

Instruction Manual

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom game player, you may only want to read Section I: About *Zork I*.

TABLE OF CONTENTS

Section I: About <i>Zork I</i>	
Preface to the Story	3
Hints	3
Sample Transcript and Map	3
About the Authors	6
Section II: About Infocom's Interactive Fiction	
An Overview: What Is Interactive Fiction?	7
Starting and Stopping •“Booting up” •Saving and restoring •Quitting and restarting	7
Communicating with Infocom's Interactive Fiction •Basic sentences •Complex sentences •Talking to characters in the story	8
Special Commands	10
Tips for Novices Eleven useful pointers about interactive fiction	12
Common Complaints	13
We're Never Satisfied	14
If You Have Technical Problems	14
Copyright and Warranty Information	14
Quick Reference Guide The most important things to know about interactive fiction	15

SECTION I: ABOUT *ZORK I*

Preface to the Story

Welcome to *Zork*! You are about to experience a classic interactive fantasy, set in a magical universe. *The Zork Trilogy* is set in the ruins of an ancient empire lying far underground. You, a dauntless treasure-hunter, are venturing into this dangerous land in search of wealth and adventure. Because each part of the *Zork* saga is a completely independent story, you can play them in any order. However, because *Zork I* is the least difficult, it is usually the best place to begin.

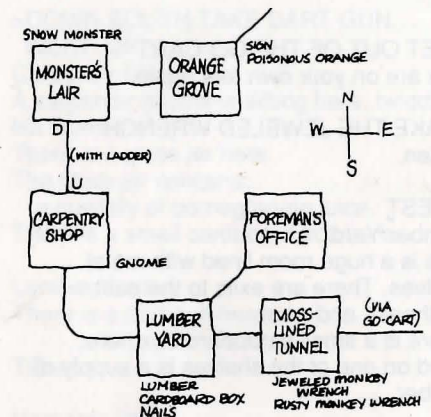
Many strange tales have been told of the fabulous treasure, exotic creatures, and diabolical puzzles in the Great Underground Empire. As an aspiring adventurer, you will undoubtedly want to locate these treasures and deposit them in your trophy case. You'd better equip yourself with a source of light (for the caverns are dark) and weapons (for some of the inhabitants are unfriendly—especially the thief, a skilled pickpocket and ruthless opponent).

Hints

Your version of *Zork I* includes hints right on the disk! If you ever get stuck, just type HINT and press the RETURN (or ENTER) key. Then follow the instructions on your screen.

Sample Transcript and Map

This transcript is not from *Zork*, but it does show most of the usual things you can do in the story. It contains several simple puzzles and their solutions, and it will give you a good idea of how interactive fiction works. The player's sentences appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript.



>APPLY THE BRAKES

The Frobozz Magic Go-Cart coasts to a stop.

Moss-Lined Tunnel, in the Go-Cart
This is a long east-west tunnel whose walls are covered with green and yellow mosses. There is a jewel-studded monkey wrench here. (outside the Go-Cart)
A bent and rusted monkey wrench is lying here. (outside the Go-Cart)

>TAKE THE WRENCH

Which wrench do you mean, the jeweled monkey wrench or the rusty monkey wrench?

>JEWELED

You can't reach it from inside the Go-Cart.

>WEST

You're not going anywhere until you stand up.

>GET OUT OF THE GO-CART

You are on your own feet again.

>TAKE THE JEWELED WRENCH

Taken.

>WEST

Lumber Yard

This is a huge room lined with metal shelves. There are exits to the east, northeast, and west.

There is a small cardboard box here.

Piled on one of the shelves is a supply of lumber.

>TAKE THE BOX AND THE LUMBER

small cardboard box: Taken.

supply of lumber: Your load is too heavy.

>INVENTORY

You are carrying:

a lamp (providing light)

a glass jar

The glass jar contains:

a quantity of pomegranate juice

a jeweled monkey wrench

a dart gun

a small cardboard box

>DROP THE DART GUN

Dropped.

>TAKE THE LUMBER

Taken.

