

PERVIS JARVIS
16 TODDLE LN.
WORCHESTER SHIRE,
DEVON-WORTHING,
ENGLAND

ROKEN TIMBER / BRASS LANTERN PRESS
CRYPTOGRAPHY DEPT.
ATTN: A.D. VENTURMAN
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MY DEAR A.D.,

I WAS POKING AROUND IN MY ATTIC THIS MORNING, LOOKING IN MY GRANDFATHER'S OLD TRUNK FOR HIS EXPLORING GEAR WHEN I HAPPENED UPON THIS MANUSCRIPT AND WHAT APPEARS TO BE SOME SORT OF MAP. I CAN'T MAKE HEADS OR TAILS OF IT, MYSELF. HAVE YOU EVER HEARD OF THIS WIZARD OF FROBOZZ FELLOW? I ASSURE YOU THAT I HAVEN'T. IN ANY EVENT, I DECIDED TO SEND IT OFF TO YOU ON THE OFF CHANCE YOU COULD MAKE SOME USE OF IT.

IF YOU DO FIGURE IT OUT, DON'T BOTHER SENDING IT BACK TO ME, AS I WILL BE LEAVING THE COUNTRY FOR AN UNSPECIFIED AMOUNT OF TIME. THIS MAY SOUND SILLY TO YOU, BUT I'M OFF TO THE FAR EAST HUNTING FOR THE FABLED GREAT UNDERGROUND EMPIRE CALLED ZORK, OF ALL THINGS! IT IS RUMORED THAT THERE ARE FABULOUS TREASURES JUST LYING AROUND, WAITING FOR SOMEONE TO WALK IN AND PICK THEM UP. PROBABLY JUST ANOTHER ONE OF THOSE XANADU TYPE WILD GOOSE CHASES, BUT, WHAT THE HECK, I'VE NOTHING BETTER TO DO AT THE MOMENT.

ANYWAY, I JUST HEARD ABOUT THE EXPEDITION YESTERDAY AT THE CLUB, AND BECAME SO INTRIGUED BY THE IDEA THAT I PROMPTLY WANGLED AN INVITATION FROM THE HEAD OF THE EXPEDITION, HARRISON MILLINGTON-SMYTHE, THE FAMOUS BRITISH EXPLORER. PERHAPS YOU'VE HEARD OF HIM? HE WOULDN'T TELL ME MUCH OF ANYTHING ABOUT IT, REAL SECRETIVE-LIKE, HE WAS. HE WOULD SAY ONLY THAT WE ALL WOULD BE EXTREMELY RICH IF WE MADE IT OUT ALIVE. I GOT THE IMPRESSION THAT HE HAD BEEN THERE BEFORE AND JUST BARELY GOT OUT WITH HIS SKIN.

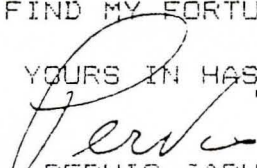
(COME TO THINK OF IT, I THINK HE AND GRANDFATHER KNEW ONE ANOTHER. AT LEAST, GRANDFATHER KNEW ABOUT MILLINGTON-SMYTHE. I DIMLY REMEMBER GRANDFATHER SPINNING SOME YARN ABOUT HIM AND MILLINGTON-SMYTHE EXPLORING SOME LONG FORGOTTEN CAVERNS SOMEWHERE A LONG TIME AGO. I KNOW IT WAS JUST A TALL TALE BECAUSE HE STARTED THE STORY BY SAYING "THERE WE WERE, IN THE BARREL, WITH NO WAY OUT. SO WE WERE FORCED TO EXPLORE DEEPER AND DEEPER INTO THE CAVERNS..." HA, HA. THAT'S RICH! NOBODY STARTS OUT EXPLORING CAVES IN A BARREL! I FORGET HOW THE REST OF THE STORY GOES, BUT IT WAS PROBABLY JUST AS ABSURD AS THE BEGINNING. WELL, NO MATTER.)

IN ANY EVENT, THE MANUSCRIPT SEEMS TO BE ENCODED (I JUST BARELY GLANCED AT IT, JUST LONG ENOUGH TO THINK OF YOU, AND HOW YOU DO LIKE PUZZLES AND THAT SORT OF THING), BUT I THINK THE SECOND HALF IS SOME SORT OF CODE KEY. THAT SHOULD HELP YOU OUT SOME. I'D GO AHEAD AND DECODE IT FOR YOU IF I HAD THE TIME, BUT I'VE ONLY ABOUT TWO HOURS TO PACK GRAMP'S GEAR AND GET TO THE BANK BEFORE OUR PLANE TAKES OFF.

