

InvisiCluesTM

for ZorkTM: the Great Underground
Empire, Part I



produced by
the Zork Users Group

Illustrations by
David Ardito

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Introduction

Congratulations, you have joined the elite. Zork is the most challenging and rewarding computer game on the market. It is witty, treacherous, humorous, surprising, mind-boggling, frustrating, satisfying, and, most of all, a lot of fun.

Much of the fun of playing Zork is the thrill you get when you solve a problem. This booklet was designed to maximize that thrill by giving you only as much help as *you* need to get past those small hurdles which *you* find frustrating so that you can get on with the solution to that problem and enjoy the rest of the game.

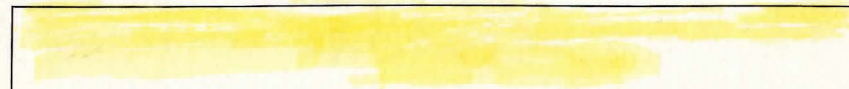
Great care was taken to avoid giving anything away unintentionally. The invisible hints often progress from a gentle nudge in the right direction to a full answer. The questions themselves, which had to be visible, were worded so as to reveal as little as possible about the game. Do not use the presence or lack of a question on a certain topic as an indication of what is important, and do not assume that long answers are associated with important questions. Dummy questions and answers have been inserted to minimize this problem. If you let the questions found in this booklet influence your game, you will be sorry.

The listing of all the treasures and their locations should be used only as a last resort. Once you have completed the game, you may want to try the "for your amusement" suggestions. Do not look at these before the game is over as they reveal solutions to some of the problems.

How to use this booklet

If you are stuck in the game, find the question which pertains to your problem in the appropriate section of the booklet. Use the A.B. Dick latent image marker which came with the booklet to develop the first answer. Use the brackets as a guide and run the marker once across each line. Allow a second or two for the image to develop. Do not rub the marker back and forth over the same area — it may rub off the image, and it certainly wastes developer. (You may also cause excess developer to soak through the paper and develop the other side.) Try your marker on the following:

Why does Mike keep his last name secret?



If used properly, the marker should last through the entire booklet. Be sure to recap it tightly when it is not in use. If the marker dries up or is lost, more can be ordered from the Zork Users Group. A note on invisible printing: great care was taken in printing this booklet, however, you can probably imagine the difficulties invisible printing poses. It is possible that one of the pages was badly misaligned or not printed and we didn't catch the error. If so, we will certainly replace your booklet. An attempt was made to write this booklet in the same spirit as Zork. Hopefully it will be fun to use. Your comments and suggestions for changes and improvements are always welcome.

Happy Zorking.

Mike
Chicago, Illinois
January, 1982

Acknowledgements

All who are associated with Zork are grateful for the work of the original implementors: Marc Blank, Dave Lebling, Tim Anderson, and Bruce Daniels. We are also grateful to Infocom for their stupendous achievement in making this game available for microcomputers.

I would like to express special thanks to Marc, Dave, and Tim for their past help in developing hints for the hint service. This booklet owes much to the competent and dedicated efforts of Steve Meretzky and Cindy Delfino.

