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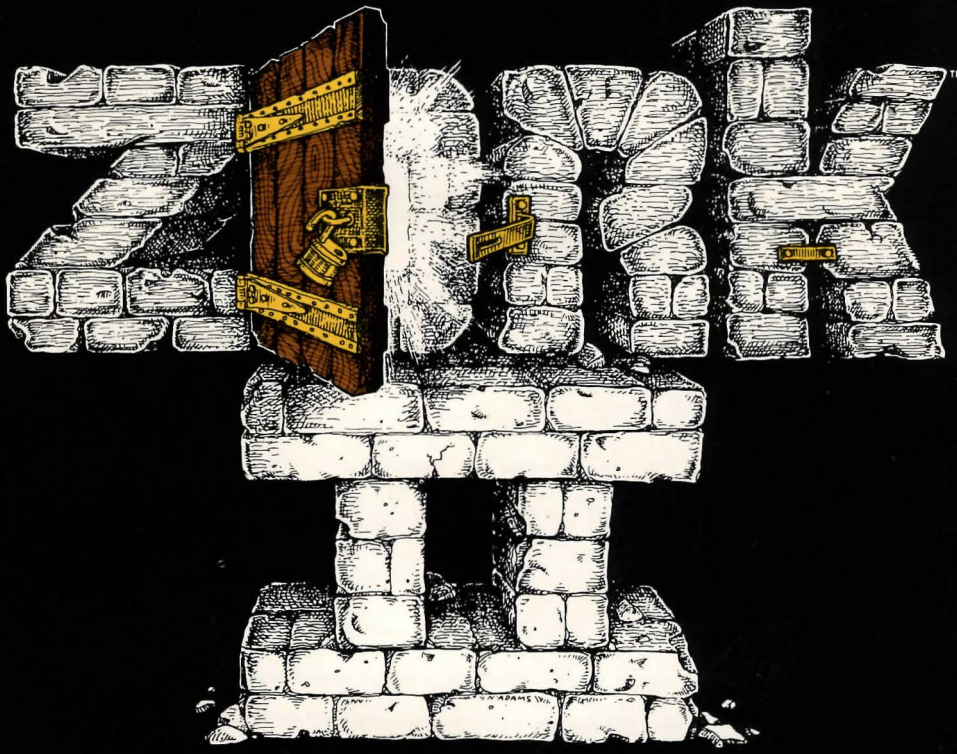

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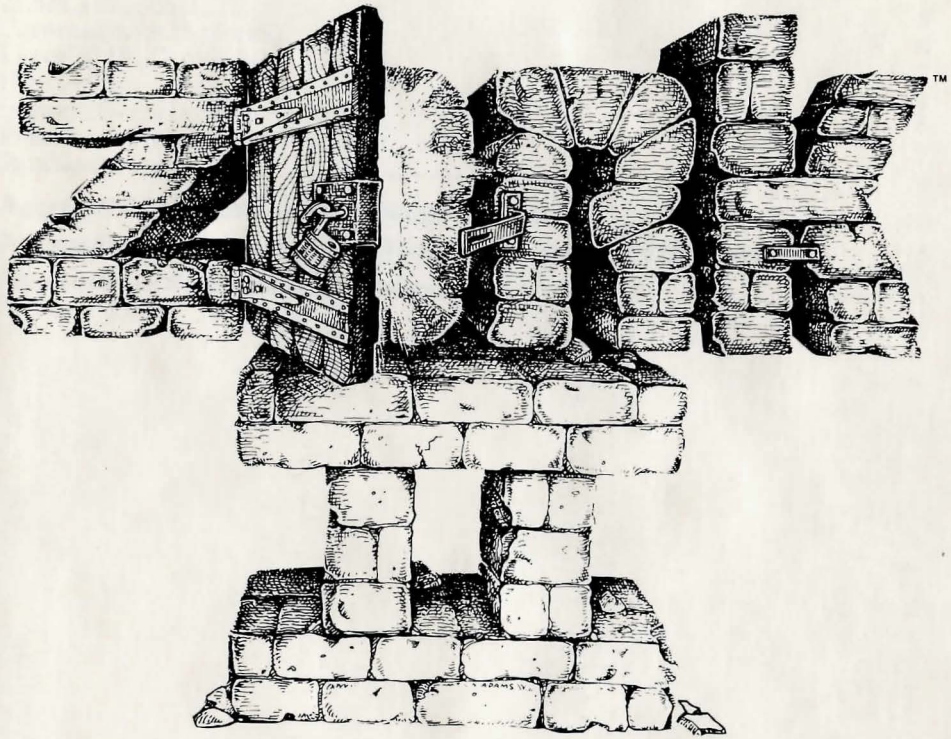

