

**ADVENTURE
TIPS &
SOLUTIONS**

for

ZORK ITM

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TIPS & SOLUTIONS**

FOR

ZORK I

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ZORK I

COMPANY

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TYPE

ZORK I is a text adventure game.

OBJECT

There are two objectives in playing ZORK. The first one, and most important, is to explore the new world that has been created and, while doing so, try to gather 20 different treasures and store them away safely. The second objective will come as a result of completing the first, and that is to get to the beginning of ZORK II.

DIFFICULTY

To the beginning adventurer, this game would be extremely difficult. As for the experienced adventurer, it would rate as difficult to hard.

DESCRIPTION

ZORK I is the first of a three part adventure. If you are familiar with the original adventure, COLOSSAL CAVES, then you will recognize ZORK I. It has all the great things found in COLOSSAL CAVES and more, much more. To start with, the world of ZORK is much larger. The puzzles are all new, as are the treasures. The biggest difference is in the way you communicate with the computer. No longer do you have to use those funny little two word sentences. No more trying to figure out how to say something like "turn on the lamp" in only two words. In ZORK, if you type "turn on the lamp", ZORK understands. The program was written to understand full sentences, compound sentences, and multiple sentences. This means you can type what you think, and chances are the computer will understand. If you have played adventure games in the past you are probably familiar with what I like to call "the double adventure". Not only do you have to figure out the puzzles in the game itself, you also have to figure out what words the game understands. Sometimes this turns out to be as much of an adventure as the adventure game itself. ZORK allows you to forget about word games and just concentrate on the adventure. Once you get out of the two word habit (and it doesn't take long) you begin to realize that the world of ZORK is as much fun as any adventure you've played. ZORK I will challenge even the most experienced adventurers. One last note: ZORK I is only the beginning. After you get warmed up on ZORK I, you will be ready for ZORK II.

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HELPFUL TIPS

Here are a couple of general tips that may help you to solve any adventure.

1. When it comes to computer adventure games the number one best tip is to make good maps. The first few times you play the game you will probably just be looking around getting familiar with the strange new world. From the first time you start the game you should be making a map. Adventuring is a very time consuming habit and a good set of maps will save you more time in the long run than anything else (short of having ADVENTURE TIPS & SOLUTIONS).
2. If the adventure has a "save game" feature, use it often. It's not very likely that you will solve any adventure in only one sitting and you may get tired of playing if you have to begin at the beginning every time you boot the game. Another helpful point here is that if you are at some new point in the game, and what you would like to try may prove fatal, save the game before you try it. If it turns out that you made the wrong choice you don't have to start completely over.
3. As you play the game, be sure you read all the descriptions given. Sometimes it is easy to overlook something important. Also, you should make it a point to examine or look at everything. Try reading anything that looks like a sign or has writing (or scratching) on it.
4. Try to go in every direction from each new room or point. If none of the standard directions work (N, S, E, W, U, or D), try the command "go ..." (such as "go hole").
5. Don't avoid mazes. Many good things are either hidden in mazes or on the other side of mazes. If you have problems with mazes try this: before you get to the maze try to gather up as many separate items as the game will let you carry. At the first room drop an item and mark this room on your map with that item. Go in a set direction from each new room, for example, always try north first. If this gets you into another new maze room drop another item. One important point in maze solving is that 99% of the time you will be lost, so the first thing you should do in a new room is see if you can get back to where you just came from. If you went north out of the last room, you should first try to go south to see if you can get back. This way, if you run out of items to drop, you can find your way out to get more items. It may take several tries before you are able to get a maze mapped out.
6. Periodically inventory the items you are carrying to make sure you have with you the things you think you have. Sometimes items are added or taken away without you knowing it.

Good luck and enjoy your adventure.

HOW TO USE THIS BOOKLET

Although this booklet will guide you completely through the adventure, doing so would destroy the fun of the adventure. If you find yourself stumped and frustrated, try going on to some other part. If you still can't get going, then stop playing for a while and let your computer rest. After the computer has cooled off, give it another try. Remember that adventures are like any other good puzzle, they have to be challenging or they won't be fun. On the other hand, every seasoned adventurer has at one time or another reached the point where he or she is ready to use the adventure disk for firewood. That is where this booklet comes into play. Use it moderately to get past only the part you are stuck on and then try to continue on your own.

THE KEY WORD LIST

One thing that some people don't like about adventure games is having to guess the words that the computer will understand. The enclosed key word list will eliminate that problem. Let's say, for example, you were exploring a deep dark dungeon and you were confronted by a nasty monster. After trying the usual things like "kill monster", "attack monster", or "slay monster" (none of which works) you try some not so usual things like "kiss monster", "bite monster" or, after frustration sets in, "eat monster" and still nothing works. Looking at the key word list you might find the verb "hug", so you give "hug monster" a try. Not only does the computer understand, the monster smiles and shows you a secret passage!

QUESTIONS AND ANSWERS

Each question represents a problem that has to be overcome in order to complete the adventure. Since every person who plays the adventure makes different decisions at different points, it is impossible to lay the questions out in any set order. Normally, if you have a problem at the beginning of the game, the question will be at the beginning of the list. Go down the list until you find the question pertaining to your problem. Then turn to the answer section and find the number that corresponds to the question. The answers are coded in such a way as to make it very simple to find the answer, all you need is a pen or pencil. The first letter of each sentence is the coding letter. Each word in the sentence will start and end with that letter, and every other letter will be a coding letter. All you have to do is mark out all the coding letters revealing the answer. For example: "QLlqgqhqqtq qtqhqq qlqmqp." would look like "Llqgghgtg tthqee qlqmqp." after it was marked out, revealing "Light the lamp." That is all there is to finding the answer. One other point you should know is that the last answer to each question is the final solution. All the others are clues leading up to the final solution for that problem.

MAPS

The maps are shown with the rooms numbered. Right after the maps you will find a list of room labels that are coded the same way as the answers to the questions. The reason it is done this way is so that you may use the maps from the very beginning without giving away any information. You can fill in the room labels as you get to them or get them from the list. While exploring an adventure you may find that a room has more exits than is shown on the map. In order to confuse a player a little more (as if we don't get confused enough), the game may describe a room as having two exits, one east and one going up. What you have to figure out through trial and error is that the two exits are the same, an eastward passage that slopes upward. When making the maps, I used the one that made the drawing a little less confusing. Therefore, your maps may not look exactly the same but you will end up with the same rooms. One other thing: be sure to read HELPFUL TIP #4 again.

ZORK I KEYWORD LIST

FIRST WORDS (SINGLE WORD COMMANDS AND VERBS)

AGAIN	EAST	L	PRAY	SCRIPT	TOSS
ATTACK	EAT	LAND	PROCEED	SE	TOUCH
BLAST	ECHO	LAUNCH	PUMPED	SEARCH	TURN
BLOW	EXAMINE	LEAP	PUSH	SEEK	TURN OFF
BOARD	ENTER	LIFT	Q = QUIT	SHAKE	U = UP
BREAK	EXTINGUISH	LIGHT	QUIT	SHUT	UNLOCK
BRIEF	FIGHT	LISTEN	READ	SIT	UNSCRIPT
CARRY	FILL	LOOK	RELEASE	SLAY	VERBOSE
CHASE	FIND	MOVE	REMOVE	SLIDE	VERSION
CLIMB	FOLLOW	MUMBLE	REPAIR	SMASH	W = WEST
CLOSE	FREE	N = NORTH	RESTART	SPILL	WAIT
CROSS	GET	NE	RESTORE	STAB	WAKE
CUT	GIVE	NW	RING	STRIKE	WALK
D = DOWN	GO	OIL	RUB	SUPERBRIEF	WAVE
DESTROY	HIT	OPEN	RUN	SW	WEAR
DIAGNOSE	I	PAUSE	S = SOUTH	SWIM	WHAT
DIG	IGNITE	PICK	SAVE	SWING	WIND
DRINK	INVENTORY	PICK UP	SCORE	TAKE	
DROP	KICK	POKE	SCREAM	THROW	
E = EAST	KILL	POUR	SCREW	TIE	

SECOND WORDS (NOUNS, ETC...)