>LOOK INSIDE THE BOX

The small cardboard box is closed.

>OPEN IT

Opening the small cardboard box reveals a bunch of two-inch nails.

>EXAMINE THE LUMBER

It consists of two rectangular pieces of wood, about ten feet long, and perhaps a dozen shorter dowel-shaped pieces.

>WALK NORTHEAST

Foreman's Office

This is the office of the lumber yard foreman. The only exit is to the southwest.

>SW

Lumber Yard

There is a dart gun here.

>WALK WEST

Carpentry Shop

You are in a room furnished with wooden shelves, cabinets, mantels and moldings, all gracefully carved out of fine wood. An array of precision tools adorn the walls. The only exit is south....unless you want to count the opening in the roof. A carpenter gnome is sitting here, twiddling his thumbs.

>UP

The opening is too high to reach.

>GNOME, BUILD A LADDER

"I'd be glad to, but not for free!"

>GIVE THE JEWELED MONKEY WRENCH TO THE GNOME

The gnome examines the jeweled monkey wrench carefully. "Thank you," he exclaims, adding it to his collection of tools.

>GNOME, BUILD A LADDER

"Oh, yes, your ladder. Unfortunately, I have no lumber."

>GIVE THE LUMBER TO THE GNOME

The gnome accepts the supply of lumber.

>GNOME, BUILD LADDER

"Damn it! I'm fresh out of nails."

>GIVE NAILS

(to the gnome)

The gnome accepts the bunch of nails.

>GIVE THE LAMP TO THE GNOME

The gnome attempts to build a beautiful set of kitchen cabinets out of the lamp. Finally, he gives up and hands it back to you.

>GNOME, BUILD LADDER

The gnome grumbles but constructs a handsome wooden ladder. He admires his handiwork, and hands you the ladder.

>PUT THE LADDER THROUGH THE HOLE

I don't know the word "lader".

>OOPS LADDER

The ladder is now resting against the rim of the hole.

>UP

You're carrying too much to climb a ladder.

>I

You are carrying:

a lamp (providing light)

a glass jar

The glass jar contains:

a quantity of pomegranate juice

a small cardboard box

>DROP ALL BUT THE LAMP

glass jar: Dropped.

small cardboard box: Dropped.

>LOOK

Carpentry Shop

You are in a room furnished with wooden shelves, cabinets, mantels and moldings, all gracefully carved out of fine wood. An array of precision tools adorn the walls. The only exit is south....unless you want to count the handsome wooden ladder leading through a hole in the roof. A carpenter gnome is sitting here, twiddling his thumbs.

There is a glass jar here.

The glass jar contains:

a quantity of pomegranate juice.

There is a small cardboard box here.

>UP

Monster's Lair

This is the den of the dreaded Seven-Headed Snow Monster of Snurth. It is quite chilly in here, and ice covers the floor and walls. A ladder protrudes from a hole in the ground, and sunlight comes from the cave entrance to the east.

The Snow Monster, bellowing loudly, blocks the eastern exit.

>DOWN.SOUTH.TAKE DART GUN.

WEST .UP

Carpentry Shop

A carpenter gnome is sitting here, twiddling his thumbs.

There is a glass jar here.

The glass jar contains:

a quantity of pomegranate juice.

There is a small cardboard box here.

Lumber Yard

There is a dart gun here.

Taken.

Carpentry Shop

A carpenter gnome is sitting here, twiddling his thumbs.

There is a glass jar here.

The glass jar contains:

a quantity of pomegranate juice.

There is a small cardboard box here.

Monster's Lair

The Snow Monster, bellowing loudly, blocks the eastern exit.

>SHOOT MONSTER

What do you want to shoot the monster with?

>DART GUN

The Snow Monster clutches the dart, and then keels over. His body vanishes in a cloud of acrid black smoke.

>EAST

Orange Grove

A path leads northeast through this small grove of orange trees. A dark cave lies to the west. A sign is posted near the grove.