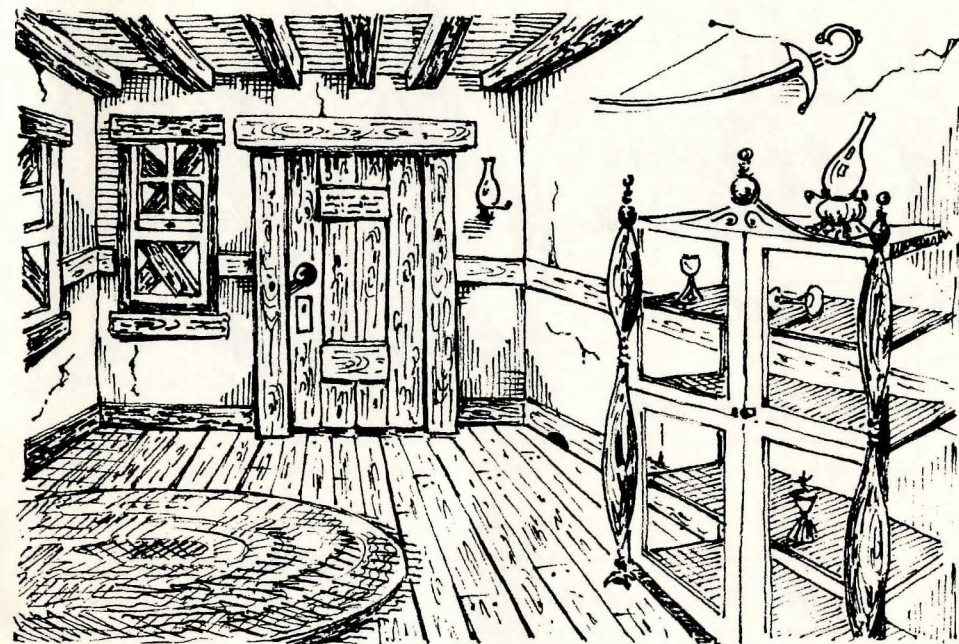


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Above Ground

Where do I find a machete?

How do I cross the mountains?

How do I kill the songbird?

Is the nest useful for anything?

A.

B.

C.

How do I open the egg without damaging it?

A.

B.

C.

D.

E.

How do I fix the broken canary?

A.

B.

C.

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 open the front door?

- A.
- B.
- C.

How do I get into the house?

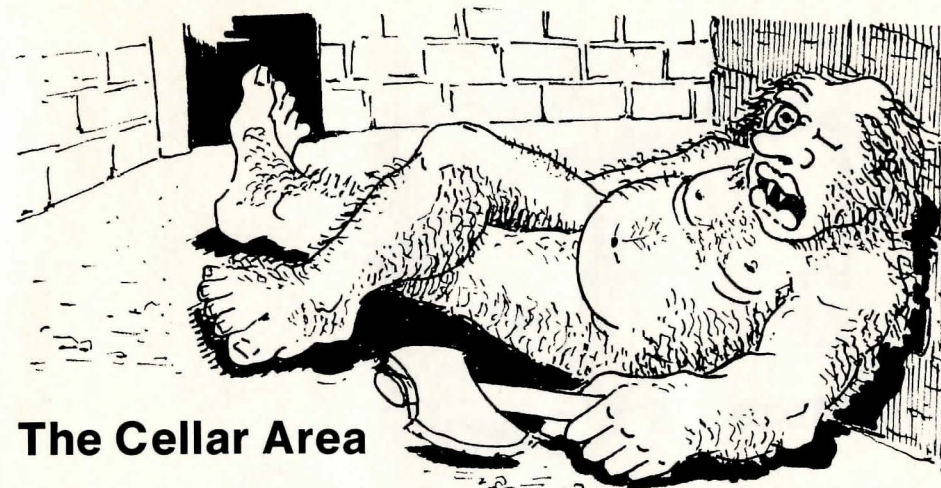
- A.
- B.

Can I eat the lunch?

How do I get into the dungeons?

- A.
- B.
- C.

What is a grue?



The Cellar Area

Can the trapdoor be opened from below?

How do I get up the ramp in the cellar?

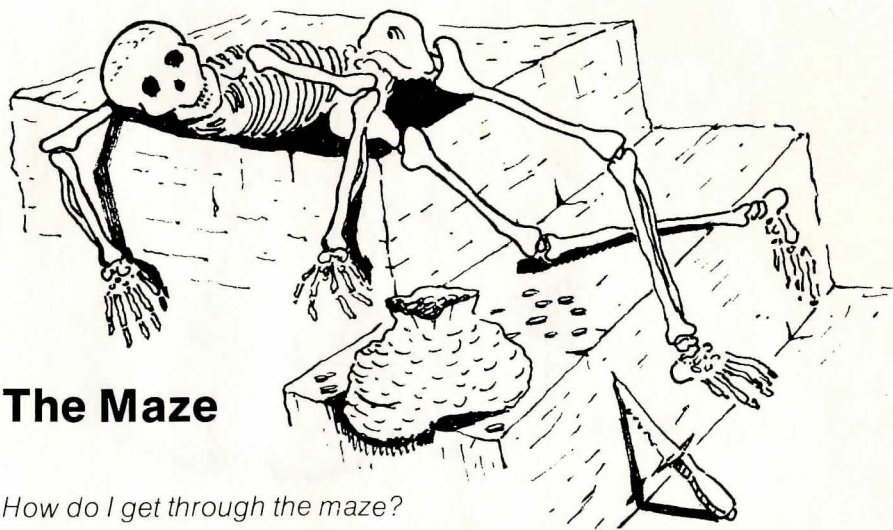
- A.
- B.
- C.

How do I negotiate with the troll?