ACROSS	CASE	GAS	MAILBOX	RESERVOIR	TRAP
AIR	CHALICE	GIANT	MATCH	ROPE	TREASURE
ALL	CHASM	GLASS	MATCHES	RUG	TREE
ALTAR	CHEST	GOLD	MIRROR	S = SOUTH	TRIDENT
AXE	CHIMNEY	GRATE	MONSTER	SACK	TROLL
BACK	CLOVE	GRUE	N = NORTH	SAND	TRUNK
BAG	COAL	GUIDEBOOK	NASTY	SANDWICH	TUBE
BAR	COFFIN	GUNK	NE	SAPPHIRE	U = UP
BARE	COINS	H2O	NEST	SCARAB	ULYSSES
BARS	CRACK	HOLE	NORTH	SCEPTRE	UNDER
BASKET	CRYSTAL	HOUSE	NUT	SCREWDRIEVER	UP
BAT	CYCLOPS	IN	NW	SE	VALVE
BAUBLE	D = DOWN	INSIDE	ODYSSEUS	SHOVEL	W = WEST
BELL	DAM	IVORY	OFF	SILVER	WALL
BIRD	DARK	JADE	ON	SKULL	WATER
BLUE	DEAD	JEWELRY	ORIENTAL	SLIDE	WEST
BOARD	DIAMOND	JEWELS	OUT	SONGBIRD	WINDOW
BOARDS	DINNER	JUMP	OVER	SOUTH	WRENCH
BOAT	DOME	KEY	PAGE	SPICE	XYZZY
BOLT	DOOR	KNIFE	PAINTING	STAIRS	YELLOW
BOOK	DOWN	LABEL	PANEL	STONE	
BOTTLE	E = EAST	LADDER	PAPER	STEPS	
BOX	EAST	LAMP	PATH	STREAM	
BRACELET	EGG	LANTERN	PEPPER	SW	
BRASS	EGGS	LEAFLET	PLASTIC	SWITCH	
BROWN	EMERALD	LEAVE	PLATINUM	SWORD	
BUBBLE	ENGRAVINGS	LEAVES	PLUGH	TABLE	
BUOY	EXIT	LETTERING	POT	THIEF	
BURNED-OUT	FIGURINE	LID	PUMP	TIMBER	
CAGE	FOOD	LOOK	RAIL	TOOLCHEST	
CANARY	FOREST	LUNCH	RAINBOW	TOOL	
CANDLES	FORK	MACHINE	RAMP	TOOLS	
CARPET	GARLIC	MACHINES	RED	TORCH	

ZORK I QUESTIONS AND PROBLEMS

ABOVE GROUND

1. How do I get in the house?
2. I can't find the grate.
3. I can't open the grate.
4. What is up a tree?
5. How do I get the egg open without breaking it?
6. How can I open the wooden door in the house?
7. How can I get to the strange passage?
8. Where is the dungeon?
9. How do I get to the other side of the rainbow?
10. How do I get to the barrow?

UNDER THE HOUSE, THE CELLAR AREA

11. How do I get the trap door back open?
12. How do I climb the ramp?
13. How can I get back up to the living room?
14. Is the piece of paper important?
15. How do I get up the chimney?
16. What is the sword good for?
17. How do I get past the troll?
18. How come some things aren't where I first saw them, or they don't stay where I put them?

AROUND THE RESERVOIR AND DAM

19. Can I cross the reservoir?
20. What is the green bubble for?
21. How do I open the tool box?
22. What is the screwdriver used for?

ZORK I QUESTIONS AND PROBLEMS

23. What is the wrench used for?
24. What are the buttons for?
25. How do I cross the reservoir?
26. Is it really toothpaste?
27. How do you stop the leak?
28. What is the pile of plastic?
29. How do I use the pile of plastic?

BELOW THE DAM

30. Can I cross the river?
31. How do I stop the leak in the boat?
32. Can the boat be controlled?
33. How can I get sharp pointed objects in the boat?
34. Of what significance is the buoy?
35. Can I go over the falls?

AROUND THE ROUND ROOM

36. How can I get the bar?
37. Of what importance is the mirror?
38. What do the engravings in the engravings room mean?
39. How do I get down the dome?
40. How do I get back up to the dome?
41. How do I get out of the temple?
42. What is the significance of the altar?
43. How do I get to the land of the living dead?

THE AMAZING MAZE AREA

44. Do I have to go through the maze?
45. How do I get through the maze?

ZORK I QUESTIONS AND PROBLEMS

46. Is the useless lantern useless?
47. What is the key used for?
48. What can I spend the coins on?
49. Can the rusty knife be used for anything?
50. How do I get past Cyclops?
51. How do I get past the thief?
52. Can the thief be killed?
53. How do I get the grate open?

AROUND THE COAL MINE

54. How do I get past the bat?
55. How do I get past the gas room without going KA-BOOM?
56. How do I get through the coal mine?
57. How do I get past the timber room?
58. How do I get light into the drafty room?
59. How do I start the machine?
60. What good is the machine?

SOMEWHERE OVER THE RAINBOW

61. How do I get across the rainbow?
62. What is the shovel used for?

WRAPPING THINGS UP

63. I still can't get the egg open without breaking it.
64. Can't find one of the treasures.
65. How do you get the last point?
66. The batteries in my lamp are dead.
67. How do I get into the stone barrow?
68. What is the sixth way out of the dungeon?

ZORK I ANSWERS

ABOVE GROUND

- 1. A. QTqhheq qdqqoqqrqsq qaqrheq qbqoqaqrqdeqddq quqpp q tqoo
qkqeqeqppq ppqeqoqpqlqeq qoquqtq.
B. QLqooqokk qaqrqoquqndd q tqhheq qhqqoquqsqeq qsqoqmheq qmqoqrqe.
C. QEaxqapqlqoqrheq q tqhheq qwqiqnqddoqawqsq.
D. QGqooq qbqeqhqi qndd q tqhheq qhqqoquqsqeq qaqndd qoqppeqnd
q tqhheq qwqiqnqddoqawq. q QTqhheqnd qeqnqtqeqrq q tqhheq
qwqiqnqddoqawq.
- 2. A. QDqoqnq'qtq qlqeqaqvqeq qwqiatqhqqoquqtq qlqoqokkqi qnqgq qi qnq
q tqhheq qfqoqrqeqsqtq.
B. QLqooqokk qi qnq q tqhheq qclqeqaqraqiqnqgq qnqoqrqtqh q qoqfq
q tqhheq qhqqoquqsqeq.
C. QMqooqvqeq q tqhheq qlqeqaqvqeqsq.
- 3. A. QTqhheq qgqrqaqtqeq qcqaqnd qoqnqlayq qbqeq qoqppeqndqeqd
qfqrqoqm q tqhheq qi qnqsqi qddqeq.
- 4. A. QPqrqoqbqabqlayq qsqoqmheq qbqiarqddsq.
B. QHqaaqvqeq ayqoquq qtrqieqdd q cqlqiqmqbqi qnqgq q tqhheq
qtrqeqeqsq?
C. QLqooqokk qi qnq q tqhheq qtrqeqeq qnqoqrqtqh q qoqfq q tqhheq
qhqqoquqsqeq.
D. QTqhheqrqeq qi qsq qaq qbqiarqddsq qnqeqsqtq qwqiatqh qaqnd
qi qnqtqeqr qeqsqtqi qnqgq qeqqgq q qi qnq qi qtq.
- 5. A. QTqhheq qeqqgq qcqaqnd qoqnqlayq qbqeq qoqppeqndqeqd qbqyq
qsqoqmheq qoqnqeq qwqiatqh q qaq qvqeqryq qdqeqlqicqqaqtqeq
qtqoquqcqhq.
B. QYqoquq qcqaqnd'qtq qoqppeqnd qi qtq qwqiatqh q tqhqqoqsqeq
qcqlqumqsqyq qfqiqnqgqeqrqsq qoqfq ayqoquqrqsq.
C. QYqoquq qmqaayq qhqqaqvqeq qtqoq qlqeqtq qsqoqmheqoqnqeq
qeqlqsqeq qdqqo qi qtq qfqoqrq ayqoquq.
D. QTqhheq q tqhqqeqfq qi qsq q tqhheq qoqnqlayq qoqnqeq qwqhqqo
qcqaqnd qoqppeqnd qi qtq qwqiatqhqqoquqtq qbqeqeqaqkqi qnqgq
qi qtq.
- 6. A. QYqoquq qppqeqrsqoqnqeqqlayq qcqaqnd'qtq qoqppeqnd q tqhheq
qwoqoqddqeqnd qdqqoqqrq.
B. QTqhqqisq qwqiqqlq qbqeq qdqiasqccquqsqsqeqdd qlqeqtqeqrq.
- 7. A. QEaxqapqlqoqrheq q tqhheq qdquqngqeqoqnq.
B. QTqhheq qaqnqsqweqeq qwqiqqlq qcqoqmheq qlqeqtqeqrq.
- 8. A. QIqtq qi qsq quqndqdeqrd q tqhheq qhqqoquqsqeq.
B. QLqooqokk qi qnq q tqhheq qlqiqvqi qnqgq qrqoqoqm, q tqhheq
qeqnqtqraaqncqeq qi qsq qhqqiddqeqnd.
C. QMqooqvqeq q tqhheq qrqoqgq.
- 9. A. QTqhheq qaqnqsqweqeq qmqaayq qbqeq qfqoquqndd qi qnq q tqhheq
qdquqngqeqoqnq. QEaxqapqlqoqrheq qi qtq qfqiqrsqtq.
B. QTqhqqisq qwqiqqlq qbqeq qaqnqsqweqeqdd qlqeqtqeqrq.

ABOVE GROUND CONTINUED

- 10. A. QEaxqapqlqoqrheq q tqhqqisq qaqdqvqeqnqtqurqeq qfqiqrsqtq.
B. QTqhheq qbqeqrqoqaw qwqiqqlq qcqoqmheq qi qnqtqoq ppqlqayq
qlqeqtqeqrq.