>READ THE SIGN

"Warning! These are poisonous oranges, not meant for human consumption. — Farmer Bozbar"

>EAT AN ORANGE

Aaarrrr! It burns your tongue and your throat!

*** You have died ***

A forest sprite appears, looking concerned. "You've done it again," says the sprite, with a mixture of sympathy and disgust. "I'll give you only one more chance." She sprinkles some fairy dust on you...

Wooden Bridge

There is a lamp here.

>LOOK

Wooden Bridge

You are on a sturdy bridge leading north-east to southwest. The river below flows quickly amongst pointy rocks. There is a lamp here.

About the Authors

Dave Lebling was born in Washington, D. C., in a hospital that was torn down soon thereafter. He grew up in suburban Maryland. He attended the Massachusetts Institute of Technology, and worked at MIT's Laboratory for Computer Science, where he developed an interest in computer entertainments. He co-authored the original mainframe *Zork* as well as *The Zork Trilogy* and *Enchanter*, and wrote *Starcross*, *Suspect*, *Spellbreaker*, and *The Lurking Horror* on his own. He is married and lives in a suburb of Boston. His long-range ambition is to have a library with room enough for all his books to be taken out of storage. His short range ambition is to keep the squirrels out of his birdseed.

Marc Blank, a graduate of MIT and the Albert Einstein College of Medicine, is one of the original founders of Infocom. He co-authored the original mainframe version of *Zork* at MIT, and went on to become one of the pioneers in the field of interactive fiction. At Infocom, he co-authored *The Zork Trilogy* and *Enchanter*, and was sole author of *Deadline*, the first interactive mystery. Marc also wrote *Border Zone*, Infocom's first tale of intrigue. Marc now lives with his wife, Cezanne, and child, Puer, in Agua Dulce, California. His mother still wishes that he would practice medicine, preferably on the East Coast.

SECTION II:

ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview: What Is Interactive Fiction?

Interactive fiction is a story in which *you* are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of interactive fiction, such as the three *Zork* games, presents you with a series of locations, items, characters, and events. You can interact with these in a variety of ways.

To move from place to place, type the direction you want to go. When you begin playing, it's a good idea to become familiar with your surroundings by exploring every location and reading each description carefully. (You may notice that *Zork* occasionally refers to a location as a "room", even if you are outdoors.) As you explore the Empire, it is helpful to make a map of the geography.

An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In *Zork*, time passes only in response to your input. You might imagine a clock that ticks once for each sentence you type, and the story progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

To measure your progress, *Zork* keeps track of your score. You'll get points for solving puzzles, acquiring treasures, performing certain actions, and visiting certain locations. You will also get points for putting treasures into the trophy case. There may be a penalty for getting "killed."

Starting and Stopping

Starting the story: To load *Zork*, follow the instructions on the Reference Card in your game package.

Following the copyright notice and the release number of the game, you will see a description of the place where the story begins. Then you will see the prompt (>), indicating that *Zork* is ready for your first input.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to press the RETURN (or ENTER) key:

>LOOK AT THE MAILBOX
>OPEN THE MAILBOX
>INVENTORY
>LOOK AT THE HOUSE

Saving and restoring: It will probably take you many days to complete *Zork*. Using the SAVE command, you can continue at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a "snapshot" of your place in the story onto another diskette. You may want to save your place before (or after) trying something dangerous or tricky. That way, you can go back to that position later, even if you have gotten lost or "killed" since then.

To save your place in the story, type **SAVE** at the prompt (>), and then follow the instructions for saving and restoring on your Reference Card. Some systems require a blank diskette, initialized and formatted, for saves. Using a disk with data on it (not counting other *Zork* saves) may result in the loss of that data, depending on your system. You can save your position as often as you like by using additional blank disks.

You can restore a saved position any time you want. To do so, type **RESTORE** at the prompt (>), and follow the instructions on your Reference Card. You can then continue the story from the point where you used the **SAVE** command. You can type **LOOK** for a description of where you are.

Quitting and restarting: If you want to start over from the beginning of the game, type **RESTART**. (This is usually faster than re-booting.) Just to make sure, *Zork* will ask if you really want to start over. If you do, type **Y** or **YES**.