I KNOW WHAT YOU'RE THINKING, "WHY DOESN'T HE TAKE IT WITH HIM AND DECIPHER IT ON THE PLANE?" TO TELL THE TRUTH, I'LL BE TOO BUSY READING UP ON SOMETHING REALLY IMPORTANT; BASIC CAVE EXPLORATION (IT SEEMS THAT I SORT OF PASSED MYSELF OFF AS SOME KIND OF MINOR AUTHORITY ON THE SUBJECT TO GET ON THE TEAM). AND ANYWAY, WHERE I'M GOING, THAT MANUSCRIPT WILL BE THE LAST THING I'LL NEED!

WELL, HAVE FUN, OLD FRIEND. I'M OFF TO FIND MY FORTUNE AND FAME!

YOURS IN HASTE,


PERVIS JARVIS

THE WIZARD OF FROBOZZ

1. CAN'T GET OUT OF THE BARROW ?
80 149 . 8 79 169 189 .
8 39 109 .
2. CAN'T KILL THE GRUES ?
127 173 193.
3. CAROUSEL A PROBLEM ?
8 1 34 62 126 10 111 11 .
8 1 12 177 3 197 6 .
4. PLANTS ATTACKING YOU IN THE TOPIARY ?
80 79 181 201 !
80 170 147 190 174 2 .
5. CAN'T BEFRIEND THE UNICORN ?
11 92 109 112 8 .
11 19 112 77 3 110 .
6. CAN'T KILL THE UNICORN ?
127 180 11 92 109 112 8 !
8 80 61 10 !
99 11 101 .
7. CAN'T GET THE KEY FROM THE UNICORN ?
11 92 109 112 8 .
3 110 16 3 7 10 3 7 .
8 1 34 3 110 .
8. CAN'T GET INTO ROOM 8 ?
8 1 111 3 60 27 .
100 3 191 178 6 29 172 .
9. HAVING PROBLEMS WITH THE DRAGON ?
5 11 .
8 1 101 171 183 10 58 94 .
10. DRAGON TURNING YOU INTO A FRENCH-FRY ?
5 , 5 , 47 46 95 , 5 47 46 176 126 .
11. STILL CAN'T KILL THE DRAGON ?
5 94 128 . 46 10 3 175 6 . 5 94 182 . 46 10 3 226 6 .
8 80 17 194 196 10 25 11 . 198 185 11 .
12. HAVEN'T FOUND A PRINCESS ?
8 1 58 3 108 .
13. DON'T KNOW WHAT TO DO WITH THE PRINCESS ?
80 220 114 224 218 186 216 .
79 146 114 .
14. CAN'T SOLVE THE RIDDLE ?
76

15. STILL CAN'T SOLVE THE RIDDLE ?
11 16 62 199 179 .
6. STILL CAN'T ?
225 3 126 , 39 8 93 78 ?
21 44 11 .
93 : 78
17. DON'T KNOW WHAT THE BUCKET IS FOR ?
8 45 29 62 78
11 16 62 113 115 .
18. STILL DON'T KNOW ?
195 203 76 29 3 113 115 .
12 29 3 113 115 27 .
93 : 223 76 10 187 115 .
19. CAN'T READ THE WRITING ON THE WALL ?
149 143 .
20. CAN'T FIGURE OUT THE CAKES ?
124 !
21. STILL CAN'T ?
59 16 62 125 .
91 16 69 204 .
145 16 69 32 .
9 16 62 167 .
22. CAN'T FIT IN THE HOLE IN THE TEA ROOM ?
124 9 .
23. CAN'T FIND A USE FOR THE FLASK ?
11 16 62 222 205 .
11 16 166 188 .
24. CAN'T FIND THE CANDY ?
76
11 16 90 76 .
11 16 29 3 163 .
25. CAN'T GET OUT OF THE CAGE ?
202 184 16 141 .
8 19 17 40 .
77 3 14 39 15 11 .
219 14 , 168 .
26. DON'T KNOW WHAT A FOOTPAD IS ?
148 215 221 62 121 .
27. DON'T LIKE BEING SHORT ?
124 91 .
28. COMPASS SPINNING WILDLY ?
101 144 57 3 122 16 165 .