UNDER THE HOUSE, THE CELLAR AREA

- 11. A. QDqnqceq ayqoquq qgqoq qdqqoqnd qiqnqtqoq q tqhheq
qdquqngqeqoqnq, ayqoquq qcqaqnd'qtq qoqppeqnd q tqhheq
qtrqeqeq qdqqoqrd qfqrqoqm quqndqdeqrdqeqaq tqhheq
quqndqqlq ayqoquq qeqxapqlqoqrheq q tqhheq
qdquqngqeqoqnq qfqiqrsqtq.
B. QYqoquq qmquqsqtq qfqiqndd qaqnqoqtqhheq qwqaayq qoquqtq
qfqiqrsqtq.
C. QTqhheq qtrqeqeq qdqqoqrd qi qsq q tqhheqeq q tqoq qmqaqkqeq
qsqurqeq ayqoquq qeqxapqlqoqrheq q tqhheq qdquqngqeqoqnq
qfqiqrsqtq. QDqnqceq ayqoquq qfqiqndd qaqnqoqtqhheq
qeqxqi qtq qoqtqhheq q tqhqqnd q tqhheq qeqhqi qmqaayq,
ayqoquq qcqaqnd q tqhheqnd qoqppeqnd q tqhheq qtrqeqeq
qdqqoqrd qfqrqoqm quqndqdeqrdqeqaq tqhheq.
- 12. A. QIqtq qi qsq qtqoqoq qsqliqppqeqryq qtqoq qcqlqmqbq.
B. QTqhheq qrcqmqpp qi qsq qoqnqeq qwqaayq qoqnqlayq, qaqndd
ayqoquq qcqaqnd'qtq qcqlqmqbq quqpp qi qtq.
- 13. A. QTqhheqrqeq qaqrheq qsqiqxq qkqnqoqnd qwqaayq qoquqtq.
B. QLqooqokk qaqrqoquqndd q tqhheq qdquqngqeqoqnq qfqiqrsqtq.
C. QYqoquq qcqoqmheq q tqhqqoquqngq q tqhheq qfqiqrsqtq, q tqhheq
qtrqeqeq qdqqoqrd.
D. QTqhheq qeqeqsqtq qwqiqqlq qbqeq qppoqi qnqtqeqdd qoquqtq
qlqeqtqeqrq.
- 14. A. QDqnqlayq qtqoq QIQNGFQOQCQOQM.
- 15. A. XIxt xixsx xax xtxixghxtx xsqxuxexxxex.
B. QYqoquq qcqaqnd'qtq qbqeq qcqaqrqyqi qnqgq qtqoq qmqaqnyq
qiatqeqmsq.
C. QYqoquq qcqaqnd qcqlqmqbq quqpp qoqnqlayq qi qfq ayqoquq
qaqrheq qcqaqrqyqi qnqgq q tqhheq qlqeqmq qaqndd qoqnqeq
qoqtqhheq qiatqeqmq. QTqhqqisq qi qsq q tqhheq qsqeqcqqoqnq
qwqaayq qoquqtq qoqfq q tqhheq qdquqngqeqoqnq.
- 16. A. QIqtq qcqaqnd qbqeq quqsqeqdd qaqsq qaq qwqeqaqppqoqnq.
B. QIqtq qgqilqoqmsq qwqhheq ayqoquq qaqrheq qcqlqoqsqeq qtqoq
qdqaqngqeqrq.
- 17. A. QTqrqoqlqisq qaqrheq qnqoqtq qvqeqryq qfqrqieqnddqlayq.
B. QYqoquq qmquqsqtq qkqiqlq q tqhheq qtrqoqlq.
C. QUqsqeq q tqhheq qsqwqoqrd qtqoq qkqiqlq q tqhheq
qtrqoqlq.

UNDER THE HOUSE, THE CELLAR AREA CONTINUED

- 18. A. QBqeqsqiqdqeasq ayqoquqrqsqeqqlqfq, qtqhqeqrqeq qmqaayq qbqeq qsqoqmdeqoqnqeq qeqlqsqeq qiqnq qtqhqeq qdquqnqgqeqoqng.
- B. QTqhqeq qtqhqi eqfq qiqsq qcqoqnqsqtqaqngtqlqyq qmqaayqiqnqgq qaqrqoquqngdq qcqhqeacqKqiqnqgq qoquqtq qhqi qsq qtqeqqrqriqtqoqrqyq.
- C. QTqhqeq qtqhqi eqfq qpiqicqKqsq quapq qtqhqi qnqgqsq qhqe qfqi qnqdsq qlyqi qnqgq qaqrqoquqngdq qtqhqeq qdquqnqgqeqoqng. qiqfq qhqi qsq qiqoqaqdd qgqeqtqsq qtqoqoq qhqe qaqvayq qhqe qmqaayq qdqrqoqpp qaqnq qiqteqmq.

AROUND THE RESERVOIR AND DAM

- 19. A. QYqeqsq.
- B. QEQxqpqlqoqrqeq qtqhqeq qdqaqmq qaqrqeqaq qfqi qrsqtq.
- 20. A. QIqtq qmqaayq qbqeq qaqnq qiqnqddiqcqaqtqoqrq qfdoqrq qsqoqmdeqtqhqi qnqgq.
- B. QIqtq qiqeqtqsq qtqhqeq qoqpqeqrqaqtqoqrq qkqnqoqmq qtqhqaqtq qtqhqeq qcqoqnqtqrqoqlq qppaqnqeqqlq qiqsq qaqcqtqi qvqaqtqeqddq.
- C. QEQxqpqlqoqrqeq qtqhqeq qmqaayqiqnqgq qaqnqeq qrqoqoqmq.
- 21. A. QJquqsqtq qsqayq qoqpqeqnq qtqoqoqlq qbqoqxq.
- B. QDqoqnq'qtq qwqoqrqyq, qiqta qwqasqng'qtq qgqoqoqdd qfdoqrq qaqnqyqtqhqi qnqgq qaqnqyqmwqaayq.
- 22. A. QIqtq qcqaqng qbqeq quqsqeqdq qtqoq qtqi qgqhtqeqnq qaqqlq qtqhqeq qlqoqoqsqeq qsqcqrqeqwqsq ayqoquq qfqi qnqddq.
- B. QIqtq qmqaayq qcqoqmdeq qiqnq qhqaqngdqyq qlqaqtqeqr.
- 23. A. QTqhqeq qsqaqmqeq qtqhqi qnqgq qmqaayq qwqrqeqnqcqhqe qsq qaqrqeq qgqoqoqdd qfdoqrq, qlqoqoqsqeqnqi qnqgq qaqnqdd qtqi qgqhtqeqnqi qnqgq anquqtqsq.
- B. QIqfq qaq anquqtq qiqsq qvqeqryq qbqi qgq, qiqta qgqoqeqsq qbqyq qaq qdqiqfqqeqr qeqnqtq qnqamqeq.
- C. QWqrqeqnqcqhqe qsq qaqrqeq qgqoqoqdd qfdoqrq qtquqrnqi qnqgq qbqoqlqtqsq qtqoqoq.
- 24. A. QPqlqayq qwqiqtqh qqtqhqeqmq qaqnqdd ayqoquq qwqiqlqlq qfqi qnqdd qoquqtq.
- B. QTqhqeq qreqdd qoqnqeq qwqiqlqlq qtquqrnq qtqhqeq qlqi qgqhtqtsq qoqnq qaqnqdd qoqfqq.
- C. QTqhqeq qbqlqeqeq qoqnqeq qoqpqeqnqsq qaq qwqaqtqeqr qvqaayqeq qtqoq qaq qwqaqtqeqr qppiqpqq. QHqoqmwqeqvqeqr, qtqhqeq qppiqpqq qiqsq qaq qbqiqtq qoqlqdd.
- D. QTqhqeq ayqeqqlq qoqmq qoqnqeq qaqcqtqi qvqaqtqeqsq qtqhqeq qcqoqnqtqrqoqlq qppaqnqeqqlq qoqnq qtqhqeq qdqaqmq.
- E. QTqhqeq qbqrqoqngq qoqnqeq qdqqeq-qaqcqtqi qvqaqtqeqsq qtqhqeq qcqoqnqtqrqoqlq qppaqnqeqqlq qoqnq qtqhqeq qdqaqmq.
- 25. A. XSxoxlxvxex xqxuxexsxtixoxnxsx x#x2x0x txxox x#x2x4x.
- B. QUqsqeq qtqhqeq qwqrqeqnqcqh qqtqoq qtquqrnq qtqhqeq qbqoqlqt.
- C. QGqoq qbqaqcqk qqtqoq qtqhqeq qreqsqeqr qvqoqi qrq qsqoquqtqh qaqnqdd qnqoqtqi qcqeq qwqhqaqtq qiqsq qhqaqppqeqnqi qnqgq.
- D. QWqaayq qunqqtqi qlq qiqta qiqsq qsqhqaqlqlqoqmq qeqnqoquqgq qqtqoq qcqrqoqsqsq.