- A.
- B.
- C.

What do I do with the axe?

Does the paint in the studio mean anything?



The Maze

How do I get through the maze?

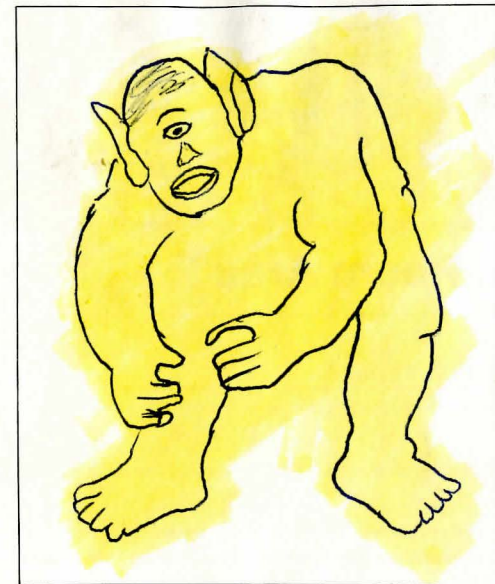
- A.
- B.
- C.
- D.
- E.
- F.

What do I do with the rusty knife?

- A.
- B.

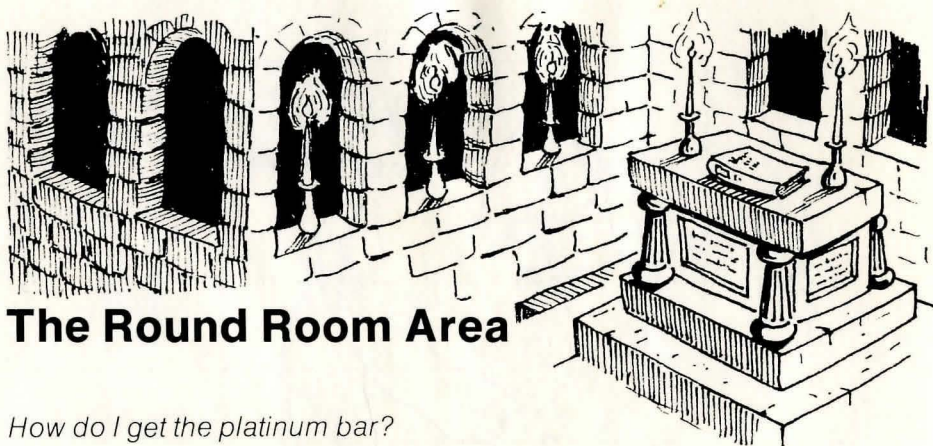
What do I do with the skeleton?

Can I use the broken lantern?



How do I get past the Cyclops?

- A.
- B.
- C.
- D.
- E.
- F.
- G.
- H. Odysseus
- I.



The Round Room Area

How do I get the platinum bar?

A.

B.

C.

D.

E.

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.

Ring Bell ; light candles ; Read Book

Can I get anywhere from the dome room?

A.

B.

C.

Can I go up from the torch room?

How do I get out of the temple area?

A.

B.

C.

D.

E.

The Dam Area

How do I blow up the dam?

How is the control panel operated?

A.

B.

C.

What is the green bubble for?

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

A.

B.

C.

D.

What is the screwdriver for?

What do the buttons in the maintenance room do?

A.

B.

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?

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.

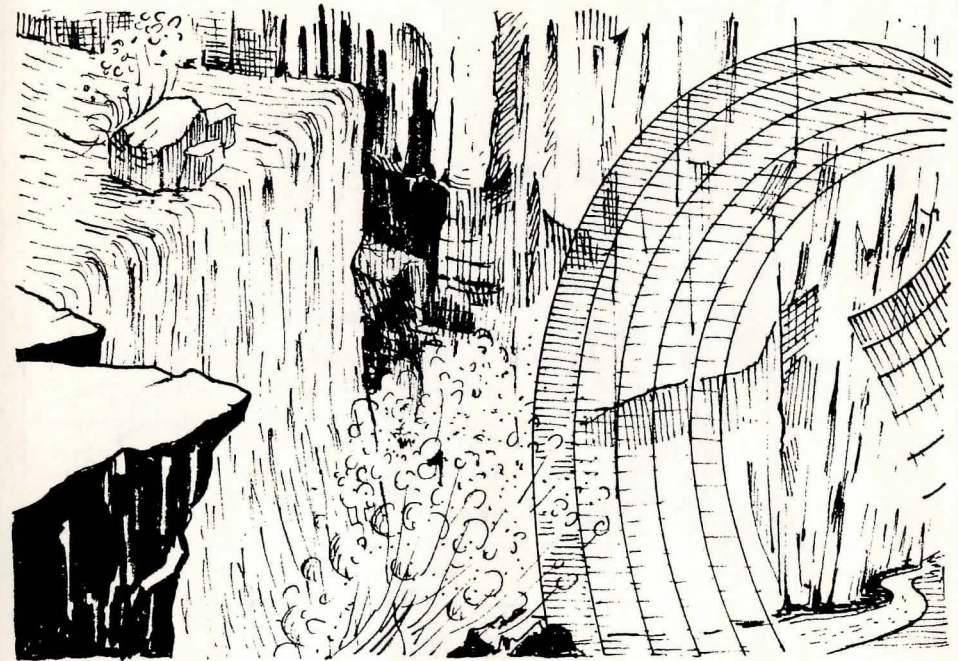
How do I carry a pointy object onto the boat?

