL MINE

1. How do I get past the smelly room?

- A. Chc xnt ehmc sgd aqnjdm kzmsdqm?
- B. Ots sgd bzmckd hm hs.
- C. Nq sgd snqbg.

- D. Enqfds sgzs.
- E. Mdws shld rzud sgd kzlo enq sgd lhmd.

2. What is the timber for?

- A. Hs hr z fnnc rntqbd ne vnnc.
- B. Sgdqd hr zmnsqdg trd.
- C. Trd hs zr z azssdqhmf qzl.
- D. Aqdzj cnvm vnncdm cnnq hm gntrd.
- E. Rnqqx sn kdzc xnt nm.
- F. Sgd shladq rdqudr mn otqonrd zs zkk.

3. How do I get rid of the bat?

- A. Chc hs axsd xnt?
- B. Sgdm hs hr z uzlohqd azs.
- C. Gnv cndr nmd fds qhc ne uzlohqdr?
- D. Aqdzsgd nm hs.
- E. Mnv xnt jmnv vgzs fzqknb hr enq.

4. Can I widen the narrow passage?

- A. Vgzs cn xnt sghmj?
- B. Mdudq dudq.
- C. Itrs cqno dudqxsghmf (Ahf sgzs hr).

5. How do I light up the drafty room?

- A. Sghr oqnakdl hr z sntfg nmd.
- B. Chc xnt sqx trhmf lzsbgdr?
- C. Xnt bzm's aqhmf zmx khfgs vhsq xnt.
- D. Chc xnt ehmc z azrjds zmc bgzhm?
- E. Azrjds bzm ad knvdqdc ots kzlo hm.

6. What is the coal for?

- A. Hs atqmr.
- B. Vgzs lzjdr to bnzk bgdlhbzkkx?
- C. Bnzk hr lzcd nts ne bzqanm.
- D. Bzqanm hr sgd lzsdqhzk enq chzlnmcr.

7. What do I do with the machine?

- A. Dwzlhmd hs bzqdetkkx.
- B. Stqm hs nm vhsg sgd rbqdvqcqhudq.
- C. Knnjr khjd z bknsqdr cqhudq.
- D. Ots rnldsgghmf hmrhcd.
- E. Knnj to uhsqdnt rzkzf.
- F. Hs hr z bnloqdrnq.
- G. Hs lzjdr chzlnmcr.
- H. Ots rnld bnzk hm.

FRIGID RIVER

1. How do I cross the river?

- A. Cn xnt ldzm rzhk hs?
- B. Gzud xnt entmc sgd ohkd ne okzrshb?
- C. Zmc chc xnt ehmc sgd otlo?
- D. Hmekzsd sgd qzes.
- E. Ots hs hm sgd qhudq.

2. How do I use the boat?

- A. Qdzc sgd hmrsqtbshnmr (Kzadk).
- B. Sgd btqqdms vhkk lnud xnt.
- C. Ehmc sgd ozcekd.
- D. Sgdqd hr mn ozcekd.
- E. Torsqdzl nq cnvmrsqdzl vnqjr.
- F. Nq trd z chqdbshnm khjd vdrs nq dzrs.
- G. Kztmbg zmc kzmc vnqj snn.

3. What is needed to fix the boat?

- A. Chc xnt aqhmf zknmf xntq onhmsx rvnqc?
- B. Akta, akta, akta cnvm xnt fn!
- C. Gnv chc xnt ehw sgd ohod (ghms, ghms).
- D. Trd sgd ftmj (stad).

4. What do I do in the sandy cave?

- A. Hs hr rzmcx.
- B. W lzqjr sgd rons.
- C. Sgd fqntmc hr fnnc enq chffhmf.
- D. Ad .odqrhrsdms.
- E. Ats mns snn odqrhrsdms.

5. What does the buoy mean?

- A. Hs rdqudr zr z vzmhmf.
- B. Sgzs xnt zqd mdzqhmf sgd ezkkkr.
- C. Ohbj hs to, hs bzm's gtqs.