If you want to stop playing, type **QUIT**. Once again, *Zork* will ask if this is really what you want to do.

Remember when you **RESTART** or **QUIT**: if you want to be able to return to your current position, you must first use the **SAVE** command.

Communicating with Infocom's Interactive Fiction

In *Zork*, you type your sentence in plain English each time you see the prompt (>). *Zork* usually acts as if your sentence begins "I want to....", although you shouldn't actually type those words. You can use words like "THE" if you want, and you can use capital letters if you want; *Zork* doesn't care either way.

When you have finished typing a sentence, press the **RETURN** (or **ENTER**) key and *Zork* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

Zork recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, **CANDLE**, **CANDLEs**, and **CANDLEstick** would all be treated as the same word by *Zork*.

To move around, just type the desired direction: **NORTH**, **SOUTH**, **EAST**, **WEST**, **NORTHEAST**, **NORTHWEST**, **SOUTHEAST**, and **SOUTHWEST**. You can abbreviate these to **N**, **S**, **E**, **W**, **NE**, **NW**, **SE**, and **SW**, respectively. You can use **UP** (or **U**) and **DOWN** (or **D**). **IN** and **OUT** will also work in certain places.

Zork understands many different kinds of sentences. Here are some examples. (Note some of these objects do not actually appear in *Zork*.)

```
>WALK NORTH
>DOWN
>NE
>GO SOUTH
>U
>TAKE BOX
>PICK UP THE WOODEN BOX
>DROP IT
>PUSH BUTTON
>OPEN THE WOODEN DOOR
>EXAMINE THE SCUBA GEAR
>LOOK BEHIND STATUE
>LOOK UNDER THE ROCK
>LOOK INSIDE THE BUBBLING
  CAULDRON
>KILL THE BEAR WITH THE GUN
>SHOOT BEAR WITH LARGE RIFLE
```

You can use multiple objects with certain verbs if you separate them by the word **AND** or by a comma. Some examples:

```
>TAKE LAMP, JAR, FLUTE
>DROP THE DAGGER, LANCE, AND
  MACE
>PUT THE GOLD BAR AND THE PEARL
  IN THE TROPHY CASE
```

You can also use **ALL**...

```
>TAKE ALL
>TAKE ALL THE BOOKS
>TAKE ALL FROM THE DESK
>GIVE ALL BUT THE PENCIL TO THE
  NYMPH
>DROP ALL EXCEPT THE DART GUN
```

The word **ALL** refers to every visible object except those inside something else. If there was an apple on the ground and an orange inside a cabinet, **TAKE ALL** would take the apple but ignore the orange.

You can include several sentences in one input line if you separate them by the word **THEN** or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the **RETURN** (or **ENTER**) key:

```
>NORTH. READ THE BOOK. DROP IT
  THEN BURN IT WITH TORCH
```

If *Zork* doesn't understand one of the sentences in your input line, or if something unusual happens, it will ignore the rest of your input line (see "Common Complaints" on page 13).

There are only two kinds of questions that *Zork* understands: **WHAT** and **WHERE**. Here are two examples that you can actually try in the game:

```
>WHAT IS A GRUE?
>WHERE IS THE ZORKMID?
```

You will meet other people and creatures as you play *Zork*. You can "talk" to some of these beings by typing their name, then a comma, then whatever you want them to do. Here are some examples:

```
>GNOME, GIVE ME THE KEY
>TREE SPRITE, OPEN THE SECRET
  DOOR
>JOEL, WAIT HERE
>WARLOCK, TAKE THE SPELL SCROLL
  THEN FOLLOW ME
>MIKE, NORTH.GET THE BRAN
  MUFFIN.THROW IT AT THE DWARF
```

Notice that in the last two examples, you are giving more than one command to the person on the same input line.