How do I go over the falls?

A.

B.

C.



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?

How do I find my way through the coal mine?

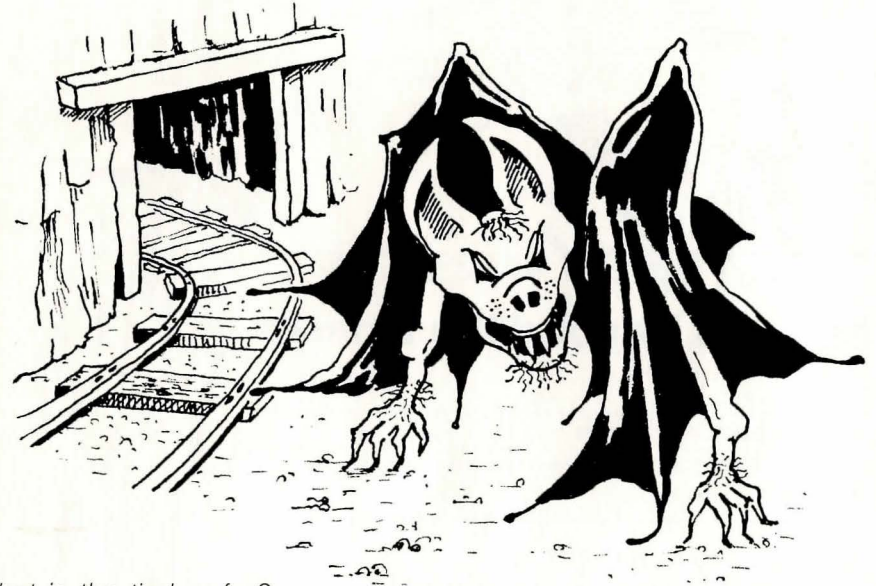
Is the basket on the chain useful?

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?

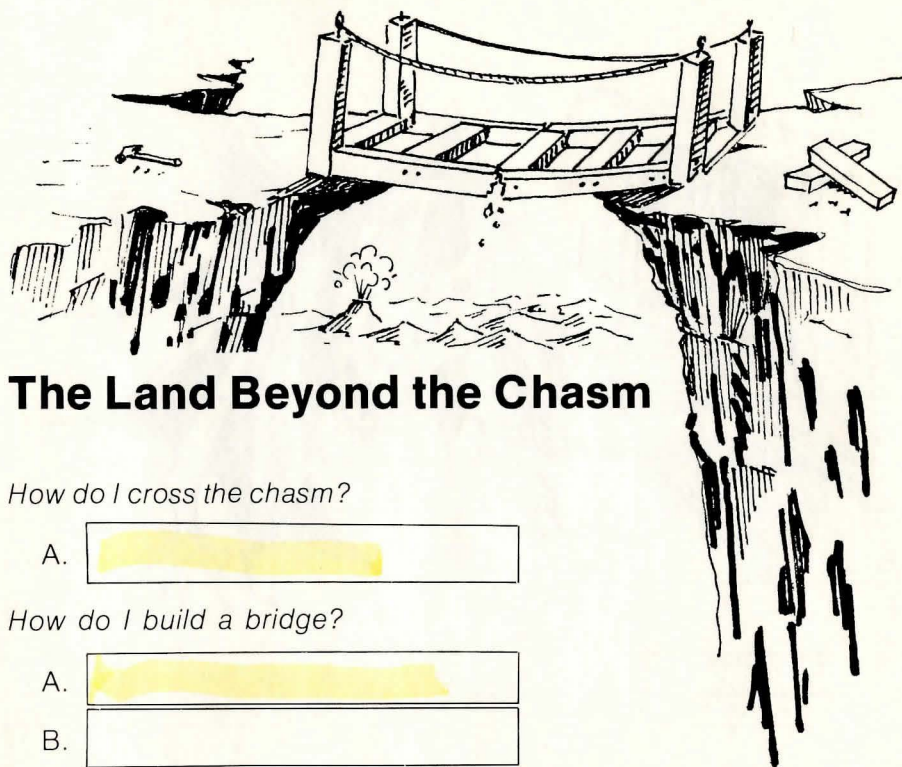
How do I use the machine?