The Wizard of Frobozz

The Great Underground Empire Part II

INFOCOM
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Table of Contents

Welcome to ZORK!
What You Need . . . 2
Loading ZORK . . . 3

Rules and Strategies
The Wizard of Frobozz: The Great Underground Empire—Part II . . . 4
Concepts for Exploring . . . 4
Talking to ZORK . . . 4
ZORK's Responses . . . 6
Commands for Exploring . . . 6
List of ZORK Commands . . . 7
How to Quit . . . 8
Saving a Game Position . . . 8
Restoring a Saved Game Position . . . 9
Troubleshooting . . . 9

Appendix A: Initializing a Storage Diskette . . . 10

Appendix B: Suggestions for More Successful ZORK Playing . . . 10

Appendix C: Command Summary . . . 11
Sentence Syntax . . . 11

Welcome to Zork!

Until you've entered the world of Zork, you've never truly adventured underground.

Both Zork I and Zork II are designed so that you'll experience their challenges in the most realistic sense. You can communicate in complete sentences rather than two-word commands, with the largest vocabulary and widest range of command options in the genre. Because Zork's mysteries are the most intricate you'll ever encounter, it will take all your intellectual abilities to survive and emerge victorious from the underground. And because the challenges change with every move you make, each time you re-enter Zork you'll face new intrigues.

ZORK I: The Great Underground Empire confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of Zork and escape with them and your life!

ZORK II: The Wizard of Frobozz takes you into new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound your quest with his capricious powers.

What You Need

The ZORK diskette supplies the complete game. To play ZORK, you need an Apple II or an Apple II Plus, with or without a Language Card. You will need at least 32k bytes of RAM and at least one 16-sector disk drive. If you have more than 32k bytes of RAM, ZORK will run faster. You will need an extra blank diskette if you want to stop playing and continue later from where you left off. APPENDIX A explains the initialization process for the blank diskette. ZORK will only **SAVE** to and **RESTORE** from 16-sector initialized diskettes.

Loading ZORK

1. Turn off the power to your Apple and open the disk drive door.
2. Insert the ZORK diskette in Drive 1 and close the drive door.
3. Turn on your computer. If you have an autostart ROM, the disk drive will automatically spin the diskette. If you do not have an autostart ROM, you will see a grid pattern and the asterisk prompt. Type 6, hold down the CTRL key and press P, release them both, and press RETURN. The disk drive will spin the diskette and the program will load.

When you've correctly loaded ZORK from the diskette, you will see a status line like this at the top of the screen:

INSIDE THE BARROW SCORE: 0/0

Then the copyright notice and the serial number will appear, followed by a description of the starting location of the game:

INSIDE THE BARROW
YOU ARE INSIDE AN ANCIENT BARROW HIDDEN DEEP WITHIN A DARK FOREST. THE BARROW OPENS INTO A NARROW TUNNEL AT ITS SOUTHERN END. YOU CAN SEE A FAINT GLOW AT THE FAR END.
A SWORD OF ELVISH WORKMANSHIP IS ON THE GROUND.
A STRANGELY FAMILIAR BRASS LANTERN IS LYING ON THE GROUND.

If nothing appears on your screen, something is wrong. Check each of the following items to locate the problem. If none of these offers a solution, call your Apple dealer for assistance before proceeding further.