You can use quotes to answer a question or say something "out loud." For example:

```
>SAY "HELLO SAILOR"
>ANSWER "A ZEBRA"
>INCANT "FROBOZZ FROBIZZLE"
```

Zork tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, *Zork* will sometimes decide that there was only one possible object that you could have meant. When it does so, it will tell you. For example:

```
>BURN THE KINDLING
  (with the torch)
The kindling catches fire and is consumed.
```

or

```
>GIVE THE SWORD
  (to the gnome)
The gnome, a sworn pacifist, refuses to
take it.
```


If your sentence is ambiguous, *Zork* will ask what you really meant. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only at the very next prompt. Some examples:

>TIE THE ROPE

What do you want to tie the rope to?

>THE MAST

The rope is now tied to the mast.

or

>HIT THE NAIL WITH THE HAMMER

Which nail do you mean, the shiny nail or the rusty nail?

>SHINY

The shiny nail is driven halfway into the piece of wood.

Zork uses many words in its descriptions that it will not recognize in your sentences. For example, you might read, "Above you, moonlit clouds flit across the evening sky." However, if *Zork* doesn't recognize the words SKY or CLOUDS in your input, you can assume that the sky and clouds are not important to your completion of the story, except to provide you with a more vivid description of where you are or what is going on. *Zork* recognizes over 600 words, nearly all that you are likely to use in your sentences. If *Zork* doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important in continuing your adventure.

Special Commands

There are a number of one-word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn, others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN—*Zork* will usually respond as if you had repeated your previous sentence. Among the cases where AGAIN will not work is if you were just talking to another character. You can abbreviate AGAIN to G.

BRIEF—This tells *Zork* to give you the full description of a location only the first time you enter it. On subsequent visits, *Zork* will tell you only the name of the location and the objects present. This is how *Zork* will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

DIAGNOSE—*Zork* will give you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle or if you are under the effects of a magical spell.

HINT—If you have difficulty while playing the game, and you can't figure out what to do, just type HINT. Then follow the instructions at the top of your screen to read the hint of your choice.

INVENTORY—*Zork* will list what you are carrying. You can abbreviate INVENTORY to I.

LOOK—This tells *Zork* to describe your location in full detail. You can abbreviate LOOK to L.

OOPS—If you accidentally mistype a word, such that *Zork* doesn't understand the word, you can correct yourself on the next line by typing OOPS and the correct word. Suppose, for example, you typed HIT THE TROLL WITH THE SORWD and were told "I don't know the word 'sorwd.'" You could type OOPS SWORD rather than retyping the entire sentence.

QUIT—This lets you stop playing. If you want to save your position before quitting, follow the instructions in "Starting and Stopping" on page 7. You can abbreviate QUIT to Q.

RESTART—This stops the story and starts over from the beginning.

RESTORE—This restores a game position made using the SAVE command. See "Starting and Stopping" for more details.

SAVE—This makes a "snapshot" of your current game position onto your storage diskette. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" for more details.

SCORE—*Zork* will show your current score and the number of turns you have taken. It will also tell you your rank, which is based on your score.

SCRIPT—This command tells your printer to begin making a transcript of the story as you play. A transcript may aid your memory but is not necessary to play the game. It will work only on certain computers; read your Reference Card for details.

SUPERBRIEF—This commands *Zork* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Zork* will not even mention which objects are present. Of course, you can always get a description of your location, and the items there, by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for adventurers who are already very familiar with the geography. Also see VERBOSE and BRIEF.

UNSCRIPT—This commands your printer to stop making a transcript.

VERBOSE—This tells *Zork* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before. Also see BRIEF and SUPERBRIEF.

VERSION—*Zork* responds by showing you the release number and the serial number of your copy of the game. Please include this information if you ever report a "bug" in the game.

WAIT—This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap, and return to the game to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you encounter an alien being, you could WAIT to see what it will do. Or, if you are in a moving vehicle, you could WAIT to see where it will go. You can abbreviate WAIT to Z.

Tips for Novices

1. You may want to draw a map showing each location and the directions connecting it to adjoining locations. When you find yourself in a new location, make a note of any interesting objects there. (See the small sample map that goes along with the sample transcript on page 3.) Some puzzles, such as the Maze in *Zork I*, are almost impossible to solve without completely mapping the area. There are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT. Drawing a map isn't essential in *Zork*, but you might find it useful.