29. CAN'T SURVIVE THE MACHINE ROOM ?
12 3 14 10 13 3 142 .
30. DON'T KNOW WHAT TO DO WITH THE CRYSTAL(S) ?
75 45 20 38 .
43 29 3 20 38 .
8 1 35 37 18 211 217 .
8 19 214 18 57 3 164 .
31. NO SWIMMING ALLOWED IN THE POOL ROOM.....
21 59
49 62 125 29 3 163 .
32. CAN'T STOP THE CAROUSEL ROOM ?
12 3 14 10 13 3 139 122 .
33. CAN'T FIND THE VIOLIN ?
11 16 29 3 60 6 !
8 1 111 3 60 27 .
34. CAN'T MOVE THE GIANT MENHIR ?
27 , 8 1 58 3 87 .
8 19 17 40 .
35. CAN'T GET THROUGH THE DOOR IN THE TINY ROOM ?
8 19 17 62 7 .
3 7 16 41 3 162 159 210 3 89 .
21 158 62 121 .
8 19 17 3 119 123 .
8 17 3 157 120 .
138 120 90 3 89 . 35 119 123 29 3 7 31 .
36. CAN'T EXIT THE BANK WITH THE PORTRAIT ?
8 61 10 161 11 156 36 3 118 .
55 36 3 56 .
37. CAN'T FIND \$200 IN BILLS ?
8 1 73 3 118 128 10 34 11 .
38. CAN'T GET OUT OF THE VAULT ?
55 36 140 213 .
39. DON'T KNOW WHAT TO DO WITH THE ROSE ?
35 11 48 .
40. WIZARD ANNOYING YOU?
209 19 12 117 29 3 155 .
41. CAN'T GET PAST THE GLACIER ?
8 19 17 40 .
3 108 16 3 7 .
33 #12 .
42. DON'T KNOW WHAT THE BASKET IS ?
62 107 72 137 .

43. CAN'T GET THE BASKET TO MOVE ?
11 16 62 107 72 .
74 24 29 3 52 .
54 3 104 30 74 11 29 3 52 .
44. WHAT IS THE BRICK ?
11 16 69 32 .
45. WHAT IS THE BLACK STRING ?
11 16 62 53 .
46. CAN'T STOP THE BASKET FROM GOING UP ?
102 3 52 154 160 3 103 .
47. CAN'T OPEN THE BOX IN THE DUSTY ROOM ?
8 17 3 32 47 3 53 .
35 3 32 29 3 31 .
35 3 53 29 3 32 .
26 3 53 70 3 135 .
48. NEED THE MAGIC WAND ?
25 3 87 27 .
49. CAN'T FIND THE DOG COLLAR ?
11 16 29 3 88 .
50. CAN'T GET PAST THE LIZARD-HEAD IN THE GUARDED ROOM ?
8 61 10 50 11 24 .
43 28 3 71 .
50 11 3 71 .
51. CAN'T OPEN THE WIZARD'S TROPHY CASE ?
11 16 117 . 99 11 101 .
52. CAN'T KILL THE SEA MONSTER ?
100 3 86 .
49 3 86 228 227 28 24 .
49 11 28 3 136 .
53. DON'T KNOW WHAT THE STAND IS FOR ?
33 #31
54. DON'T KNOW WHAT TO DO WITH THE BLACK CRYSTAL ?
35 11 29 3 68 .
55. CAN'T FIND THE DOG ?
11 16 48 29 3 98 .
56. CAN'T FIGURE OUT WHAT TO SAY TO THE GENIE ?
22 11 10 85 8 3 51 .
22 11 10 12 3 67 .
22 11 10 85 8 3 67 .
22 11 10 25 3 87 .
57. CAN'T MAKE THE WAND WORK FOR YOU ?
43 28 3 97 .
82 11 28 3 97 .
153 134 .

58. CAN'T FIGURE OUT THE MAZE ?
21 66 23 .
59. DON'T KNOW WHAT THE CLUB IS FOR ?
11 16 62 65 10 22 8 18 8 45 .
43 28 11 . (166 33 #52)
21 44 11 47 43 18 8 45 .
106 192 , 106 133 .
21 66 23 .
34 62 42 64 .
212 64 16 3 152 .
81 64 16 3 200 .
62 42 64 16 62 66 .
3 42 84 63 8 46 3 151 132 .
60. CERBERUS WON'T LET YOU PASS ?
35 3 208 41 94 .
131 94 .
61. CAN'T GET TO THE LANDING ?
8 61 207 34 62 206 150 .
62. CAN'T FIND THE SECRET PANEL ?
105 129 3 26 .
105 11 129 29 3 130 .