1. Check that the diskette is properly inserted in the main drive and that the main drive door is closed.
2. Inspect the diskette carefully for any visible damage.
3. If you have more than one disk drive, be sure you have used the main drive (or drive 1 as marked on the disk drive controller circuit board) of your system.
4. Check to see that the power is on, and that all cables are connected.

Whenever you see the prompt (>), ZORK is waiting for you to type in your instructions. When you have finished typing in your instructions, press the RETURN key. ZORK will respond and then the prompt (>) will reappear.

Next to the prompt (>), try typing the following:

LOOK AT THE LAMP

and press the RETURN key. ZORK responds with this:

THE LAMP IS TURNED OFF.

You may respond to ZORK by typing:

TURN IT ON

and press the RETURN key. ZORK cooperates and tells you:

(TAKEN)
THE LAMP IS NOW ON.

If a ZORK description will not fit on the screen all at once, **(MORE)** will appear in the botton left portion of the screen. After reading the part on the screen, you will need to press the space bar to see the rest of the message.

The prompt (>) reappears, the status line is updated:

INSIDE THE BARROW SCORE: 0/2

and you are left to your own devices. Read the RULES AND STRATEGIES section for further directions and hints.

Rules and Strategies

The Wizard of Frobozz: The Great Underground Empire—Part II

In Part 2 of The Great Underground Empire you are placed at the entrance to a long-hidden region of the empire, a region under the control of The Wizard of Frobozz. The Wizard, formerly the personal sorcerer of Lord Dimwit Flathead the Excessive, still rules the cavern with an iron (though somewhat absent-minded) will. His great age has not impaired his magical skills (at least not too much).

Many strange tales have been told of fabulous treasures, exotic creatures, and diabolical puzzles to be found here. The aspiring adventurer had best equip himself with light (for the caverns are dark and gloomy) and weapons (for some of the inhabitants are unfriendly). Other tools and equipment may well be found (with luck) and used (with cleverness). Ancient manuscripts and other printed matter may well offer clues.

ZORK keeps track of your score as a rough measure of your skill in exploring. Points are gained by finding treasurers and by gaining entrance to certain places. There is a penalty for dying.

In this story, time passes only in response to your input. You might imagine a giant clock that ticks once per move and the story progresses only at each tick. Nothing happens in the story while you are thinking and planning your next move, so you can plan your moves slowly and carefully if you so choose.

The line displayed in inverse video at the top of your Apple tells you the room you are in, your current score, and the number of moves you have made:

INSIDE THE BARROW SCORE: 0/2

Concepts for Exploring

Some things that you can do with objects in the story are not immediately obvious.

Containment: Some objects, called containers, can contain other objects. Some containers can be opened or closed, and some are always open. Some are transparent, and some are not. Most containers have a limited capacity, and all objects have sizes, so that it is possible to fill up containers. Similarly, some objects have surfaces on which other objects can be placed.

Characters: Some of the characters in the story can be talked to or even ordered around in a simple manner. See the section TALKING TO ZORK for details. Characters in the story will also, as a rule, fight back when attacked. They may, in some cases, attack you unprovoked.

Vehicles: There are objects in the story that have the ability to transport the fearless player to mysterious regions that are inaccessible on foot. Needless to say, one faces great personal peril in venturing into such regions.

Directions: The passages connecting rooms in The Great Underground Empire sometimes twist and turn unpredictably. You cannot always expect that, after going north, you can return to where you started by going south.

Talking to ZORK

When you play a ZORK game, you talk to ZORK in plain English, typing in all your requests on your Apple keyboard when you see the prompt (>). (ZORK allows you to abbreviate some words, though, because you use them often.) When you have finished typing a line, press the RETURN key and ZORK will digest your request.

ZORK usually acts as though your sentence begins with "I want to . . .", although you should not type those words explicitly. ZORK then displays a response that tells you whether what you want to do is possible in the current situation, and, if it is, whether anything interesting happens as a result.

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All words you type are distinguished by their first six letters and all subsequent letters are ignored. For example, typing OPEN THE ENCYCLOPEDIA is equivalent to typing OPEN THE ENCYCL, or better, OPEN THE BOOK.