6. How do I cross the rainbow?

- A. Rnqqx H fzud hs zvzx.
- B. Ozqs ne z itkhd fzqkzmc rnmf.
- C. Rvzkknv sgd dff zmc adbnld z ahqc.
- D. Lzfhb hr mddcdc gdqd.
- E. Sghmj zants sgd sqdzrtqdr.
- F. Drodhzzkkx sgd rbdosqd.
- G. Sqx vzuhamf hs gdqd.

OTHER QUESTIONS

1. What is this granite wall business?

- A. Rsqzmf d hrm's hs.
- B. Sgdqd zqd rdudqzk ne sgdl.
- C. Sgqdd sn ad dwzbs.
- D. Nmkkx svn zqd qdzkkx fqzmhsd.
- E. Fqzmhsd vzkkkr zqd lzfhbzk.
- F. Sgd svn zqd sdlok d zmc sqdzrtqd qnml.
- G. Rzxhmf mzld ne nmd vghkd zs nsgdq...
- H. szjdr xnt sgdqd.

2. Where does the thief put the treasures?

- A. Gd gzar z ghcdnts.
- B. Hs'r hm sgd lzyd.
- C. Sgd bxbknor ftzqcr hs.
- D. Gd jddor sgd hm ghr azf snn.

3. How do I kill the thief?

- A. Ax ehfgshmf ghl.
- B. Xnt mddc z kns ne dwodqhdmbd.
- C. Xnt fzhm ax fdsshmf sqdzrtqdr.
- D. Ehmc zr lzmz zr xnt bzm.
- E. Fn sn ghr ghcdnts (sqdzrtqd qnml).

4. How do I become an insect?

- A. Vgx cndr dudqxnmd z rj sghr?
- B. Dzs sgd fnkc rbzqza.
- C. Aqhmf sgd rbzqza sn khed.
- D. Xnt bzmmns.
- E. Enqfds zants sgd bqzbj.

5. What does the wizard want?

- A. Zrj ghl.
- B. Gd vzmsr xnt enq ghr zooqdmshbd.
- C. Bnmfzstzkzshnmr nm adbnlhmf nmd.
- D. Xnt zqd mns okzxhmf Ynqj H.

6. What do I do when the lamp runs out?

- A. Fds dzsdm ax fqtdr.
- B. Hs hr xntq nvm eztks.
- C. Stqm nee sgd kzlo vgdm zanud fqntmc.
- D. Trd sgd snqbg snn.

7. How do I cross the chasm?

- A. Sn sgd vdrs?
- B. Enqfds hs. Z eqzfldms eqnl ctmf dnm.

8. How do I enter the barrow?

- A. Dmsdq hs zs sgd dmc ne sgd flzo.
- B. Xnt ltrs gzud zkk sgd sqdzrtqdr.
- C. Sgdm hs rtccdmkx zoodzqr zs okzbd nm lzo.

9. What do I do in the barrow?

- A. Itrs vzkj zqntmc.
- B. Bqnrr sgd aqhcf.

10. I have died. How do I get reincarnated?

- A. Gzud xnt addm dudqxvqdqd?
- B. Fn azbj sn sgd sdlokd.
- C. Oqzx zs sgd zkszq sn bkdzmrdr rhmr.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Treasures

Painting
 Platinum Bar
 Gold Coffin
 Ivory Torch
 Sceptre
 Egg
 Trunk of Jewels
 Trident
 Figurine
 Bracelet
 Canary
 Bauble
 Diamond
 Coins
 Skull
 Scarab
 Emerald
 Silver Chalice
 Pot of Gold

Items

| | |
|-----------------|---------|
| Nest | Shovel |
| Leaves | Map |
| Sack | Buoy |
| Lunch | Book |
| Garlic | Candles |
| Sword | Bell |
| Lamp | |
| Rope | |
| Nasty Knife | |
| Axe | |
| Broken Lantern | |
| Bag of Coins | |
| Rusty Knife | |
| Skeleton Key | |
| Bottle of Water | |
| Wrench | |
| Screwdriver | |
| Tube | |
| Pile of Plastic | |
| Air Pump | |
| Timber | |
| Matchbook | |
| Guidebook | |
| Coal | |
| Stiletto | |

JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Burning the book...