AROUND THE RESERVOIR AND DAM CONTINUED

- 26. A. QNqoq.
- B. QEQxqaqmqiqnqeq qtqhqeq qtquqbqeq.
- 27. A. QTqhqeq qrqoqoqmq qiqsq qsqloqmq qtqoq qfqi qlqlq, qsqoq ayqoquq qhqaayqeq qtqi qmdeq qtqoq qlqeqaqvqeq.
- B. XSxoxlxvxex xqxuxexsxtixoxnxsx x#x2x6x xfxixrxsxtx.
- C. QDqppqeqnq qtqhqeq qtquqbqeq.
- D. QPqaqtqccqh qtqhqeq qhqaayqeq qwqiqtqh qtqhqeq qgquqnqkq.
- 28. A. QIq qcqaqng'qtq qtqeqqlq qwqiqtqh qoquqtq qiqnqqlq qaqti qnqgq qiqta.
- 29. A. QIqtq qhqaayq qaq qvqaayqeq qoqnq qiqta.
- B. QTqrqyq qbqlqoqmwqi qnqgq qiqta quapq.
- C. QYqoquq qcqaqng qfqi qnqdd qwqhqaqtq ayqoquq qnqeqeqdq qaqfqtqeqr ayqoquq qfqi qgquqrqeq qoquqtq qhqaayq qtqoq qcqrqoqsqsq qtqhqeq qreqsqeqr qvqoqi qrq.
- 30. A. QYqeqsq.
- B. XSxoxlxvxex xqxuxexsxtixoxnxsx x2x8x xaxnxdx x2x9x xfxixrxsxt.
- C. QRqeqaqdq qtqhqeq qlqabqeqqlq.
- D. QUqsqeq qtqhqeq qbqoqaqtq qtqoq qcqrqoqsqsq qtqhqeq qrqiqvqeqr.
- 31. A. QSqtqoqpqqeqdq qaqnqyq qoqtqhqeqr qlqeqaqkqsq qlqaqtqeqqlqyq?
- B. XSxoxlxvxex xqxuxexsxtixoxnxsx x#x2x6x xfxixrxsxtx.
- C. QUqsqeq qtqhqeq qgquqnqkq.
- 32. A. QYqeqsq. QRqeqaqdq qtqhqeq qlqabqeqqlq.
- 33. A. QCqoqvqeqr qaqqlq qsqhqaayq qppiqnqtqsq.
- B. QPquqtq qtqhqeqmq qiqnq qsqoqmdeqtqhqi qnqgq.
- C. QPquqtq qtqhqeqmq qiqnq qtqhqeq qbqrqoqngq qbqaqgq qoqr qwqhqaayqeqvqeqr qtqhqeq qwqeqr qfdoquqnqdd qiqnq.
- 34. A. QIqtq qiqsq qppaqnqqtqeqdq qreqdd qfdoqrq qaq qreqaqsqoqng.
- B. QDqoq ayqoquq qhqaayq qsqoqmdeqtqhqi qnqgq?
- C. QIqtq qiqsq qaq qwqaayq qnqi qnqgq. QTqhqeq qfqaqlqlqsq qaqrqeq qahqeqaqdq.
- 35. A. QYqeqsq. QJquqsqtq qwqaayq qiqnq qtqhqeq qbqoqaqtq.
- B. QMqaayqeq ayqoquq qwqoquqlqdd qhqaayqeq qhqaayq qbqeqtqeqr qlquqcqk qiqnq qaq qbqaayqeqqlq.

BELOW THE DAM

AROUND THE ROUND ROOM

- 36. A. QTqhqeqrqeq qaqrqeq qtawqoq amqeqtqhhoqddsq qtqhqaqtq amqaqyq qwoqrqkq; qiqfq qyqoquq qeaxqpqeqrqi qmdeqntq qyqoquq qsqhhoquqlqda qbqeq qaabqlqeq qtqoq qfqiaggurqeq qoqnqeq qoqfq qtqhqeama qoquqtq.
 - B. QFqirqsqtq amqeqtqhhoqddq.
 - a. QIqtq qiqsq qtqoqoq qlqoquqda qbqeqcqaquqsqeq qoqfq qtqhqeq qrqoqaqrq qfqrqoqmq qtqhqeq qwaqatqeqr.
 - b. QSqoqlqvqeq qtqhqeq qprqoqbqlqeqmq qaqta qtqhqeq qdqaqmq.
 - c. QNqoqmw qtqhqaqtq qyqoquq qhqaqvqeq qlqeqta qtqhqeq qwaqatqeqr qoquqtq, qwhqaqtq qhqaqpqpqeqnqsq qiafq qyqoquq qfqiqlql qtqhqeq qreqsqeqr qvqoqiarq qbqaqcqkq quqpp?
 - d. QTqhqeq qrqoqaqrq qsqtaoqpqsq qaqsq qtqhqeq qreqsqeqr qvqoqiarq qiasq qfqiqlql qianqsq. QGqoq qbqaqcqkq qtqoq qtqhqeq qlqoquqda qrqoqoqmq qnqoqmw.
 - C. QSqeqcqqoqnqda amqeqtqhhoqddq.
 - a. QTqhqeq qeqcqhhoq qianq qtqhqeq qlqoquqda qrqoqoqmq qiasq qeqnqoquqgqh qtqoq qdqrqlqvqeq qyqoquq qcqrqaqzqyq.
 - b. QWhqhaqtq qdqiada qyqoquq qsqaqyq, qsqaqyq, qsqaqyq?
 - c. XSxxyx xexcxhxox xaxnxdx xixtx xqxxxtx xqxuxixextxexrx.
- 37. A. QTqhqiass qiasq qaq qtqoquqcqhya qlqiatqtlqeq qprqoqbqlqeqmq.
 - B. QRqeqaacqh qoquqtq qaqnqda qtqoquqcqh qsqoqmqeqoqnqeq.
 - C. QTqoquqcqh qtqhqeq qmairqoqrq qaqnqda qtqhqeqnq qlqoqoqkq qaqrqoquqnqda qaq qlqiatqtlqeq.
- 38. A. QTqeqeqnqaqgqeq QZqoqrqkqiaqanqsq qdqiadaq'atq qhqaqvqeq qsqprqayq qpaqianqta qbqaqcqkq qtqhqeqnq, qsqoq qtqhqeqyq qdqiada qtqhqeq qnqeqxqtq qbqeqsqtq qtqhqiannq, qtqhqeqyq quqsqeqda qtqhqeqiarq qkqnqivqeqsq qtqoq qwarqiatqeq qianq qtqhqeq qwaqqlqlsq.
 - B. QIq qwaqanqta qtqoq qkqeqeqpa qtqhqiass qbqoqoqkq qrqaatqeqda QPQ6Q, qsqoq qia qdqqoqna'atq qtqhqiannq qia qwaqqlql qtqrqaqnqslqatqeq qtqhqeqmq qfqqoqrq qyqoquq.
 - C. QTqhqeqyq qhqaqvqeq qnqoq qiaqmqpqqrqtqanqccqeq qianq qtqhqeq qaqqqvqeqnqtqurqeq.
- 39. A. QYqoquq qnqeqeqda qsqoqmqeqqtqhqiannq qfqrqoqmq qtqhqeq qhhoquqsqeq.
 - B. QYqoquq qnqeqeqda qsqoqmqeqqtqhqiannq qtqoq qrqaaqpqqeqql qwaqiatqeq.
 - C. QYqoquq qnqeqeqda qtqhqeq qrqoqppqeq qfqrqoqmq qtqhqeq qaatqatqiaq.
 - D. QTqieq qtqhqeq qrqoqppqeq qtqoq qtqhqeq qrqaaqial qtqhqeqnq qdqrqoqpp qtqhqeq qrqoqppqeq. QCqlqiaqmba qdqqoqwnq qtqhqeq qrqoqppqeq.
- 40. A. QTqhqeq qrqoqppqeq qwaqasq qnqoqta qlqoqnqgq qeqnqoquqgqh qtqoq qreqaqcqh qtqhqeq qbqoqtatqoqmq.
 - B. QYqoquq qcqaqna'atq qcqlqiaqmba quqpa qtqhqeq qrqoqppqeq.