ZORK "understands" many different types of sentences. A sentence must contain a verb and usually an object. Some examples:

TAKE THE GOLD. DROP GOLD. PICK UP GOLD. PUT DOWN THE GOLD.

GO NORTH. NORTH. WALK NORTH. N. WALK AROUND THE HOUSE.

PUSH BUTTON. PUSH THE RED BUTTON. OPEN WOODEN DOOR.

LOOK AT THE WALL. LOOK UNDER ROCK. LOOK BEHIND CURTAIN.

LOOK IN BAG. READ A BOOK. READ ALL OF THE BOOKS.

DROP ALL. TAKE ALL. DROP ALL BUT THE KNIFE.

You must separate multiple objects of a verb by the word AND or a comma. For example:

TAKE ALL BUT THE KNIFE AND THE LAMP.

PUT THE GOLD AND JEWELS IN THE TROPHY CASE.

THROW THE NEWSPAPER, THE RED BOOK, AND THE MAGAZINE IN THE CHASM.

You can include several sentences in one input line if you separate them by the word THEN or a period. You don't need to type a period at the end of an input line. For example:

TAKE BOOK. N. DROP BOOK AND CANDLE.
TAKE THE BOOK THEN N. DROP BOOK AND CANDLE

There are only two kinds of questions that ZORK understands: WHAT and WHERE. For example:

WHERE IS THE GOLD?
WHAT IS A GRUE?

You can tell or ask various characters to do something by surrounding the request in double quotes. For example:

TELL COMPUTER "SPIN THE DISK"
TELL THE GNOME "READ THE NEWSPAPER. TURN OFF THE LIGHT"

It is also possible to answer a question or say something "out loud" in a similar manner. For example:

SAY "HELLO SAILOR"
ANSWER "A ZEBRA"

Warning: The double quotes are required!

ZORK tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, ZORK will sometimes decide that there was only one possible object you could have meant. When it does so, it will tell you, by displaying, for example, (WITH THE ROPE). If your sentence is ambiguous, ZORK will ask what you really meant. Most such questions (for example, WITH WHAT?) can be answered briefly (for example, ROPE).

ZORK uses many more words than it "understands." ZORK's vocabulary consists of several hundred words which are nearly all you are likely to use when conversing with ZORK. However, ZORK's responses may tend toward "purple prose" at times, and ZORK will display English descriptions that it couldn't possibly analyze. Indeed, ZORK's response may refer to something to which you cannot refer (perhaps to your dismay). In that case, it is not essential to the story, and appears in ZORK's response only to enhance your mental imagery.

Completely mystifying sentences will cause ZORK to complain in one way or another. After making the complaint, ZORK will ignore the rest of the input line. Unusual events, such as being attacked, will also make ZORK ignore the rest of the sentences you typed, since the event may have changed your situation drastically.

ZORK's Responses

ZORK may occasionally have a few words for you when it wants you to clarify your instruction. Some of ZORK's responses are:

I DON'T KNOW THE WORD 'your word'. The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be "understood." If not, ZORK probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD 'your word' **HERE.** ZORK knows the word you typed, but the word made no sense where you put it in the sentence: "Open the take", for example.

YOU MUST SUPPLY A VERB! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE IS A NOUN MISSING IN THAT SENTENCE. This usually indicates an incomplete sentence, such as "Put the lamp in the," where ZORK expected another noun and couldn't find one.

TOO MANY NOUN CLAUSES. An example is "Put the troll in the basket with the shovel." A valid ZORK sentence has, at most, one direct object and one indirect object.

BEG PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN key on your keyboard.

IT'S TOO DARK TO SEE. In the story, there was no light to see objects in the room.

I CAN'T SEE ANY 'object' **HERE.** In the story the object you referred to was not accessible to you.

MULTIPLE OBJECTS CANNOT BE USED WITH 'your verb'. It is legal for you to use multiple objects (that is, nouns or noun phrases separated by "and" or a comma) only with certain verbs. Among the more useful of these verbs are "take," "drop," and "put."