2. EXAMINE all objects you come across in the story.

3. If you find an object that you think you can use, TAKE IT. Some objects will help you solve some of the puzzles.

4. Save your place often. That way, if you mess up or get "killed," you won't have to start over from the beginning. See page 7 for instructions.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of - even strange or dangerous actions may provide clues, and might prove to be fun! You can always save your position first if you want. Here's a silly example:

>PUT ON THE GREEN CALICO HAT
The munchkins giggle, but remain unconvinced that you're a witch.

You've just learned there is something which might convince the munchkins that you're a witch. They might even give you their enchanted broom. Perhaps if you put on that blue calico dress you saw earlier in the game...

7. Unlike other "adventure games" you may have played, there are many possible routes to the end of *Zork*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. You may find it helpful to go through *Zork* with another person. Different people may find different puzzles easy and can often complement each other.

9. If you really have difficulty, you can type HINT. The screen will then show you a list of questions to which you can get answers. (Simply follow the directions at the top of your screen to see the hint of your choice.) You don't need to use the hints to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript on page 3 to get a feel for how Infocom's interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to take a blue jacket, you could type in any of the following:

```
>GET JACKET  
>TAKE THE JACKET  
>PICK UP THE BLUE JACKET
```

If you type in a command that *Zork* doesn't understand, try rephrasing the command or using synonyms. If *Zork* still doesn't understand your command, you are almost certainly trying something that is not important in continuing your adventure.

Common Complaints

Zork will complain if you type a sentence that confuses it completely. *Zork* will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause *Zork* to ignore the rest of the sentences you typed, since the event may have changed your situation drastically.) Some of *Zork's* complaints:

I don't know the word "_____". The word you typed is not in the game's vocabulary. Sometimes using a synonym or rephrasing will help. If not, *Zork* probably doesn't know the idea you were trying to get across.

You used the word "_____ " in a way that I don't understand. *Zork* knows the word you typed, but couldn't use it in that sense. Usually this is because *Zork* knows the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON, you are using LOWER as an adjective, but *Zork* might know LOWER only as a verb, as in LOWER THE BOOM.

There was no verb in that sentence! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

There seems to be a noun missing in that sentence! This usually means that your sentence was incomplete, such as EAT THE BLUE.

There were too many nouns in that sentence. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun "phrases," one more than *Zork* can digest in a single action.

I beg your pardon? You pressed the RETURN (or ENTER) key without typing anything.

It's too dark to see. In the story, there was not enough light to perform your action.

I don't see what you are referring to. You used HIM, HER or IT, but *Zork* isn't sure what person or object you meant.

You can't see any " _____ " here! The item you referred to was not visible. It may be somewhere else, inside a closed container, and so on.

The other object(s) that you mentioned isn't (aren't) here. You referred to two or more items in the same sentence, and at least one of them wasn't visible to you in your present location.

You can't go that way. There was no passage or exit in the direction you tried to move.

You can't use multiple (in)direct objects with "_____". You can refer to several items at the same time only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT. This restriction also applies to the use of ALL, as in DROP ALL. For example, ATTACK will not work with multiple objects; you couldn't say ATTACK ALL or ATTACK THE WARLOCK AND THE ENCHANTER.

That sentence isn't one I recognize. The sentence you typed may have been gibberish, such as GIVE TROLL WITH SWORD. Or, you may have typed a reasonable sentence but used a syntax that *Zork* does not recognize, such as SMELL UNDER THE ROCK. Try rephrasing the sentence.

We're Never Satisfied

Here at Infocom, we take great pride in the quality of our games. Even after they're "out the door," we're constantly improving, honing and perfecting.