AROUND THE ROUND ROOM CONTINUED

- 41. A. QTqhqeqrqeq qaqrqeq qtqhqrqeqeq amqeqtqhhoqddsq. QIqfq qyqoquq qeaxqpqeqrqi qmdeqntq qyqoquq qsqhhoquqlqda qbqeq qaabqlqeq qtqoq qfqiaggurqeq qoqnqeq qoqfq qtqhqeqmq qoquqtq.
 - B. QFqirqsqtq amqeqtqhhoqddq.
 - a. QYqoquq qdqqoqna'atq qsqtaqanqda qaq qprqaaqyqeqr qoqfq qaq qcqhqaqanqccqeq qgqeqtqtqianqgq quqpp qtqhqeq qrqoqppqeq.
 - b. QBqeqfqqoqrqeq qyqoquq qtqrqyq qaqnqyqtqhqiannq qtqoqoq qriqsqkqyq, qyqoquq amqaqyq qwaqanqta qtqoq qsqaaqyq qaq qprqaaqyqeqr qfqiqrqsqtq.
 - c. QGqoq qtqoq qtqhqeq qaqiatqaaqr qaqnqda qprqaaqyq. QTqhqiass qiasq qtqhqeq qtqhqiannq qwaqayq qoquqtq qoqfq qtqhqeq qdqqnqgqeqoqna.
 - C. QSqeqcqqoqnqda amqeqtqhhoqddq.
 - a. QIqna qtqhqeq qaqiatqaaqr qrqoqoqmq, qgqoq qdqqoqwnq qtqhqeq qhhoqlqeq.
 - D. QTqhqiannq amqeqtqhhoqddq.
 - a. QNqoqtqeq qtqhqeq qdqqeqsqqrqi qprqiatqoqna qoqfq qtqhqeq qtqeqmqplqeq qaqrqeqaq.
 - b. QTqhqeq qgrrqaqnqiatqeq qwaqqlql qiasq qaq qsqppqeqcqi qaaql qwaqqlql.
 - c. QTqhqeq qtqeqmqplqeq qaqnqda qtqhqeq qtqrqeqaqsquqrqeq qrqoqoqmq qbqoqtq qhqaqvqeq qgrrqaqnqiatqeq qwaqqlqlsq.
 - d. QWhqhaqtq qianq qoqnqeq qrqoqoqmq qyqoquq qcqaqna qtqeqqlqeqppqqrqtq qtqoq qtqhqeq qoqtqhqeqr qjquqsqtq qbqyq qsqaaqyqianqgq qtqhqeq qnqaqmqeq qoqfq qtqhqeq qrqoqoqmq.
- 42. A. XSxoxlvvex xqxuxexsxtixoxnx x#x4xlx xfxixrxsxtx.
 - B. QIqfq qyqoquq qhqaqvqeq qprqaaqyqeqda qaqta qtqhqeq qaqiatqaaqr qbqeqfqqoqrqeq qyqoquq qaqrqeq qkqialqlqeqda, qyqoquq qwaqqlql qtqurqanq qianqta qaq qsqppqiaqiatq.
 - C. QTqoq qreqtqurqanq qtqoq qyqoquq qnqoqrqmqaaql qsqtaqatqeq, qyqoquq qmquqsqtq qprqaaqyq qaqqqaqianq qaqta qtqhqeq qaqiatqaaqr.
- 43. A. XSxoxlvvex xqxuxexsxtixoxnxsx x#x4x0x xtxox x#x4x3x xfxixrxsxtx.
 - B. QTqhqeq qdqqeqda qaqrqeq qbquqsqyq. QYqoquq qwaqqlql qnqeqeqda qsqoqmqeqqtqhqiannq qtqoq qgqeqta qtqhqeqiarq qaatqatqeqnqtqianq qwaqiatqeq.
 - C. QYqoquq qaqrqeq qaqiasq qgqoqianqgq qtqoq qnqeqeqda qaq qcqoquqppqlqeq qoqfq qiatqeqmqsq qfqqoquqnqda qianq qaq qtqeqmqplqeq.
 - D. QYqoquq qnqeqeqda qtqhqeq qbqeqqlql, qtqhqeq qcqaqnaqdlqeqsq, qppqoqsqsiqbqlay qsqoqmqeq amqaqtqcaqhqeqsq, qaqnqda qtqhqeq qbqlqaqcqkq qbqoqoqkq.
 - E. QWhqhaqtq qaatq qtqhqeq qeqnqtqrqaqnqccqeq qtqoq qHqaqqdqqeqsq, qriannq qtqhqeq qbqeqqlql.
 - F. QYqoquq qsqhhoquqlqda qmqaqkqeq qsqurqeq qtqhqeq qcqaqnaqdlqeqsq qaqrqeq qlqiatq qaqnqda qsqeqta qtqhqeqmq qdqqoqwnq qbqeqfqqoqrqeq qyqoquq qriannq qtqhqeq qbqeqqlql.
 - G. QHqfqtqeqr qyqoquq qriannq qtqhqeq qbqeqqlql, qprqaaqkq quqpp qtqhqeq qcqaqnaqdlqeqsq, qaqnqda qtqhqeqnq qreqaqda qtqhqeq qbqoqoqkq.

THE AMAZING MAZE AREA

- 44. A. QYqoquq qdooqng'qtq qtqhqiagnkK qtqhqe qazuqtqhooqrq
qsppqeeantq qaqqlq qtqhqaqtq qtqimqee qprqooqgrrqaaqmamiqnagq
qtqhqe qmqaqzqe qiqnq qjquqsqtq qsqoq qyqoquq qcqoquqlqda
qgqoq qaqrqoquqnqda, qdqoq qyqoquq?
B. qIqnq qoqtqhqeqrq qwoqqrqdaqs, qyqeeqsq.
- 45. A. QRqeqaada QHQEQLOPQFQUQLQ QTQIQPQ Q#Q5Q qaqqqaaiqnq.
B. QIqfq qyqoquq qcqaanq'qtq aggeqtq qtqhqeemq qmqaqpppqqeada
qoquqtq qoqnq qyqoquqra qoqwanq, qlqooqKq qaqtq qtqhqe
ppqaqqe qqtqhqaqtq qcqoqvqeqrqsq qtqhqe qmqaqzqe.
- 46. A. QTqhqe qusqeqlqeqsqs qIqaqntqeeqrnq qcqaanq qbqe
qdrqoqpqqeada qiqnq qaqnqoqtqhqeqrq qmqaqzqe qrqooqmq qtqoq
qsqeqrqvqe qaqsq qaq qmqaqrqKqeqrq qwhqihqIqe qtrqyqiagnagq
qtqoq qmqaqpp qoquqtq qtqhqe qmqaqzqe.
B. QOqtqhqeqrq qtqhqaanq qtqhqe qaqbqooqvqe qaqnqsqwwqeqrq, qiqta
qiqsq quqsqeqlqeqsqsq.
- 47. A. QKqeyqsq qaqre qusqeada qtqoq quqnqlqoqcKq qtqhqiagnagqsq.
QIq'qlql qbqe qyqoquq qdqiqdnq'qtq qKqnqooq qtqhqaqtq!
B. QIqtq qcqooqlqda qbqe qusqeqlqqlq qiqfq qyqoquq
qdqeqcqiada qtaoq qlqeqaavqe qtqhqe qdquqnqgqeeoqnq.
C. QIqtq qiqsq quqsqeada qtqoq quqnqlqoqcKq qtqhqe qgrqaaqtqe.
QTqhqi qsq qiqsq qtqhqe qfqqoqrqtqh qwqaqy qtqoq qlqeqaavqe
qtqhqe qdquqnqgqeeoqnq.
- 48. A. QTqhqe qiqdqeqaq qhqeqrqe qiqsq qtqoq qcqoqlqIqeeqctq
qtqrqeqaqsuqrqe, anqoqtq qspqeeqnada qiqta!
- 49. A. QIqtq qcqaanq qbqe qusqeada qaqsq qaq qweqaappoqnq. QTqrqy
qtqhqrqooqwiagnag qiqta qaqtq qtqhqe qtqhqi qe qf q
QCqyqcqlqoqpqsq.
B. QNqooq qtqhqaqtq qyqoquq qKqnqooq qwhqaaqtq qiqta qdqoeeqsq,
qyqoquq qwoquqlqda qprqoqbqaaqqlqy qbqe qbqeqtqtqeqrq
qoqfq qwqiqtqhooquqtq qiqta.
- 50. A. QTqhqeqrqe qaqre qaq qcqoquqpqlqe qoqfq qwqaqyqsq.
B. QFqirqsqtq qmqaqtqhooada.
a. QMqaqybqe qhqe qiqsq qhquqnqgrqyq.
b. QIqnqsqtqeada qoqfq qlqeqtqtqiagnag qhqi qm qhqaqvqe
qyqoquq qfqqoqr qIquqnqchq, qgqiavqe qhqi qm qtqhqe
qlquqnqchq qaqnada qtqhqe qwqaqtqeqrq.
C. QSqeqcqqnada qmqaqtqhooada.
a. QRqeqaada qtqhqe qbqooqKq qfqqoqr qaq qcqlquqe.
b. QBqeqiagnag qaq qlqiqttatqlqe qfqaqmqlqIqaaqr qwqiqtqh
qmqtqhooqlqoqqy qmqaqy qhqeqlqpa.
c. QRqeqaada qtqhqe qbqooqKq qaqnada qnqoqtqi qcqe qtqhqe
qfqiqrqsqtq qlqeqtqtqeqrq qiqnq qeqaacqh qsqeqnqtqeqnqceq.
d. QSaaqy qOqdqyqsqsqequqs qaqnada qsqee qwhqaaqtq
qrqeqaacqtqi qoqnq qtqhqe qCqyqcqlqoqpqs qhqaqsq.
e. QTqhqi qsq qiqsq qtqhqe qfqi qfqtqh qwqaqy qoquqtq qoqfq
qtqhqe qdquqnqgqeeoqnq.