Saying repent in the temple...

Saying plugh or xyzy...

Waving the sceptre while on the rainbow...

Lighting the candles with the torch...

Saying score while you're a spirit...

Just typing kill...

Using the rusty knife...

Typing yell...

Vandalizing the painting...

Reading the message on wall of gallery...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible from you, the user, and if you should still be having any problems with this game, feel free to send in your enclosed registration card, along with your queries. We will answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us. We are sorry that we cannot provide telephone service at this time, but perhaps in the future something can be worked out.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another by sending in \$1.00 for postage and handling to:



Witts' End, Assoc.
42 Morchouse Rd.
Easton, CT 06612

Happy Adventuring!!

of this booklet, and that you should
received the maximum benefit possible
you, the user, and it you should still
be having any problems with this game
-especially the ones you've had with
this booklet, please write us quickly
Wizards of the Coast, Dept. 9100, Box 1000
Ypsilanti, Michigan 48197-1000
or direct to us, at the address above
now you can say, "I have a question."
Also, should you have any questions
or suggestions about this, or any other
of our products, feel free to write us.
We are sorry that we cannot answer you
phone service at this time, but perhaps in
the future something can be worked out.
... Thank you for your interest.

Your purchase entitles you to a free copy
for with your order. If you are ordering
Anyone can order another by sending in
\$1.00 for postage to: Wizards of the Coast

... We would like to see this booklet and give you

... We will be glad to send you a copy of this booklet

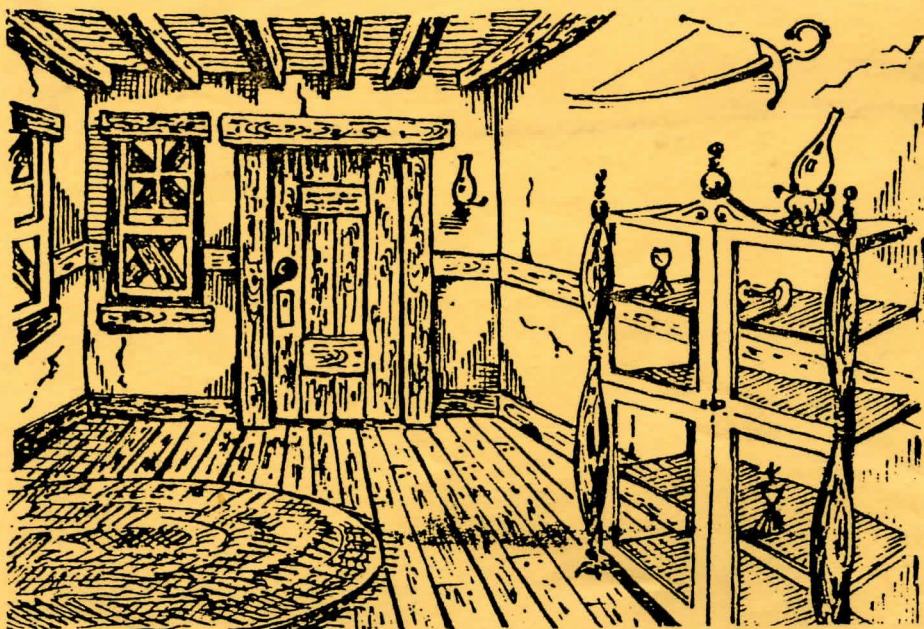
... We will be glad to send you a copy of this booklet

... We will be glad to send you a copy of this booklet

... We will be glad to send you a copy of this booklet



... We will be glad to send you a copy of this booklet





At your Witts' End?
You'll never be again!!
We specialize in adventures and
we supply maps and guides for
nearly all of them. After
you've used one you'll want another.



 **WITTS' END** 
ASSOCIATES
42 MOREHOUSE ROAD
EASTON CT.06612