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that is gibberish; for example, "Give troll with sword." You might try rephrasing the sentence.

Commands for Exploring

The best way to move from place to place is to type the direction you want to go. Acceptable directions are **NORTH** or **N**, **SOUTH** or **S**, **EAST** or **E**, **WEST** or **W**, **NE**, **NW**, **SE**, **SW** (or **NORTHEAST**, **NORTHWEST**, **SOUTHEAST** or **SOUTHWEST** respectively), and also **U** or **UP**, and **D** or **DOWN**.

When you enter a particular place (ZORK calls any kind of place a "room") for the first time, ZORK usually displays the name of the room, a description of it, and then descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, ZORK normally displays just the name of the room and the names of the objects in it.

The **VERBOSE** command tells ZORK to show the descriptions of rooms and objects every time you go there, not just the first time. The **BRIEF** command tells ZORK to fully describe only newly encountered rooms and objects, as it did initially. For moving through areas you already know well, the **SUPERBRIEF** command tells ZORK to show only the name of the room (even on your first visit there), and not even to mention objects in the room. You can always get a description of the room you are in and the objects in it by typing **LOOK** (or the abbreviation **L**).

List of ZORK Commands

To simplify your adventuring, you may order ZORK to give you information by typing specific commands. These commands can be used over and over again as needed, but they are each considered one complete move. Type your command as a sentence to ZORK after the prompt (>) appears.

The list of commands is:

AGAIN
ZORK will respond as if you had repeated your previous sentence.

BRIEF
This commands ZORK to fully describe only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by printing the room name and the object names only.

DIAGNOSE
ZORK gives you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle.

INVENTORY
ZORK lists your possessions. If you've noticed the thief lurking about, you might want to check to see if your belongings are still there. You may abbreviate **INVENTORY** by typing **I**.

LOOK
ZORK describes your surroundings in detail. You may abbreviate **LOOK** by typing **L**.

QUIT
This gives you the option to quit playing. If you want to save your position, first read the instructions under SAVING A GAME POSITION. You may abbreviate **QUIT** by typing **Q**.

RESTART
This ends the game and starts the game over from the beginning.

RESTORE
Restores a game position you saved with the **SAVE** command. See the section RESTORING FROM THE STORAGE DISKETTE.

SAVE
Saves a game position on your storage diskette. See the section SAVING A GAME POSITION.

SCORE
ZORK shows your current score with the number of moves you have made, and your rank. Your rank is your rating as a professional ZORK player and is based on the number of points you have.

SCRIPT
This command assumes you have a printer. It commands the printer to begin printing a transcript of your game session.

SUPERBRIEF
This command tells ZORK to show you only the name of the room you have entered, and no other information. It is briefer than **BRIEF.**

UNSCRIPT
This command stops your printer from printing.

VERBOSE
This command tells ZORK to show you a long description of the room and the objects in it whenever you enter a room.

VERSION
ZORK responds by showing you the release number and serial number of your copy of the game.

WAIT
This command causes time in the game to pass. Normally, between moves, no time is passing as far as ZORK is concerned—you could leave your Apple, take a nap, and return to the game to find that nothing has changed. **WAIT** is used when you want to find out what will happen in the game if you do absolutely nothing while time passes. For example, if you encounter an alien being, you could **WAIT** and see what it will do.

How to Quit

If you want to stop playing, and never continue from this particular position again, type **QUIT**. ZORK will respond:

YOUR SCORE WOULD BE score **(TOTAL OF 400 POINTS) IN** number **MOVES. THIS SCORE GIVES YOU THE RANK OF** rank. **DO YOU WISH TO LEAVE THE GAME? (Y IS AFFIRMATIVE): >**

Type **Y** next to the prompt (>) and press the RETURN key.

If you never want to continue from this particular position again, but you want to keep playing, type **RESTART** after the prompt (>). ZORK responds by starting the game over from the beginning.