THE AMAZING MAZE AREA CONTINUED

- 51. A. QYqoquq qcqoquqlqda qrqunq qaqwqaqy.
B. QGqeqtqtqiagnag qrqoqbqbeada qiqsq qbqeqtqtqeqrq qtqhqaanq
qgqeqtqtqiagnag qkqiqlqIqeeada.
- 52. A. QYqeeqsq.
B. QTqhqe qtqhqi qe qiqsq qaq qvqeqrqy qeqxppqeqri qeqnqccqeeada
qcqhqaqrqaqcqtqeqrq.
C. qYqoquq qmqaqy qnqeeada qsqoqm qmooqrqe qdquqnqgqeeoqnq
qtqimqee quqnqdeqrq qyqoquq qbqeqlqtq qbqeqfqqoqrqe qyqoquq
qcqaanq qhqaanqdaqlqe qhqi qm.
D. QTqhqe qoqnqlqy qwqaqy qtqoq qprqoqvqe qyqoquq qaqre
qmooqrqe qeqxppqeqri qeqnqccqeeada qiqsq qtqoq qsqtoqrqe
qmooqrqe qtrqeqaqsuqrqe. QTqhqi qsq qsqhooqwsq qyqoquq
qhqaqvqe qbqeeqnq qtqhqrqooqgqh qmooqrqe qoqfq qtqhqe
qdquqnqgqeeoqnq.
E. QTqhqe qmooqrqe qprqoqnqtq qyqoquq qhqaqvqe qtqhqe
qbqeqtqtqeqrq qyqoquq qcqhqaanqccqee qoqfq qkqiqlqIqagnag
qhqi qm.
F. QTqhqe qnqaqsqtqy qKqnqi qf qiqsq qtqhqe qbqeeqsqtq
qweqaappoqnq qtqoq quqsqe qwhqee qfqi qgqhqtqiagnag
qtqhqe qtqhqi qe qf.
- 53. A. XSxoxlxvxex xqxuxexsxtixoxnx x#x4x8x.

AROUND THE COAL MINE

- 54. A. QTqhqi qsq qmqaqy qtqaKqe qaq qwhqihqIqe. QDqiada qyqoquq
qbqrqiagnag qaq qlquqnqchq?
B. qYqoquq qnqeeada qsqoqm qeqtqhqiagnag qfqrqoqm qtqhqe
qkqiqtqchqeeqnq.
C. qYqoquq qnqeeada qtqhqe qgqaqrqlqIqcc qtqhqaqtq qiqsq qiqnq
qtqhqe qbqrqooqwnq qsqaacKq.
- 55. A. QOqpqeeqnq qfqlqamqeeqs qaqnada qgqaqsq qdqoqnq'qtq qmqi qx.
B. QYqoquq qcqaanq'qtq qtqaKqe qtqhqe qtqoqrqchq qiqnqtqoq
qtqhqe qgqaqsq qrqooqmq.
- 56. A. QTqhqe qcqoqaqlq qmqi qn qiqsq qaq qvqeqrqy qsqmqaqlqlq
qmqaqzqe. QIqtq qiqsq qeqaqsqy qtqoq qmqaqpp.
- 57. A. XIxtx xixsx xax txixgxhxtx xsqxexexzxx.
B. QTqrqy qdrqoqpqiagnag qsqoqm qeqtqhqiagnag.
C. QTqrqy qdrqoqpqiagnag qeqvqeqryqtqhqiagnag.
- 58. A. QCqaanq qyqoquq qtqeqqlq qwhqeeqrqe qtqhqe qdrqaaqfqtq qiqsq
qcqoqm qiagnag qfqrqoqm?
B. QTqhqe qsqhqaqfqtq qiqnq qtqhqe qrqooqfq qhqaqsq qtqoq qgqoq
qsqoqm qeqwhqeeqrqe.
C. QTqhqi qnq qaqbqooqtq qwhqeeqrqe qyqoquq qsqaqw qaq
qsqmqaqlqlq qsqhqaqfqtq qbqeqfqqoqrqe.
D. QYqoquq qhqaqvqe qtqoq quqsqe qtqhqe qbqaqsKqeeqtq.
E. QPquqtq qtqhqe qtqoqrqchq qiqnq qtqhqe qbqaqsKqeeqtq qaqnada
qlqooqweqrq qiqta qtqhqrqooqgqh qtqhqe qsqhqaqfqtq.

AROUND THE COAL MINE CONTINUED

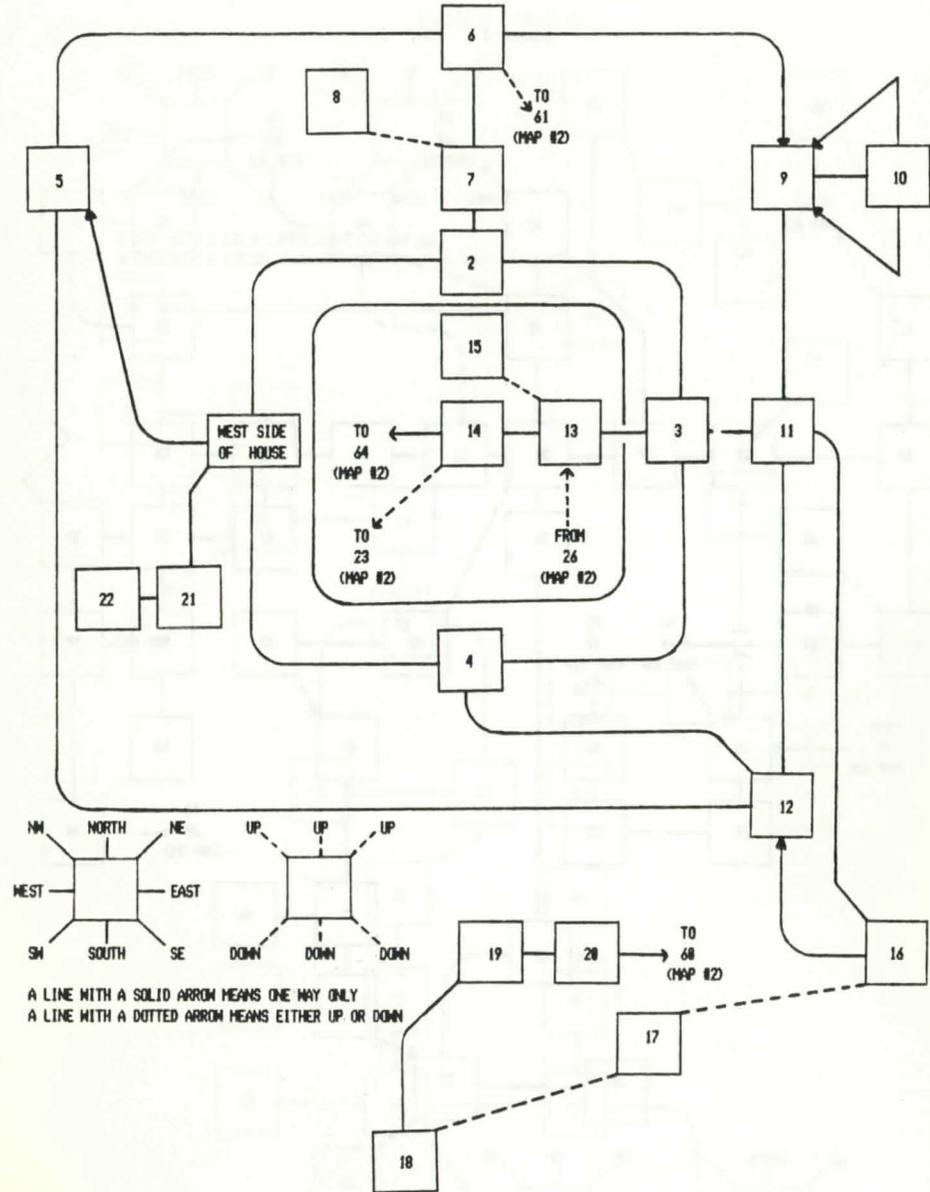
59. A. QTqaqkqeq qaq qcqlqoqsqeq qlqoqoqk qaqta qthqeq qsqwqiatqcah.
 B. QSqoqmreqatqhqiannqgq atqhqiannq qlaiqkqeq qaq adqiamqeq
 qwoquqladd qwoqraqk.
 C. QYqoquq qcqoquqladd qsqqrqeq quqsqeq qsqoqmreqatqhqiannqgq
 qfqrqoqmq atqhqeq qmqaqianqtqeqnqaqncqeq qrqoqoqmq anqoqwa.
 D. QTquqrannq atqhqeq qsqwqiatqcahq qwqiatqhq atqhqeq
 qsqcqrqeqwqdrqivqeqrq.
60. A. QIqta qiqsqnq'atq qaq qwqaqsqhqiannqgq qmqaqcqhqiannqeq.
 B. QYqoquq'qvqeq qhqeqaqradd qoqfq atquqrannqiannqgq qlqeqaddq
 qianqtqoq qgqoqladd. QWqeqqlq, atqhqiannq qmqaqcqhqiannqeq
 qdqqeqsqnq'atq qdqq atqhqaatq.
 C. QIqta qcqaannq qbqeq quqsqeqdq atqoq atquqrannq
 qsqoqmreqatqhqiannqgq qdqaqrqkq qianqtqoq qsqoqmreqatqhqiannqgq
 atqhqaatq atwqianqkqlqeqsq.
 D. QPquata atqhqeq qcqoqaqlq qianq qiatq qaannq atqhqeqnq
 atquqrannq qiatq qoannq.