| | | | |
|---------------|---------------|--------------|-------------------|
| 1. MUST | 2. THERE | 3. THE | 4. EARTH |
| 5. ATTACK | 6. ROOM | 7. KEY | 8. YOU |
| 9. GREEN | 10. TO | 11. IT | 12. GET |
| 13. PUSH | 14. ROBOT | 15. DO | 16. IS |
| 17. NEED | 18. WHERE | 19. WILL | 20. CRYSTAL |
| 21. THINK | 22. TELL | 23. BALL | 24. SOMETHING |
| 25. KILL | 26. LIGHT | 27. FIRST | 28. AT |
| 29. IN | 30. THEN | 31. HOLE | 32. EXPLOSIVE |
| 33. SEE | 34. FIND | 35. PUT | 36. THROUGH |
| 37. THEM | 38. BALLS | 39. CAN | 40. HELP |
| 41. ON | 42. GLOWING | 43. LOOK | 44. ABOUT |
| 45. ARE | 46. RUN | 47. AND | 48. SOMEWHERE |
| 49. THROW | 50. GIVE | 51. DOG | 52. RECEPTACLE |
| 53. FUSE | 54. READ | 55. WALK | 56. CURTAIN |
| 57. WHEN | 58. DEFEAT | 59. RED | 60. CAROUSEL |
| 61. HAVE | 62. A | 63. AS | 64. DIAMOND |
| 65. HINT | 66. BASE | 67. WAND | 68. PENTAGRAM |
| 69. AN | 70. WITH | 71. CANDY | 72. BALOON |
| 73. ENTER | 74. BURN | 75. THEY | 76. WATER |
| 77. ONLY | 78. WELL | 79. JUST | 80. DON'T |
| 81. DARK | 82. WAVE | 83. WAVE | 84. GETS BRIGHTER |
| 85. BRING | 86. SWORD | 87. WIZARD | 88. KENNEL |
| 89. DOOR | 90. UNDER | 91. BLUE | 92. DOES |
| 93. TYPE | 94. HIM | 95. AWAY | 96. ANY WEAPONS |
| 97. MENHIR | 98. MAZE | 99. LEAVE | 100. TRY |
| 101. BE | 102. CLOSE | 103. WIRE | 104. NEWSPAPER |
| 105. TURN | 106. BABE | 107. HOT AIR | 108. DRAGON |
| 109. NOT | 110. PRINCESS | 111. STOP | 112. TRUST |
| 113. MAGIC | 114. HER | 115. BUCKET | 116. DEEP SUBJECT |
| 117. HIS | 118. VAULT | 119. LETTER | 120. MAT |
| 121. THIEF | 122. BUTTON | 123. OPENER | 124. MMMM..YUMMY |
| 125. SPONGE | 126. WAY | 127. NO | 128. TWICE |
| 129. OFF | 130. CRYPT | 131. PET | 132. CORRECTLY |
| 133. RUTH | 134. FLOAT | 135. MATCH | 136. AQUARIUM |
| 137. GONDOLA | 138. SLIDE | 139. SQUARE | 140. N,S,E OR W |
| 141. REQUIRED | 142. BUTTONS | 143. UP | 144. ELSEWHERE |
| 145. ORANGE | 146. FOLLOW | 147. AROUND | 148. ANGLO-SAXON |
| 149. GO | 150. PANEL | 151. BASES | 152. INFIELD |
| 153. SAY | 154. BEFORE | 155. END | 156. OUT |
| 157. PLACE | 158. LIKE | 159. SIDE | 160. UNTYING |
| 161. TAKE | 162. OTHER | 163. POOL | 164. TIME COMES |
| 165. PUSHED | 166. ALSO | 167. REDUCER | 168. LIFT CAGE |
| 169. GOT | 170. HANG | 171. VERY | 172. ZORK III |
| 173. ONE | 174. LONG | 175. COOL | 176. ANOTHER |
| 177. FAST | 178. VISTA | 179. SUBJECT | 180. WONDER |
| 181. STAND | 182. AGAIN | 183. CLEVER | 184. STRENGTH |
| 185. KICK | 186. YOUR | 187. LOWER | 188. USELESS |
| 189. HERE | 190. SO | 191. SCENIC | 192. FLATHEAD |
| 193. CAN | 194. ANY | 195. POUR | 196. WEAPONS |
| 197. RIDDLE | 198. SIMPLY | 199. DEEP | 200. OUTFIELD |
| 201. THERE | 202. MUCH | 203. SOME | 204. ENLARGER |
| 205. POISON | 206. SECRET | 207. TO | 208. COLLAR |
| 209. HE | 210. OF | 211. THEY | 212. FLICKERING |
| 213. WALL | 214. KNOW | 215. TERM | 216. SIGHT |
| 217. BELONG | 218. OF | 219. TELL | 220. LET |
| 221. FOR | 222. DEADLY | 223. GET | 224. OUT |
| 225. BY | 226. ICE | 227. CLUB | 228. OR |

ZORK II : THE WIZARD OF FROBOZZ