If you want to continue playing from this particular position, but at a later time, follow the SAVING A GAME POSITION instructions.

Saving a Game Position

It will take you some time to play ZORK through to the end, just as it takes you some time to finish a good book. You will almost certainly not finish in one sitting. ZORK allows you to continue playing 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. There is a ZORK command, called **SAVE**, that makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you embark upon (or after you finish) any particularly tricky or dangerous part of the journey. Having taken a snapshot, you can go back to that position even though you may get lost or killed afterward.

Your Apple cannot save anything on your ZORK diskette, so you will need an unused 16-sector initialized diskette on which you will save your game position. APPENDIX A explains the initialization process you will need for preparing this extra diskette. The initialization process is the same as the one described in your "Apple Disk Operating System Manual."

Note: Be sure you do not press RETURN until instructed to do so.

When the prompt (>) appears, type: **SAVE**, then press the RETURN key. ZORK will respond:

PLEASE INSERT SAVE DISKETTE, POSITION (0-7): (DEFAULT = 0)

1. Type a number between 0 and 7 to tell ZORK to use that position on the diskette. (Alternatively, you may press the RETURN key to tell ZORK to use the default, which in this case is 0.) ZORK will respond:

SLOT (1-7): (DEFAULT = 6)

If you have only one disk drive, proceed as follows:

2. Type **6** to tell ZORK to copy to a drive in slot 6. ZORK will then respond:

DRIVE (1-2): (DEFAULT = 2)

3. Type **1** to tell ZORK to copy to the diskette in drive 1. Now ZORK will respond:

—PRESS 'RETURN' KEY TO BEGIN—

4. Remove the ZORK diskette from the disk drive.

5. Insert the spare diskette and close the drive door.

6. Press the RETURN key. ZORK will spin the diskette for ten seconds or less, then it will respond:

PLEASE RE-INSERT GAME DISKETTE,—PRESS 'RETURN' TO CONTINUE—

7. Remove the storage diskette from the drive and insert the ZORK diskette again. Close the drive door.

8. Press the RETURN key. If all is well, ZORK will respond: **OK**

If ZORK responds: **FAILED**

go through the TROUBLESHOOTING section.

ZORK will now let you continue playing. You can use the save diskette and the **RESTORE** command to return to this position at another time.

If you have more than one disk drive, follow the above procedure, but omit the steps numbered 4, 6, and 7. Use the appropriate slot and drive numbers in steps 2 and 3 for the disk drive that you use in step 5.

Each time you **SAVE** a game snapshot, ZORK will write over any snapshot that is already on your storage diskette in the position you specified. If you want to **SAVE** more than one snapshot, you must use a different position for each one. You may **SAVE** up to eight different game positions on each storage diskette and **RESTORE** them in any order.

Restoring a Saved Game Position

When you want to continue playing from where you made a snapshot, follow the **RESTORE** procedure. You can **RESTORE** a saved snapshot at any time during play.

When the prompt (>) appears, type:

RESTORE

and then press the RETURN key. Now follow the steps (1 to 8) for **SAVE** above.

ZORK will now let you continue playing from your restored position. You can type **LOOK** for a description of where you are.

Troubleshooting

When ZORK responds **FAILED** to either the **SAVE** or **RESTORE** procedures, check each of the following items to locate the problem. If none of these offers a solution, call your Apple dealer for assistance before proceeding.

1. Check to see that your Apple and disk drive(s) are plugged in correctly, connected properly, and that everything is turned on.
2. Check to see that the diskette(s) was inserted correctly, and that the drive door(s) is closed.
3. Inspect the diskette(s) carefully for any visible damage.
4. If you have more than one disk drive, be sure the ZORK diskette is in the main drive and you know the correct numbers corresponding to the slot and drive holding the storage diskette. Be sure you typed the correct numbers.
5. If you have turned off the Apple, or have pressed the Apple RESET key, follow the instructions for loading ZORK.
6. Be sure that your storage diskette is not write-protected (i.e., there is nothing covering the notch on the side of the diskette).
7. Be certain that the diskette has been initialized properly according to the instructions in your Apple "Disk Operating System Manual" under INITIALIZING A DISKETTE. These instructions are repeated for your convenience in APPENDIX A of this manual.
8. Try again; the problem may be only momentary.
9. As a last resort, try another initialized diskette.