- A.
- B.
- C.

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

Is the coal good for anything?

Is the gas of any use?



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.

D.

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

General Questions

Why does the sword glow?

What do I do about the Thief?

A.

B.

How many points are there in the game?

How do I get out of the dungeons?

A.

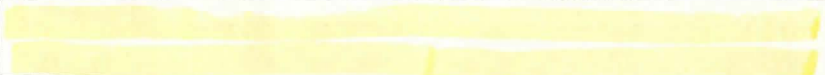
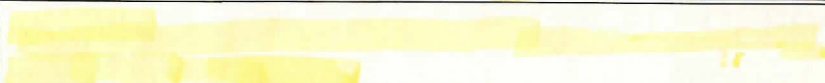
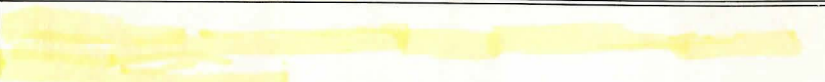

B.

C.


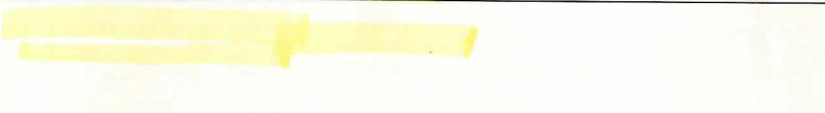
D.

What is the significance of all the engravings?



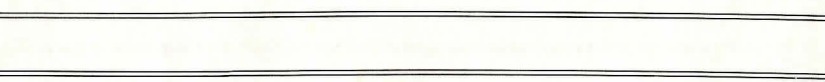
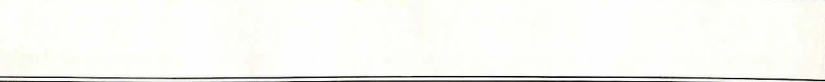
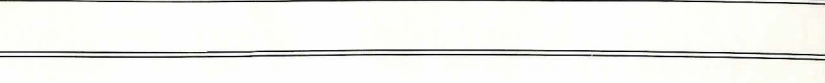

How do I kill the Thief?

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

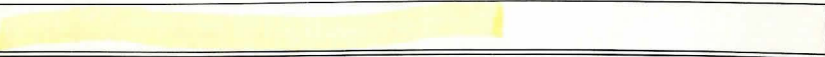

How can I recharge my lamp?

- A. 
- B. 

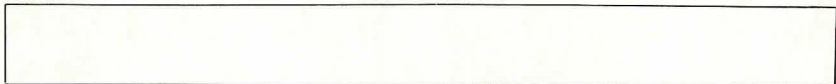
What happens when you die in Zork?

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


Who is "the Other Occupant"?

- A. 
- B. 



How do I go over the falls without killing myself?



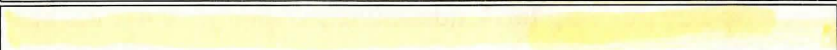
Where is 'Hello Sailor' useful?

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



Why do things move and disappear in the dungeons?

- A. 
- B. 

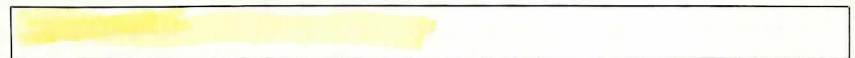
Where are the treasures the Thief took from me?

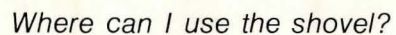
- A. 
- B. 
- C. 

What do I do with the stiletto?

- A. 
- B. 

Who is the lean and hungry gentleman?





A.

B.

C.

Is there any significance to all the granite walls?

A.