Your feedback is important. No matter how much testing we do, it seems that some bugs never crawl into view until thousands of you begin doing all those wild and crazy things to the story. If you find a bug, or if you think a certain puzzle was too hard or too easy, or if you have some other suggestion, or if you'd just like to tell us your opinion of the story, drop us a note! We love every excuse to stop working, and a letter from you is just such an excuse! Write to:

Infocom, Inc.
125 CambridgePark Drive
Cambridge, MA 02140
Attn: Dimwit Flathead

If You Have Technical Problems

You can call the Infocom Technical Support Team to report bugs and technical problems, but *not* for hints to solve puzzles, by calling (617) 576-3190. If your diskette develops a problem within 90 days after purchase, we will replace it at no charge. Otherwise, there is a replacement fee of \$5 (U.S. funds). If you call to report a bug, please provide your release number, which you can find by typing **VERSION**. Please return your registration card if you'd like to be on our mailing list and receive our newsletter.

Copyright and Warranty Information

Limited Warranty

This software product and the attached instructional materials are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the computer software program is assumed by the user.

However, to the original purchaser of a disk prepared by Infocom and carrying the Infocom label on the disk jacket, Infocom, Inc. warrants the medium on which the program is recorded to be free from defects in materials and faulty workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect on the medium should occur, the medium may be returned to Infocom, Inc. or to an authorized Infocom, Inc. dealer, and Infocom, Inc. will replace the medium without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the medium as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

THE ABOVE WARRANTIES FOR GOODS ARE IN LIEU OF ALL WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND OF ANY OTHER WARRANTY OBLIGATION ON THE PART OF INFOCOM, INC. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL INFOCOM, INC. OR ANYONE ELSE WHO HAS BEEN INVOLVED IN THE CREATION AND PRODUCTION OF THIS COMPUTER SOFTWARE PROGRAM BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, SUCH AS, BUT NOT LIMITED TO, LOSS OF ANTICIPATED PROFITS OR BENEFITS RESULTING FROM THE USE OF THIS PROGRAM, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

N.B. After the warranty period, a defective Infocom disk may be returned to Infocom, Inc. with a check or money order for \$5.00 U.S. funds for replacement.

Copyright

The enclosed software product is copyrighted and all rights are reserved by Infocom, Inc. It is published exclusively by Infocom, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer solely for the purpose of executing the program. Copying (except for one backup copy on those systems which provide for it — see Reference Card), duplicating, selling, or otherwise distributing this product is a violation of the law.

This manual and all other documentation contained herein are copyrighted and all rights reserved by Infocom, Inc. These documents may not, in whole or in part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without prior consent, in writing, from Infocom, Inc.

Willful violations of the Copyright Law of the United States can result in civil damages of up to \$50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or \$10,000 fine.

Zork is a registered trademark of Infocom, Inc.

(c) 1987 Infocom, Inc. Printed in U.S.A.

Quick Reference Guide

The object of *Zork I* is to find the treasures of the Great Underground Empire and put them in your trophy case.

1. To start the story ("boot up"), see the separate Reference Card in your *Zork* package.

2. When you see the prompt (>) on your screen, *Zork* is waiting for your input. There are four kinds of sentences or commands that *Zork* understands:

A. Direction commands: To move from place to place just type the direction you want to go: N, E, S, W, NE, SE, NW, SW, UP, DOWN, IN, OUT.

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK, OPEN THE DOOR, LOOK THROUGH THE WINDOW. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with Infocom's Interactive Fiction" on page 8.

C. Commands given to people: To talk to characters in the game, type their name, then a comma, then what you want to say to them. For example: TROLL, GIVE ME THE AXE or OLD MAN, GO NORTH.

D. Special one-word commands such as INVENTORY or DIAGNOSE. A list of these appears in the "Special Commands" section on page 10.

3. Important! After typing your sentence or command you must press the RETURN (or ENTER) key before *Zork* will respond.

4. On most computers, your screen will have a special line called the "Status Line." It tells you the name of your current location, your score, and the number of turns you have taken.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE NECKLACE, you will be carrying it. Type INVENTORY to find out what you have.

6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section on page 7.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

INFOCOM
Proof of Purchase
Zork I

G-IZ1-03A