SOMEWHERE OVER THE RAINBOW

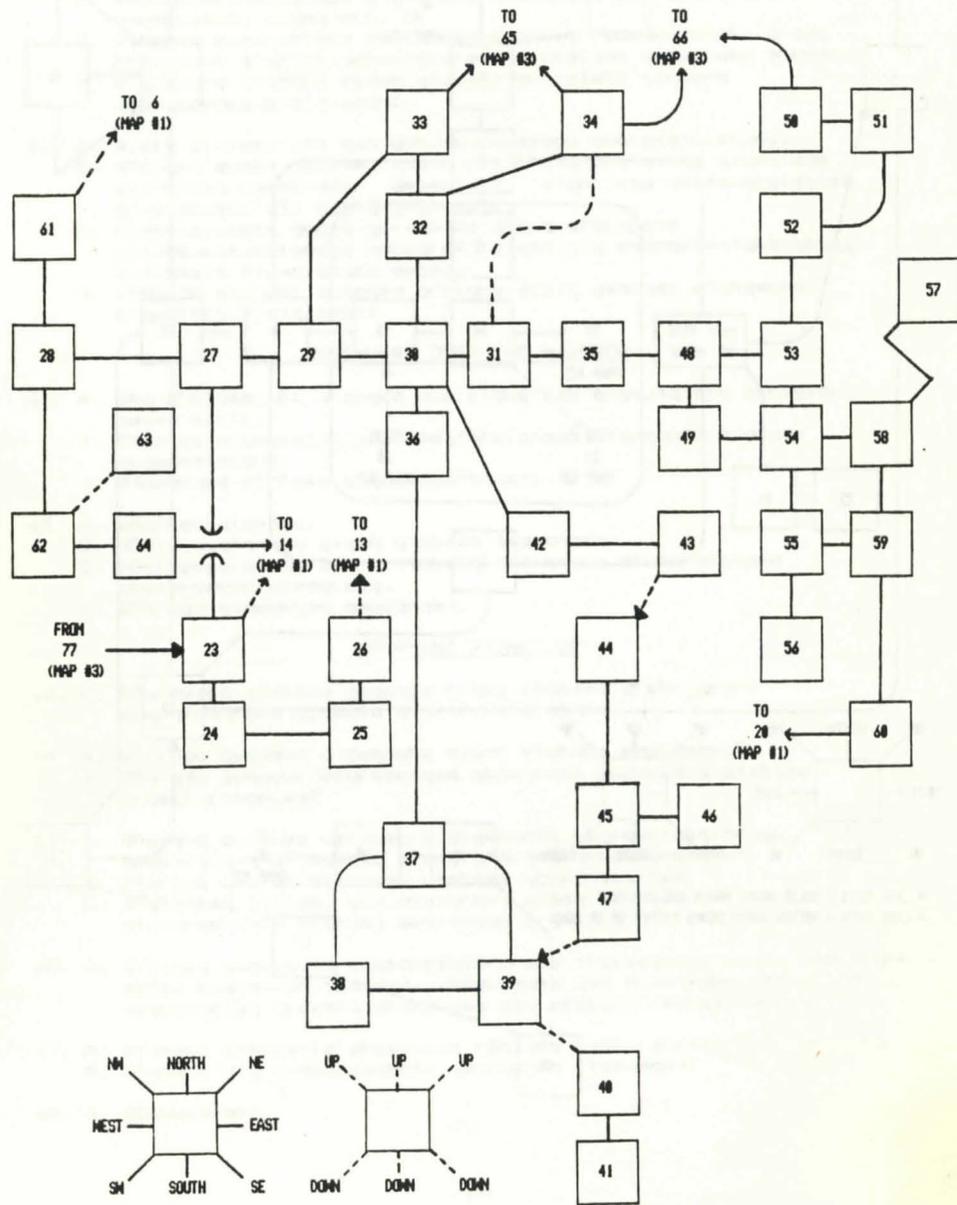
61. A. QAq qbqlqaqcakq qrqoqdd qwqiatqhq qaq arquqsatqya qsatqaarq
 qoannq qiatq.
 B. QYqoquq anqeqeqdq qsqoqmreqatqhqiannqgq qfqrqoqmq atqhqeq
 qcqoqfqiannq.
 C. QWqaqvqeq atqhqeq qsqcqeapqarqeq.
62. A. QDqiaqqgqiannqgq.
 B. QDqiaqqgqiannqgq qianq atqhqeq qsqannqdd.
 C. QDqiaqqgqiannqgq qianq atqhqeq qsqannqdd qianq atqhqeq
 qsqannqddqya qcqoqvqeq.
 C. QDqiaqq qsqoqmreq qmqaqrqeq.

WRAPPING THINGS UP

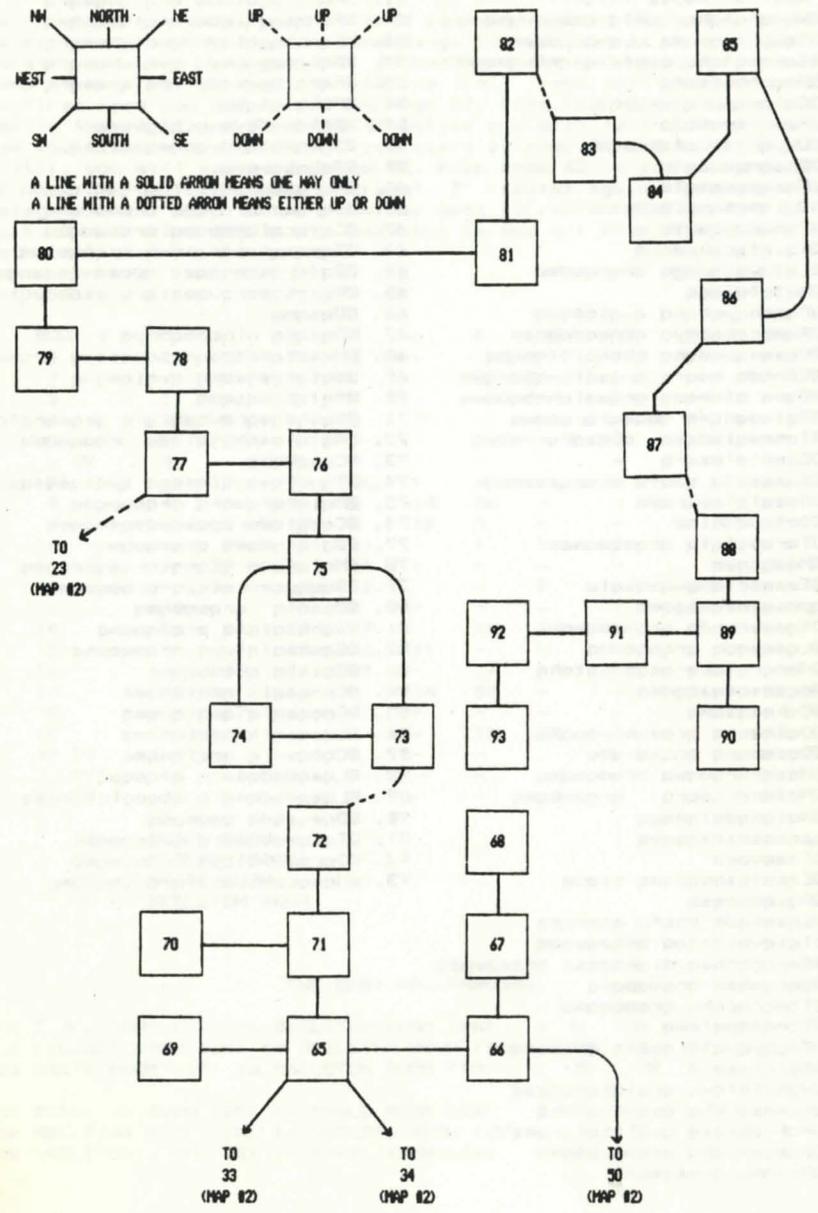
63. A. QGqiaqvqeq atqhqeq qeqqgq atqoq atqhqeq atqhqiannqeqf
 qbqeqfqaqrqeq qyqoquq qkqiaqlq qhqiannq.
64. A. QDqiaqd qyqoquq qlqoqoqk qianq atqhqeq qbquqoqyq?
 B. QDqiaqd qyqoquq qcqrqoqsqsq qbqaqcakq qoqvqeqrq atqhqeq
 qrqaqianqbqoqwa?
65. A. QDqiaqd qyqoquq qeqvqeqrq qhqeqaarq qaannqyqtqhqiannqgq
 qwhqiaqlqeq qlqoqsatq qianq atqhqeq qfqaqrqeqsatq?
 B. QTarqya qwqianqddqiannqgq atqhqeq qcqaannqarqya.
 C. QTqaqkqeq atqhqeq qcqaannqarqya atqoq atqhqeq
 qfqaqrqeqsatq qaannq qwqianqdd qiatq.
66. A. QYqoquq amquqsatq qcqoqnqsqeqrvqeq qlqiaqqhata qaqsq amquqcqh
 qaqsq apqoqsqsqibqlqeq. QEqvqeqnq qaq qcqoquqpqlqeq qoqfq
 amqoqvqeqsq qcqaannq amqaqkqeq qaq adqiaqfqaqrqeqnqccqeq.
67. A. QYqoquq amquqsatq qhqaqvqeq q3q5q0q qpqaqianqtqsq afqiarqsatq.
 B. QDqoannq'atq afqaqrqgqeqta qyqoquqrq qlqacmqpa!
68. A. QDqeqaqtqhq.