Appendix A: Initializing a Storage Diskette

ZORK storage, or "save," diskettes are made using the Apple diskette initializing procedure. Apple's "Disk Operating System Manual" discusses the initialization process in a detailed, tutorial fashion. Below, we list just the basic steps of the procedure.

First, load the Disk Operating System (DOS 3.3) into your Apple by booting with the System Master diskette which comes with your disk drive. Apple's "Disk Operating System Manual" gives detailed instructions for doing this in the section entitled BOOTING DOS. Remember that the DOS must initialize the diskette in the 16-sector format.

When you have loaded DOS you should have the integer BASIC prompt (>) or the Applesoft BASIC prompt (]) on your screen.

Insert a blank diskette, or a used diskette that you want to recycle, into drive 1 and close the drive door. Now Type **INIT HELLO** and press the RETURN key. The disk drive IN USE light will come on and the diskette will spin for just about two minutes. When the drive stops, the storage diskette has been initialized. ZORK can now save a game position on the diskette when you use ZORK's **SAVE** command.

Remove the diskette from the drive and label it "ZORK SAVE DISKETTE." You can save eight game positions at a time on a diskette.

Appendix B: Suggestions for More Successful ZORK Playing

It is essential that you draw a map. Some of the problems in the game (the Maze in ZORK I, for one example), cannot be solved without mapping. Remember that there are 10 possible directions: **NORTH (N), SOUTH (S), EAST (E), WEST (W), UP (U), DOWN (D), NORTHWEST (NW), NORTHEAST (NE), SOUTHWEST (SW),** and **SOUTHEAST (SE).** In certain circumstances **ENTER, EXIT** (or **In, Out**) apply.

Read everything carefully. There are clues in some of the descriptions, labels, engravings, and books, etc.

Most objects in the game which can be taken are important, either as treasures or for solving problems. Sometimes treasures are also needed to solve problems.

Unlike other games with which you may be familiar, there are many possible routes to the successful completion of ZORK. There is no "correct" order for solving problems. Some problems have more than one solution, or don't need to be solved at all.

It is often helpful to play ZORK with another person. Different people find different problems easy, and can often complement each other.

Don't be afraid to try something bold or strange—you can always save your state first if you want. Trying the bizarre can be fun and often will give you a clue. A nonsense example:

> GIVE THE CATERPILLAR TO THE CHRISTMAS-TREE MONSTER.

THE CHRISTMAS-TREE MONSTER IS REVOLTED AT THE THOUGHT OF ADORNING ITS BRANCHES WITH A CATERPILLAR.

You have just learned that there is probably something which would be a decoration pleasing to the monster and possibly a solution to the problem.

Appendix C: Command Summary

The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations, see LIST OF ZORK COMMANDS section.)

AGAIN
BRIEF
DIAGNOSE
INVENTORY
LOOK
QUIT
RESTART
RESTORE
SAVE
SCORE
SCRIPT
SUPERBRIEF
UNSCRIPT
VERBOSE
VERSION
WAIT

Sentence Syntax

☐ A ZORK sentence must contain at least a verb or a command (e.g., **AGAIN**).

☐ Separate multiple objects of the verb by the word "**AND**" or a comma (,).

☐ Several sentences typed to ZORK at one time must be separated by a period (.) or by the word "**THEN.**" A period is not needed at the end of a line of input.

☐ Only two kinds of questions may be asked: "**WHAT**" and "**WHERE.**"

☐ Compass directions may be abbreviated to **N, E, W, NE, NW, SW, SE,** and **UP** and **DOWN** may be abbreviated to **U** and **D,** respectively.

☐ The letter "L" may be used to abbreviate the **LOOK** command.

☐ The letter "I" may be used to abbreviate the **INVENTORY** command.

INFOCOM

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