B.

C.

Which object is best for casting images?

Many who buy the map have questions pertaining to it. This section is for you.

1. How do I get into the strange passage?

A.

B.

2. How do I get into the Stone Barrow?

A.

B.

treasure value (touch) value (case) where

[illegible]

Other points

10 for entering House, 25 for cellar
5 for defeating troll, 13 for torch room, 25 for Treasure room

350 points total

For your amusement (after you've finished the game):

Have you ever:

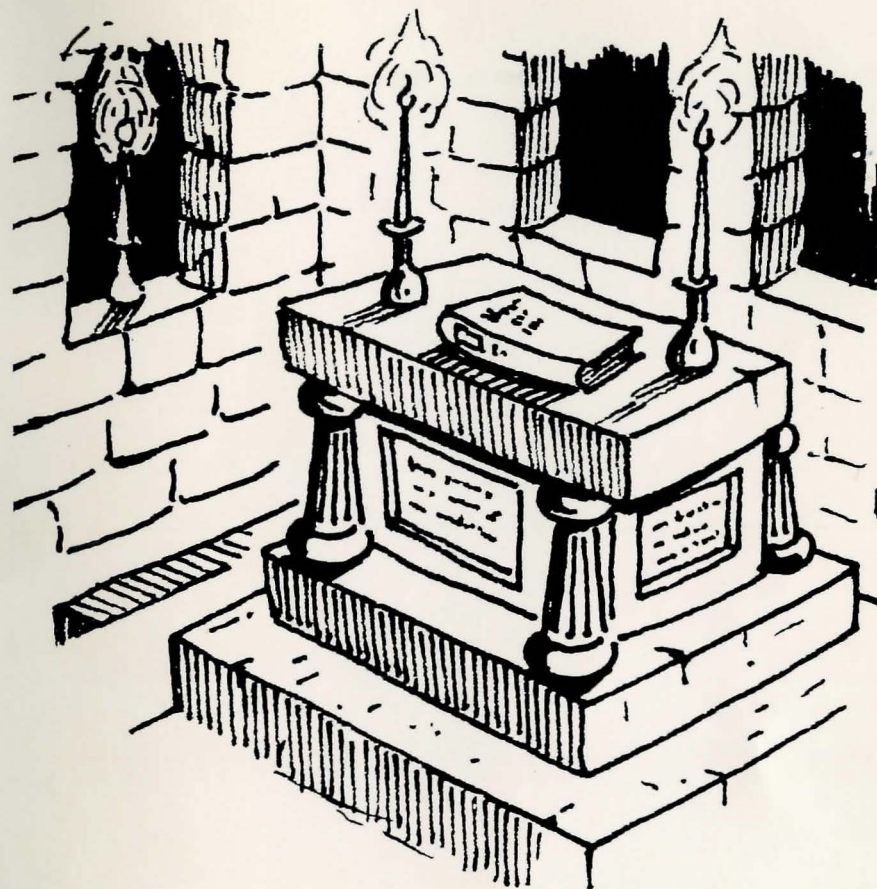
opened the grating from beneath while the leaves were still on it?
tried swearing at Zork?
waved the sceptre while standing on the rainbow?
tried anything nasty with the bodies in thodes?
burned the black book?
damaged the painting?
lit the candles with the torch?
read the matchbook?
tried to take yourself or thief or troll or cyclops?
tried cutting things with the knife or sword?
poured water on something burning?
said wait or score while dead (as a spirit)?
wondered about the blank space at the bottom of page 6?

Words you may not have tried:

hello (troll, thief, cyclops)	oil lubricate
Zork	xyzy
walk around forest, house	plugh
find house or me	chomp
count	win
listen	mumble or sigh
	repent
	smell

What is (Grue, Zorkmid)

yell scream



Zork is vivid proof of the power of the written word in the imagination. It goes a long way toward disproving the old adage that "a picture is worth a thousand words." The total picture painted in the mind by Zork's prose and interaction could not be reproduced by a million-dollar graphics package.

I think Zork is a fantastic way to get young people to read. It builds spelling skills; comprehension, and vocabulary. It also exercises logic, abstract reasoning, and problem solving. Zork, in conjunction with this hint booklet, would be a worthwhile addition to any school's curriculum. If you know of a school with the necessary equipment (or the will to purchase it), you may wish to suggest this as an experiment. Quantity educational discounts on these booklets and on the games can be negotiated.



For information and price lists for other games and products, write:

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