ZORK I MAP 2



ZORK I MAP 3



ZORK I MAP ROOM NAMES

1. West of house (start)
2. GNqoqrqtqhq qoqfq qhqoquqsqeq
3. QBqeqhqiqnqda qhqoquqsqeq
4. QSqoquqtqhq qoqfq qhqoquqsqeq
5. QFqoqrqeqsqtq
6. QCqlqeqaqrqianqgq
7. QFqoqrqeqsqtq
8. QUqpq qaq qtrqeqe
9. QFqoqrqeqsqtq
10. QFqoqrqeqsqtq
11. QCqlqeqaqrqianqgq
12. QFqoqrqeqsqtq
13. QKqitqtcqhqeqnq
14. QLqivqiqnqgq arqoqoqmq
15. QAqtqtqiqcq
16. QCqaqnyqoqna qvqieqawq
17. QRqoqcqkqeqyq qlqeqdqgqeq
18. QCqaqnyqoqna qbaqoqtqtqoqmq
19. QEanqda qoqfq arqaaqianqbaqoqmq
20. QOqna qthqeq arqaaqianqbaqoqmq
21. QSqtqoqneq qbaqarqarqoqmq
22. QIaqnsqiaqddqeq qbaqarqarqoqmq
23. QCqeqqlqiaqarq
24. QEqaqsqtq qoqfq qcqhqaqsqmq
25. QGqaqlqieqrqyq
26. QSqtqadqiaq
27. QTarqoqlqiaq arqoqoqmq
28. QMqaqzqeq
29. QEqaqsqtq-awqeqsqtq
qpqaqsqsqaqgqeq
30. QRqoquqndq arqoqoqmq
31. QLqoquqda arqoqoqmq
32. GNqoqrqtqhq-qsqoquqtqhq
qpqaqsqsqaqgqeq
33. QCqhqaqsqmq
34. QDqeqeqp qcqaqnyqoqna
35. QDqaqmqpp qcqaqvqeq
36. GNqaaqrqarqoqmq arqoqoqmq
37. QMqiarqarqoqmq arqoqoqmq
38. QMqianqdqianqgq
qpqaqsqsqaqgqeq
39. QCqaqvqeq
40. QEanqtqaqncqeq qtrqoq
QHqaqddqeqsq
41. QLqaqndq qoqfq qthqeq
qlqivqiqnqgq qdqeqaada
42. QEanqgqraqvqianqgqsq qcqaqvqeq
43. QDqaqmqeq arqoqoqmq
44. QTaqrqacqhq arqoqoqmq
45. QTaqmqppqlqeq
46. QEagqyapqtaiqaqna arqoqoqmq
47. QAqlqtqaaqrq
48. QMqhqiqtqeq acqlqiaqfqsq
qbqeqaacqhq anqoqrqtqhq
49. QMqhqiqtqeq acqlqiaqfqsq
qbqeqaacqhq qsqoquqtqhq
50. QDqaqmq qbaqqsqeq
51. QFqrqiaggiaqda arqivqeqra
52. QFqrqiaggiaqda arqivqeqra
53. QFqrqiaggiaqda arqivqeqra
54. QFqrqiaggiaqda arqivqeqra
55. QFqrqiaggiaqda arqivqeqra
56. QFqaqlqlsq
57. QSqaqndqyq qcqaqvqeq
58. QSqaqndqyq qbqeqaacqhq
59. QSqaqndqyq
60. QAqrqaqgqiaqna qfqaqlqlsq
61. QGqrqaqtqianqgq arqoqoqmq
62. QCqyqcqlqoqppsq arqoqoqmq
63. QTarqeqaqsquqrqeq arqoqoqmq
64. QSqtqrqaqngqeq qpqaqsqsqaqgqeq
65. QRqeqsqeqarqvqoqiara qsqoquqtqhq
66. QDqaqmq
67. QDqaqmq qlqoqbqbyq
68. QMqaqianqatqeqnaqncqeq arqoqoqmq
69. QSqtqrqeqaama qvqieqawq
70. QSqtqrqeqaama
71. QRqeqsqeqarqvqoqiara anqoqrqtqhq
72. QAqtqlqaaqntqiaqda arqoqoqmq
73. QCqaqvqeq
74. QTawqiaqstqianqgq qpqaqsqsqaqgqeq
75. QMqiarqarqoqmq arqoqoqmq
76. QCqoqlqda qpqaqsqsqaqgqeq
77. QSqiaqddqeq arqoqoqmq
78. QMqianqeq qEanqtqrqaqncqeq
79. QSqaqnaqeqcqvqyq arqoqoqmq
80. QBqaqtq arqoqoqmq
81. QSqhqaqfqtq arqoqoqmq
82. QSqmqaqlqiaq arqoqoqmq
83. QGqaqsq arqoqoqmq
84. QCqoqaqlq amqianqeq
85. QCqoqaqlq amqianqeq
86. QCqoqaqlq amqianqeq
87. QCqoqaqlq amqianqeq
88. QLqaqddqeqarq qtrqoqmq
89. QLqaqddqeqarq qbaqoqtqtqoqmq
90. QDqeqaada qeqnqda
91. QTqiamqbqeqra arqoqoqmq
92. QDqrqaqfqtqyq arqoqoqmq
93. QMqaqacqhqianqeq arqoqoqmq

ZORK I

THE MAZE

The chart below can be used to find your way around the maze. At first glance it may seem a little confusing. However, it is very simple to operate; and once you see how it works, it is very easy to use. For example: when you go west out of the troll room and enter the maze, the first room you enter will be room #1. Find room #1 on the chart, look to the right and find the direction you wish to travel or the room you wish to travel to. If you start at room #1 and move 'S' (south), you will now be in room #2. From room #2 if you would like to get back to room #1 you would travel 'S' (south) again. Remember that passageways are very twisty. You may want to review HELPFUL TIP #5 again. If all else fails, the easy way in and out from different key spots is listed at the bottom.

ROOM #	N	S	E	W	U	D	NE	NW	SE	SW
1	1	2	TR	3	-	-	-	-	-	-
2	-	1	4	-	-	3	-	-	-	-
3	1	-	5	4	-	-	-	-	-	-
4	3	-	-	2	SK	-	-	-	-	-
5	-	3	-	-	-	-	-	-	-	-
6 SK	4	-	7	-	-	-	-	-	-	9
7	-	-	-	SK	-	-	-	-	-	-
8	-	-	9	8	14	SK	-	-	-	-
9	-	11	12	8	10	5	-	-	-	-
10	-	9	-	11	-	-	10	9	-	-
11	-	9	-	10	-	-	-	-	-	CY
12	-	-	-	12	-	-	9	-	13	-
13	12	-	-	-	-	-	-	-	-	-
14	8	16	15	17	-	19	14	-	-	-
15	-	-	14	16	19	-	-	-	-	-
16	-	15	14	19	-	17	-	-	-	-
17	18	-	16	-	14	SK	-	-	-	19
18	-	17	-	-	-	-	-	-	-	-
19	-	-	-	-	-	15	GR	16	-	17
20 TR	-	-	-	1	-	-	-	-	-	-
21 CY	-	-	-	-	-	-	-	11	-	-
22 GR	-	-	-	-	-	-	-	-	-	19

- TR = TROLL ROOM
- CY = CYCLOPS ROOM
- GR = GRATE ROOM
- SK = SKELETON ROOM

THE EASY WAY THROUGH

- From TROLL ROOM (TR) to SKELETON ROOM (SK) : W W W U
- From CYCLOPS ROOM (CY) to SKELETON ROOM (SK) : NW S W D
- From GRATE ROOM (GR) to SKELETON ROOM (SK) : SW SW D
- From SKELETON ROOM (SK) to TROLL ROOM (TR) : N N N E
- From SKELETON ROOM (SK) to CYCLOPS ROOM (CY) : SW E S SE
- From SKELETON ROOM (SK) to GRATE ROOM (GR) : SW U D NE

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